



Rulebook

SOLDIERS IN POSTMEN'S UNIFORMS

Defense of the Polish Post Office in Danzig during the Second World War

SOLDIERS IN POSTMEN'S UNIFORMS

Rulebook

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In *Soldiers in Postmen's Uniforms* you take control of the valiant defenders of Polish Postal Office No. 1 in the Free City of Danzig on the first day of the Second World War. Under your command, the defenders must fend off relentless attacks from the Danzig Schutzpolizei and two German SS units.

Object of the Game

The goal of *Soldiers in Postmen's Uniforms* is to recreate the incredible historic accomplishment of the Polish postal workers by defending the post office during the day-long siege. In the game, this is represented by playing through three decks of enemy cards.

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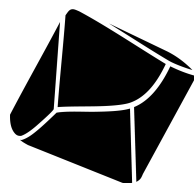
This game is dedicated to the valiant defenders of the Polish Postal Office No. 1.

Game Scale: Tactical

Players: 1

Time to Play: 60 Minutes

Complexity: Low



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Introduction

The Free City of Danzig (present-day Gdańsk) came into being in 1920, in accordance with the 1919 Treaty of Versailles. Over the next two decades the city became a flash-point in Polish-German relations, which culminated in the Danzig Crisis of 1939. On the first day of the Second World War, German forces moved in to seize Polish installations in Danzig. Two of the installations were on alert and under orders to hold out: the Military Transit Depot on the peninsula of Westerplatte and the Polish Postal Office No. 1. The personnel of the post office repulsed repeated assaults, and were forced to surrender only after a day-long siege, when the post office was doused with gasoline and set alight. Though German propaganda cast these acts of defiance as futile and a failure, they were viewed by the Polish people as symbolic of their stand against a materially superior aggressor.

During a game of *Soldiers in Postmen's Uniforms*, you control the force that defended the post office on the first day of the Second World War. The goal of the game is to keep up the defense until the three enemy card decks are depleted, while protecting the postal workers and non-combatants. You score points for defenders that survive the assault — the higher your score, the better.

Companion Book

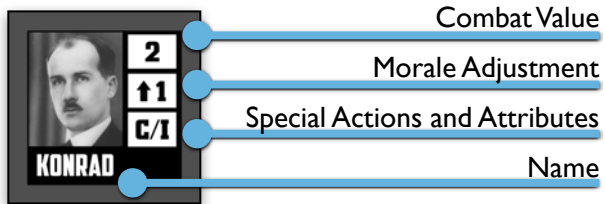
A companion book is also available for this game. The companion book provides historical details about the battle and design notes about the game. A print version companion book is available to purchase from Dan Verssen Games (www.dvg.com), or you can download it from www.digitalcapricorn.com.

The post office today



Counters, Weapon Tokens, and Cards

Defender Counters (56)



Special



Trained

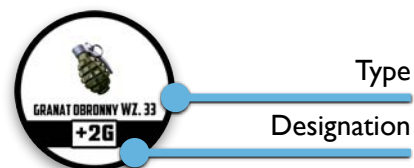


Postal Worker



Noncombatant

Weapon Tokens (16)

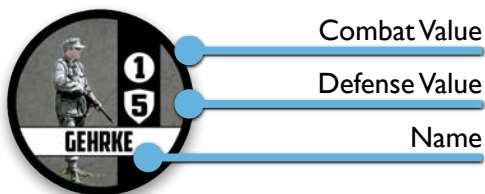


Type

Designation

Enemy Counters

Assault Counters (70)

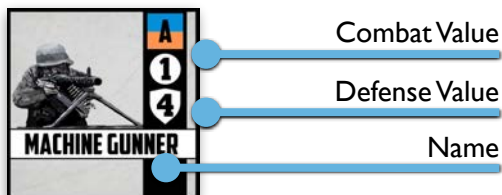


Combat Value

Defense Value

Name

Support Counters (12)

