

WESTERPLATTE



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The game "WESTERPLATTE 1939" shows the Polish-German fights that took place in the area of the Westerplatte Peninsula in September 1939. The set of counters includes Polish and German troops, as well as Polish artillery. On the German side, there is a battleship, Schleswig-Holstein, while all the remaining German support is pictured on the board. The map shows the area of the peninsula and has been divided into zones where troops can move. Fortifications that affect defense are marked on the map.

1.0 SCALE

The game uses a squad scale although some counters represent single soldiers.

2.0 PHASES AND TURNS

2.1 Each Turn is one day.

On Day 1, before all the other actions, the Polish player sets up his troops, according to the scenario rules. Each day is divided into several Phases: **Phase 0 – Special Actions Draw Phase** Players draw their Special Actions counters. They may use these instantly or keep them for further use.



Phase 1- German Artillery Fire

German player may use Schleswig-Holstein's (S-H) artillery [26] or any other artillery if scenario allows (see Artillery Fire table)

Phase 2 – German Movement

The German player may move his units. Each German unit has to finish its movement when it is adjacent to the Polish unit. Phase ends when the German player decides to end his movement.

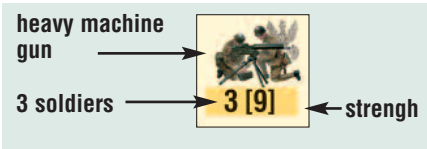
A) Each German unit can move once in this Phase.

B) In this phase, German units can be fired upon by Polish artillery (see Artillery Fire Table).

Phase 3 – German Combat

German units that have Polish units in

adjacent zones must attack them. Each unit can perform only one attack. Before a combat is resolved, German units can be fired upon by Polish Heavy Machine Guns that are in the attacked zones.



Phase 4 Polish Artillery Fire

Polish player may use guns and mortars (see Artillery Fire table)

Phase 5 – Polish Movement

The Polish player may move his units. Each Polish unit has to finish its movement when it is adjacent to the German unit. Phase ends when the Polish player decides to end his movement.

A) Each Polish unit can move once in this Phase.

B) In this Phase, Polish units can be fired by German artillery (see Artillery Fire Table).

Phase 6 – Polish Combat

Polish units, not in bunkers or fortifications, that have German units in adjacent zones, must attack them. Each unit can perform only one attack.

Before a combat is resolved, Polish units can be fired upon by German Heavy Machine Guns that are in the attacked zones.

3.0 MOVEMENT

3.1 Movement means moving a unit through the edge of the zone.

3.2 Each unit may move freely from one zone to another.

3.3 There is no movement limit – units may move into as many zones as the player wants to.

3.4 It is prohibited to enter a zone with an enemy unit inside.

3.5 Units that enter a zone adjacent to a zone with an enemy unit must stop.

3.6 A single zone cannot contain more than 80 SP.

3.7 It is prohibited to move through the water zones, except for Sea Landing (see Special Actions).

4.0 COMBAT

4.1 To resolve a combat, a Player sums all the strength of his attacking units and divides it by the strength of the defenders. It is allowed to attack one zone from many zones.

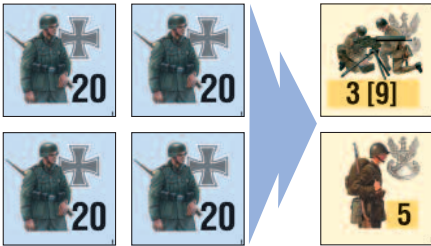
A) There can be no more than 80 SP attacking through one edge.

B) There can be no more than 80 SP defending through one edge.

4.2 To find the result of the combat, players have to check the Combat Table to find the results for the Attacker (A) and Defender (B).

Combat example:

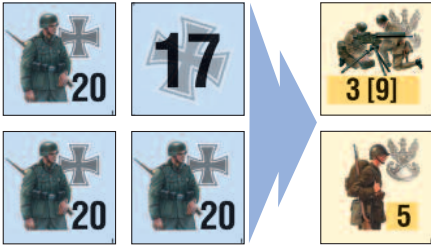
Four German squads (80 SP) are attacking the Polish group (14 SP).



A) Polish HMG (9) fires, players check for German losses in the HMG Fire Table, one German unit loses 3 SP.

B) Total strength of the Germans is 77 now, while Poles have 14.