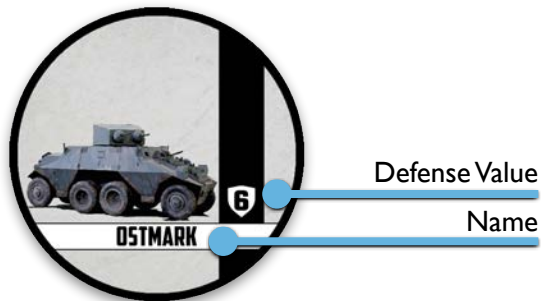


Combat Value

Defense Value

Name

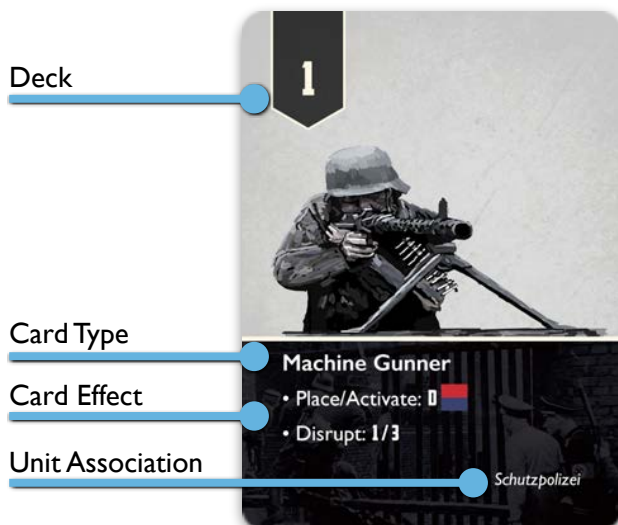
Armored Car Counters (2)



Defense Value

Name

Enemy Cards (90)



Deck

Card Type

Card Effect

Unit Association

Set up and Components

1) Game Board

Set out the game board in the middle of the table.

2) Enemy Cards (90)

Sort the enemy cards by the number in the upper left front of the card. Remove the three grenade bundle cards in Attack deck 1, the one grenade bundle card in Attack deck 2, and the fire truck card in Attack deck 3 and keep them face up near the board. Shuffle the remaining cards in each deck, place the decks face down, and keep the decks separate.



3) Enemy Assault Counters (70)

Sort the enemy assault counters and place them near the board.



4) Enemy Support Counters (12)

Sort the enemy support counters and place them near the board.



5) Enemy Armored Car Counters (2)

Sort the enemy armored car counters and place them near the board.



6) Placement Dice (2)

Place the placement dice near the board.



7) Dice (4)

Place the dice near the board.



8) Barrier Token (4)

Place the barrier tokens near the board.



9) Action Tokens (4)

Place the action tokens near the board.



10) Disrupted Tokens (30)

Place the disrupted tokens near the board.



11) Movement Tokens (4)

Place the movement tokens near the board.



12) Suppression Tokens (30)

Place the suppression tokens near the board.

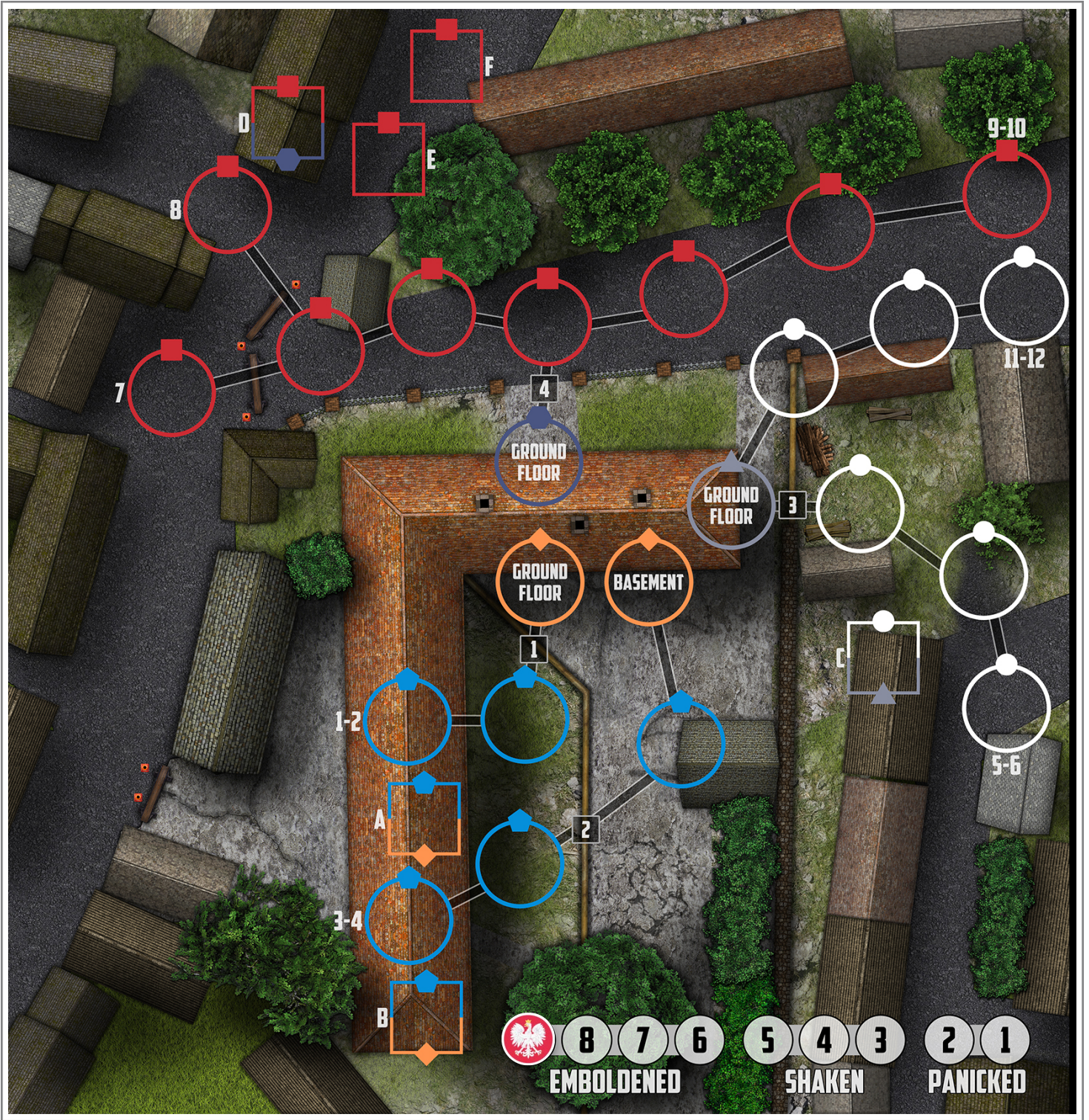


Out of Tokens?

It is possible, though very unlikely, that you run out of disrupted or suppression tokens. These tokens should not be considered finite. If need be, use a different marker in place of the disrupted or suppression tokens.

Extra Cubes

This game comes with extra cubes that match the color of the circular tokens in the game. The cubes can be used as an optional alternative to the tokens if you wish. They are not otherwise used in the game.



13) Morale Token (1)
Place the morale token on the 9 space of the morale track.

14) Defense Tokens (3)
Place the defense tokens by the leftmost defense value.

15) Weapon Tokens (16)
Place the weapon tokens on the board as depicted.

16) Ammunition Tokens (9)
Place the ammunition tokens on the board as depicted.





Remove 17 of the white border “postal worker” defenders from the game. Place the remaining counters on the board as depicted. You do not have to match the specific counter for the white border “postal workers” and red border “trained” defenders. They are interchangeable.

Why are some Defenders not used?