C) The German player checks the defender's terrain and divides his strength by 2 (Forest, Building), or 3 (Fortifications). Terrain modifiers are never used together, only the highest one is used.



D) For the purpose of this example, let's assume that Poles are in fortification. Because of that, the German player divides his strength by 3. Final German strength is 77/3=26.

E) 26:14 = 2:1. 2D6 roll is made. Result is 10. It means that each side suffers 2 SP loss. The German player subtracts these from any of his units; the Polish player does the same.

F) Defender may reduce his losses by retreating one or two zones. A unit that suffers 2 SP loss may retreat one zone

and suffer a 1 SP loss or retreat two zones and suffer no losses at all.

G) Attacker may perform a pursuit by one or two zones. If defender was eliminated, attacker can occupy captured zone.

H) Losses have to be marked on the Losses Track.

Maximum number of German units involved in the Westerplatte battle is 800.

4.3 After combat is resolved, attacking units are flipped. If German attacking units suffered any losses, they could be removed from the board.

4.4 If a defender retreats from his zone, attacking units may enter it.

4.5 At the end of the day, the German player may remove any of his units from the board to use them with their full strength the next day

5.0 ARTILLERY

Artillery fires with its own strength as printed on the counter. Each artillery unit fires alone.

Artillery fire results are found in the Artillery Fire table.



siła 16

Artillery strength is divided by the terrain's modifier (rounded down).

6.0 SPECIAL ACTIONS

Special actions are resolved after drawing their markers.

Player may decide to keep Special Actions in his hand to use them in following turns.

The number of Special Actions counters is always specified in the scenario rules. Once used, the Special Action marker is removed from the game.

strength of 26. Until the end of the day, the German player gains +1 combat modifier.



Sea Landing 1

Germans may try to make a sea landing attempt through the Martwa Wisła with 80 soldiers. While making this landing, they can be fired upon by Polish HMGs and artillery.

If Polish units don't retreat from the attacked zone, German attacking units are removed and their losses are doubled.

Germans are considered to be in the clear terrain for the purpose of artillery fire.



Sea Landing 2

Germans may try to make a sea landing attempt through the Martwa Wisła with 160 soldiers. As for the fifth unit, a die roll is made to see in which zone it is landing. If it lands in the zone attacked by another unit, it attacks separately, after the first attack is resolved and only if German units are forced to retreat.

While making this landing, they can be fired upon by Polish HMGs and artillery.

If Polish units don't retreat from the attacked zone, German attacking units are removed and their losses are doubled.

Germans are considered to be in the clear terrain for the purpose of artillery fire.



Cistern

Cistern is placed by the German player in a zone with a railway that is about to be attacked. A D6 roll is made before resolving this attack:

- 1) No effect.
- 2) The German player gains +2 modifier.
- 3) The German player gains +1 modifier.
- 4) Combat is prohibited in this zone until the end of this phase.
- 5) The German player loses 3 soldiers, the Polish player gains +1 modifier.
- 6) The German player loses 6 soldiers, the Polish player gains +2 modifier.



Up to 50 Polish SPs may perform hidden regrouping (without losses).

8

Polish artillery (only if it still exists) fire destroys a single German HMG unit.

9
2 x [26]

Schleswig-Holstein

Battleship changes its position and fires twice with a strength of 26.

10

Roll 1 D6:

1-3 The German player may take one more Special Action counter

4-6 The Polish player may remove one Special Action counter from the German's hand.



Flamethrower +2

German units gain +2 modifier in the single combat.



Flamethrower +1

German units gain +1 modifier in the single combat.



Artillery

The German player may perform artillery fire with a strength of 24.



Artillery

The German player may perform artillery fire with a strength of 20.



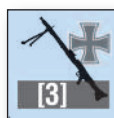
Artillery

The German player may perform artillery fire with a strength of 16



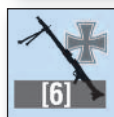
Artillery

The German player may perform artillery fire with a strength of 12.



German HMG

The German player may perform Heavy Machine Gun fire with a strength of 3.



German HMG

The German player may perform Heavy Machine Gun fire with a strength of 6.



German HMG

The German player may perform Heavy Machine Gun fire with a strength of 9.

0

Draw and use of the Special Actions counters

1

German artillery fire.
Air attack.