There are 56 defender counters, one for each of the people we know by name in the post office during the attacks. Each of them is depicted individually to pay homage to their valor. For gameplay purposes, 17 of the white bordered counters are not used. Two victims of the fire in the basement have not been identified to date and are not represented in the game.

I.0 Playing the Game

1.1 Game Overview

Soldiers in Postmen's Uniforms is divided into three attack periods, each of which is represented by a deck of enemy cards.

- **Attack 1** took place during the morning hours. This was the Danzig Schutzpolizei's initial assault, which was directed against the southern (rear) facade and eastern (side) entrance of the post office.
- **Attack 2** took place during midday. In this assault, the Schutzpolizei attacked the northern, street-facing (front) facade of the building. They were supported by armored cars, infantry guns, and a howitzer.
- **Attack 3** took place in the evening. This final assault was conducted by elements of two SS units against the front of the post office. It ended when the attackers brought up a fire truck filled with gasoline, pumped it into the building, and ignited it with a hand grenade.

Each attack period is divided into a number of turns, and each turn consists of three (in the case of Attacks 1 and 2) or four (Attack 3) phases:

- **Enemy Phase:** Resolve five enemy cards.
- **Defense Phase:** Perform four moves and four actions with the defenders.
- **Clearing Phase:** Assault counters inside the building remove defenders.
- **Escape Phase (Attack 3 only):** Defenders escape from the building.

The game ends at the end of the turn when you draw the enemy fire truck card during Attack 3. At the end of the game, your score is based on the number of noncombatants and postal workers that survived the attacks.

1.2 Morale

The defenders' morale is tracked on the board. Morale starts at 9 at the beginning of the game. Each time a noncombatant or postal worker becomes a casualty, you decrease the morale by a number of steps equal to the defender's morale adjustment. Two special defenders (Konrad and Flisykowski) increase the morale if they become casualties.

Morale represents the willingness of the defenders to continue the battle. **If morale ever reaches zero, the game ends immediately and you lose.** In addition, morale affects where in the deck the fire truck card is placed during Attack 3.



Morale Track



Playing the Game

1.3 The Game Board

The game board depicts two views of the battleground:

- The left side of the board depicts the post office and its immediate surroundings. This portion of the board is used for tracking enemy counters as well as the defenders' morale. Assault counters are placed and advance towards the post office in the circle spaces. Support counters are placed in the square spaces.
- The right side of the board is a view of the interior of the post office. Each numbered space is used by the defenders. This area of the board is subdivided vertically into three sections.
 - The top section is an abstract representation of all three of the building's upper floors.
 - The middle section represents the ground floor.
 - The bottom section represents the basement.
- In addition, to the left of the sections are spaces used to hold counters in the interiors of each floor.

1.4 Line of Sight

Line of sight is used to determine if defender and enemy counters can target one another. Counters have line of sight to one another when they are in spaces with the same color. For example, if a defender is in a red colored defender space, the defender can target an enemy counter in any red square (support counter space) or circle (assault counter space). Defender and enemy counters in spaces with two colors have line of sight to both correspondingly colored spaces. Interior spaces and defender spaces on the same floor have line of sight to each other. Interior spaces do not have line of sight to any space outside of the building or to other interior spaces.



Exterior View

Interior View

2.0 Attack Periods

Soldiers in Postmen's Uniforms is divided into three attack periods, each of which is represented by a deck of enemy cards.

2.1 Attack 1

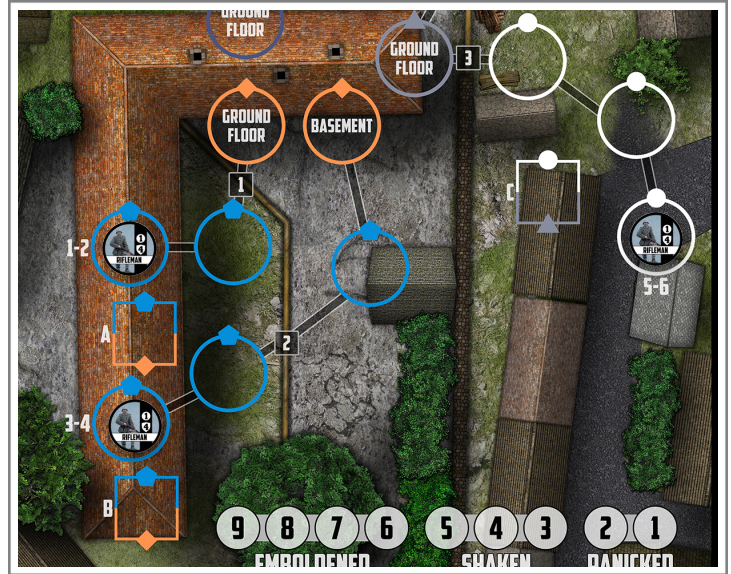
Attack 1 took place during the morning hours. This was the Danzig Schutzpolizei's initial assault, which targeted the rear of the post office.

Set up: Set up the board for Attack 1 by placing a rifleman assault counter on the spaces marked 1-2, 3-4, and 5-6.

Ending Attack 1: Attack 1 ends at the end of the turn the last enemy card from the Attack 1 deck was played (after the completion of the Clearing Phase), with one exception:

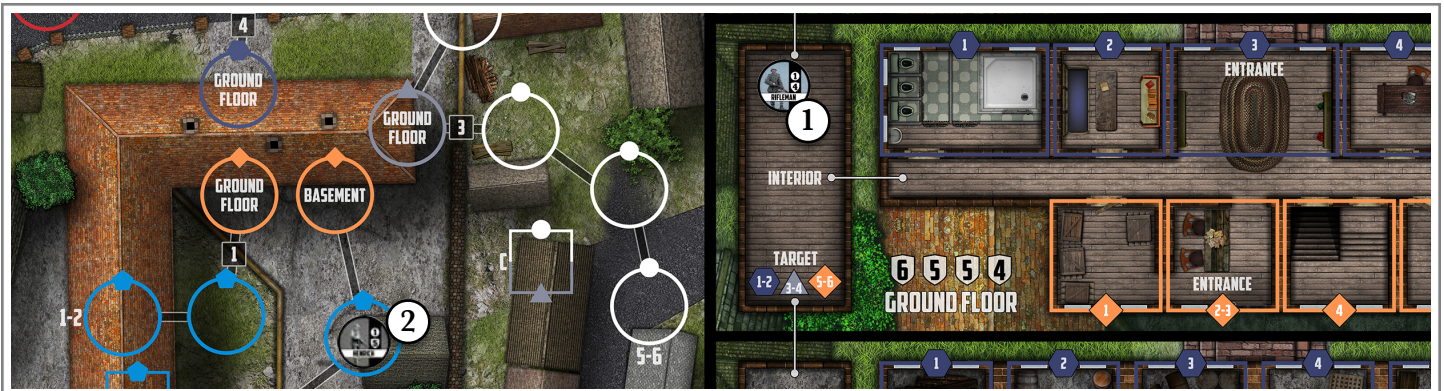
- If there is one or more assault counters in the post office AND one or more leader assault counters on the board (inside or outside of the post office), shuffle the Attack 1 discards into a deck and continue playing Attack 1 by starting a new turn. Continue playing in this way until the end of a turn (after the Clearing Phase) when there are no assault counters in the post office OR until there are no leader assault counters on the board.

Attack 1 board set up



At the end of Attack 1, remove all disrupted tokens from defenders and discard them to the supply, flip over any defenders from their exhausted side, discard suppression tokens to the supply, and discard all assault counters to the supply. Leave defenders, weapon tokens, ammunition tokens, and enemy support counters on the board.