3

Polish mortars and anti-tank guns fire (mark German losses on the German Losses Track).

5

6



4

Polish 75 gun fire (mark German losses on the German Losses Track).



5

Polish Heavy Machine Guns Fire (mark German losses on the German Losses Track).

6

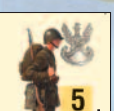
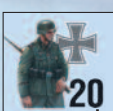
German attack

2

German movement

7

Mark German losses on the German Losses Track. Mark Polish losses on the Polish Losses Track.



Following sequence is repeated untill all the German attacks are resolved.

1.

After all the phases are done, a new day begins.

Notes:

- Air attack results are found in the Artillery Fire table.
- If the zone with an equipment is fired, the first loss has to be always taken from the equipment. Each gun/mortar is worth one point.
- Anti tank guns have three zones of range. Mortars and guns have unlimited range.

I would like to especially thank Mr. Mariusz Wojtowicz- Podhorski for the substantive help and support he gave me while creating the game.

Wojciech Zalewski

MG fire

	[SP]	[3]	[6]	[9]
2 x D6	2	6	9	12
	3	5	8	11
	4	4	6	10
	5	3	5	9
	6	2	4	8
	7	1	2	6
	8	2	3	7
	9	3	4	8
	10	4	6	9
	11	5	7	10
	12	-	-	-

Artillery Fire and Air Attack

	[SP]	1	2-6	7-12	13-17	18-21	22-25	26+
2 x D6	2	6	9	11	13	15	17	19
	3	5	8	10	12	14	16	18
	4	4	6	8	10	12	14	16
	5	3	5	7	9	10	12	14
	6	2	4	5	7	9	11	13
	7	1	2	4	6	8	10	12
	8	1	1	3	5	7	9	11
	9	1	1	2	4	6	7	9
	10	-	1	2	3	4	6	8
	11	-	-	1	2	3	5	7
	12	-	-	-	-	-	-	-

Attack strength is divided by the defender's terrain modifier.

Example: If defender is in fortification (modifier 3) and fire's strength is 9, then $9/3=3$. Result is always rounded to the closest full value ($3.5 = 3$ while $3.6=4$).

COMBAT TABLE

		1 : 4	1 : 3	1 : 2	1 : 1	2 : 1	3 : 1	4 : 1	5 : 1	6 : 1
2 x D6	2	10/1	9/1	8/1	7/1	6/2	5/3	4/4	3/5	2/7
	3	9/-	8/1	7/1	6/1	5/1	4/2	4/3	3/4	2/6
	4	8/-	7/-	6/1	5/1	4/1	4/1	3/2	2/3	2/5
	5	7/-	6/-	5/1	4/1	4/1	3/1	2/1	2/2	2/3
	6	6/-	5/-	4/-	4/1	3/1	2/1	2/1	2/1	2/2
	7	5/-	4/-	4/-	4/-	3/1	2/-	2/1	2/2	1/3
	8	4/-	4/-	3/-	3/-	3/-	2/1	2/2	1/3	1/4
	9	4/-	3/-	3/-	3/-	2/1	2/2	1/3	1/4	1/5
	10	4/-	3/-	3/-	3/1	2/2	2/3	1/4	1/5	1/6
	11	4/-	4/1	3/1	2/2	2/3	2/4	1/5	1/6	1/7
	12	5/1	4/1	3/2	2/3	1/4	1/5	1/6	1/7	1/8

Result on the left is for the attacker, the result on the right is for the defender.

Example: 6/2 means that attacker suffers 6 losses and defender suffers 2 losses.

Defender may retreat 1 zone and suffer one loss or retreat two zones and suffer no losses.

Attacker may perform a pursuit by one or two zones.

1-7 IX

The German attack on Westerplatte was one of many carried out by the Germans on September 1, 1939. But it was here that the Polish crew of 216 soldiers defended themselves for seven days. Despite bombardments and artillery shelling, including the battleship Schleswig-Holstein, Polish soldiers repelled further attacks on the

peninsula. Westerplatte has become a synonym of courage and heroism that functions in the Polish military tradition to this day. The scenario shows the military operations on the peninsula from September 1 to 7, but it can be extended with the consent of both players. It can be also played as a solitaire game (see rules below)

INITIAL SET UP

POLES:

Historical set up

GERMANS:

The German player has 800 soldiers, he can use max of 240 of them for a day, plus the ones from Special Actions.

VICTORY CONDITIONS:

POLES:

- For each eliminated German soldier: 1 VP
- Instant victory for eliminating **250** German soldiers

GERMANS:

- For each eliminated Poles soldier: 1 VP.
- Instant victory for eliminating **60** Polish soldiers.
- Instant victory for capturing New Barracks.

Footnotes:

- Historical scenario
- Scenario length: 1-7 IX 1939
- Special Actions:

- | | |
|-----------|-----------|
| 1 IX - 3, | 5 IX - 2, |
| 2 IX - 4, | 6 IX - 2, |
| 3 IX - 4, | 7 IX - 3, |
| 4 IX - 2, | |

8 IX - 3, If players decide for
9 IX - 4, extended game, take all
10-14 IX - 5, the used Special Actions
counters and put them
into cup again).

1 IX – 3 means that players have to draw three Special Actions counters on this day.

- Players may decide to play “Expert” mode, which is harder for the Polish side. In this mode, Special Actions are not drawn but the German player chooses them by himself. He can’t take more counters than the day’s limit allows him to.



FREE

The scenario allows the Polish side to freely deploy soldiers in the Westerplatte depot. The commander of the Polish side may change the initial position of his soldiers, making the certain positions stronger. You can strengthen

the positions of "Wal" and "Prom", but also other facilities. Will this strategy prove to be correct? Battle will tell. The victory conditions for both sides are identical. You can therefore test your own concept of defense.

INITIAL SET UP

POLES:

The Polish player sets up his soldier freely.

GERMANS:

The German player has 800 soldiers, he can use max of 240 of them for a day, plus the ones from.

VICTORY CONDITIONS:

POLES:

- For each eliminated German soldier: 1 VP
- Instant victory for eliminating **250** German soldiers

GERMANS:

- For each eliminated Poles soldier: 1 VP.
- Instant victory for eliminating **60** Polish soldiers.
- Instant victory for capturing New Barracks.

Footnotes :

- Historical scenario
- Scenario length: 1-7 IX 1939
- Special Actions:
 - 1 IX - 3,
 - 2 IX - 4,
 - 3 IX - 4,
 - 4 IX - 2,
 - 5 IX - 2,
 - 6 IX - 3,
 - 7 IX - 3,
 - 8 IX - 3,
 - 9 IX - 4,
 - 10 IX - 5,

If players decide for extended game, take all the used Special Actions counters and put them into cup again)

- **Air landing** – Germans may perform air landing (analogously to Eben Emael landing) on the clear terrain zones with 120 soldiers. Landing group remains on the board until the end of the game. It

SOLITAIRE VARIANT

Schleswig-Holstein fires at:

- 1 IX – placówkę „Prom”,
- 2 IX – nowe koszary,
- 3 IX – wartownię nr 1,
- 4 IX – wartownię nr 5,
- 5 IX – kasyno,
- 6 IX – nowe koszary,
- 7 IX – nowe koszary,
- 8 IX – wartownię nr 1,
- 9 IX – wartownię nr 5,
- 10 IX – nowe koszary,
- 11 IX – wartownię nr 1,
- 12 IX – nowe koszary,
- 13 IX – nowe koszary,
- 14 IX – nowe koszary,

Artillery fires at:

- 1 IX – placówkę „Prom”,
- 2 IX – nowe koszary,
- 3 IX – wartownię nr 5,
- 4 IX – wartownię nr 1,
- 5 IX – kasyno,
- 6 IX – nowe koszary,
- 7 IX – nowe koszary,
- 8 IX – wartownię nr 5,
- 9 IX – wartownię nr 1,
- 10 IX – nowe koszary,
- 11 IX – wartownię nr 5,
- 12 IX – nowe koszary,
- 13 IX – nowe koszary,
- 14 IX – nowe koszary,

In this variant, a human player controls Polish units. German units are moving down the lines 1, 2 and 3 (from the zones 1, 2 and 3) and have to stop when entering the zones adjacent to the ones with Polish units.

If sea landing Special Action is drawn, Germans are performing it from zones 4 and 5.

Special Action counters take effect immediately after being drawn, or remain in the player's hand until the end of the day. They are removed from the game at the end of the day.

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