Continue Attack 1



Gameplay Example: You play through all of the enemy cards in Attack 1 and complete the Clearing Phase, marking the end of the turn. If there was not an assault counter in the post office and leader assault counter on the board, you would begin Attack 2. However, there is a rifleman assault counter in the post office (1) and a leader on the board (2). You re-shuffle the Attack 1 deck and begin a new turn. You continue to play through the Attack 1 deck in this manner until you reach the end of a turn (after the Clearing Phase) when there is no assault counter in the post office or leader counter on the board.

Attack Periods

2.2 Attack 2

Attack 2 took place during midday. In this assault, the Schutzpolizei attacked the front of the post office and were supported by armored cars as well as infantry guns and a howitzer from SS units.

Set up: Set up the board for Attack 2 by placing an armored car counter on the spaces marked 7 and 9-10. In addition, place one rifleman assault counter on the spaces marked 7, 8, 9-10, and 11-12.

Ending Attack 2: Just as in Attack 1, Attack 2 ends at the end of the turn the last enemy card from the Attack 2 deck was played (after the completion of the Clearing Phase), with one exception:

- If there is one or more assault counters in the post office AND one or more leader assault counters on the board (inside or outside of the post office), shuffle the Attack 2 discards into a deck and continue playing Attack 2 by starting a new turn. Continue playing in this way until the end of a turn (after the Clearing Phase) when there are no assault counters in the post office OR until there are no leader assault counters on the board.

At the end of Attack 2, remove all disrupted tokens from the defenders, flip over any defenders from their exhausted side, discard suppression tokens to the supply, and discard all assault counters to the supply. Leave defenders, weapon tokens, ammunition tokens, and enemy support counters on the board.

2.3 Attack 3

Attack 3 took place in the evening. This final assault was conducted by elements of two SS units against the front of the post office. It ended when the attackers brought up a fire truck filled with gasoline, pumped it into the building, and ignited it with a hand grenade.

Set up: Set up the board for Attack 3 by moving the armored car counters back to the spaces marked 7 and 9-10. In addition, place one SS rifleman assault counter on the spaces marked 1-2, 3-4, 5-6, 7, 8, 9-10, and 11-12. If a barrier token is not already on barrier location 4, place one there.

Fire Truck: The fire truck card is shuffled into the bottom of the Attack 3 deck based on the current morale.

- **Emboldened:** If the defenders are emboldened, place the fire truck at the bottom of the deck.
- **Shaken:** If the defenders are shaken, take the bottom seven cards, shuffle the fire truck card in with them, and then place the cards back on the bottom of the deck.
- **Panicked:** If the defenders are panicked, take the bottom twelve cards, shuffle the fire truck card in with them, and then place the cards back on the bottom of the deck.

Escape Phase: Only resolve the Escape Phase during Attack 3.

Ending Attack 3: Attack 3 and the game end at the end of the turn in which the fire truck card is drawn. Complete the entire turn (ending with the Escape Phase), then end the game.



Fire Truck

3.0 Enemy Phase

Each turn begins with the Enemy Phase. In the Enemy Phase, you will resolve five enemy cards from the current Attack deck. Reveal one card at a time, resolving the effect of each one before moving to the next.

There are four different categories of enemy cards, based on the card effect:

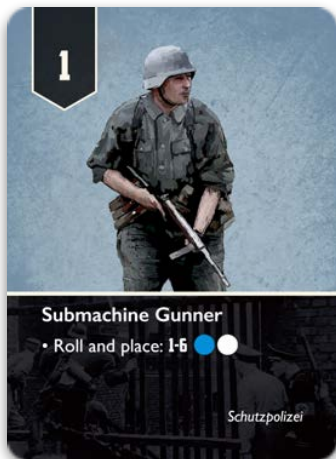
- Assault (leaders, riflemen, submachine gunners, SS riflemen, SS submachine gunners)
- Grenade Bundle (affect Assault cards)
- Support (infantry guns and machine gunners)
- Howitzer

Out of Cards?

Though unlikely, it is possible that you reach the end of an Attack deck and have less than five enemy cards to draw. In that case, only draw the remaining cards in the Attack deck for the Enemy Phase.

Discarding and Removing Enemy Cards

After all five enemy cards have been resolved, either discard or remove them from play, depending on the card. Most cards are discarded; however Leader, Howitzer, and Grenade Bundle cards are removed from the game after they are resolved. These cards include directions to remove them from the game in their card effects.



Assault



Grenade Bundle



Support



Howitzer

Enemy Phase / Assault

3.1 Assault

There are five types of enemy cards with the assault effect: leaders, riflemen, submachine gunners, SS riflemen, and SS submachine gunners. In addition, grenade bundle cards and armored car counters also interact with the assault effect. When you draw an assault card, you will place a corresponding assault counter. Placing assault counters is the key element of the enemy's advance toward the post office. Placing each assault counter has two steps:

- Roll to place the assault counter
- Advance assault counters



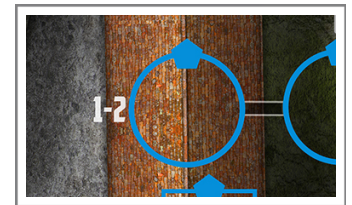
Assault Counter and Card

3.1.1 Roll to Place the Assault Counter

When you reveal an enemy card that places an assault counter, check to see which placement dice you need to roll (either the die numbered 1-6 or the die numbered 7-12). Roll the appropriate die and place the assault counter in the corresponding numbered placement space on the board. Leader cards specify the space where the counter is placed.

3.1.2 Advance Assault Counters

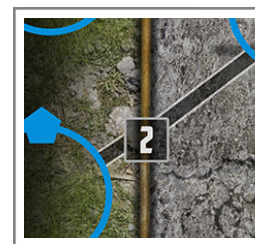
After you place the assault counter, progress any assault counter already in the assault counter placement space along the track towards the post office. If advancing an assault counter moves it into a space that already had an assault counter, advance the assault counter that was already in that space. Continue this process until the leading counter is moved into the first open space or until it reaches a barrier with no barrier token. If moving an assault counter forward in this way would advance an assault counter off the end of one of the tracks, the assault counter has breached the post office. Immediately resolve the breach (p.14), then complete the card effect. If an assault counter advances into a space with suppression tokens, check to see if the counter is suppressed (p. 24).



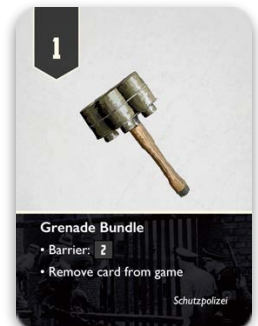
Assault Counter Placement Space

Barriers and Grenade Bundles

There are four barrier locations on the game board that temporarily stop the progress of assault counters. These barriers are located on the assault counter tracks and are labelled 1-4. The first time an assault counter reaches a space adjacent to a barrier, take the matching grenade bundle card and shuffle it into the current Attack deck. Assault counters cannot move beyond the barriers until the matching grenade bundle card has been drawn from the Attack deck. Until that time, stack assault counters on the space adjacent to the barrier. Once the grenade bundle card is drawn, place a barrier token on the barrier to show that it has been destroyed and advance the assault counters on the space adjacent to the barrier forward starting with the top counter as normal until there is only one assault counter in each space or until the assault counters have moved off the assault counter track and breached the post office. If an assault counter breaches the post office, immediately resolve the breach (p.14), then complete the card effect.



Barrier Location



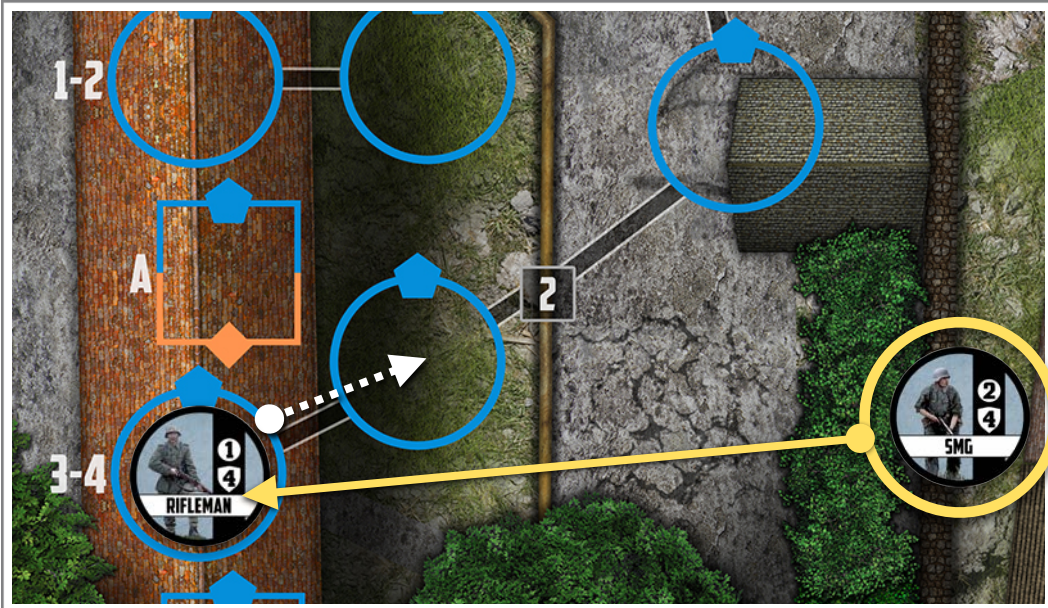
Grenade Bundle Card



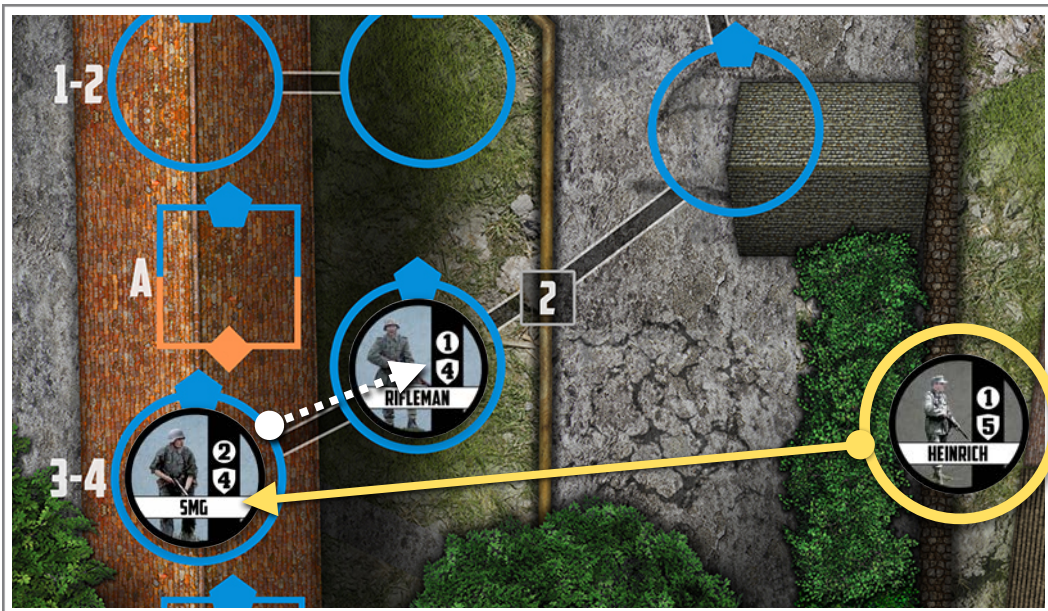
Barrier Token

Enemy Phase / Assault

Placing and Advancing Assault Counters



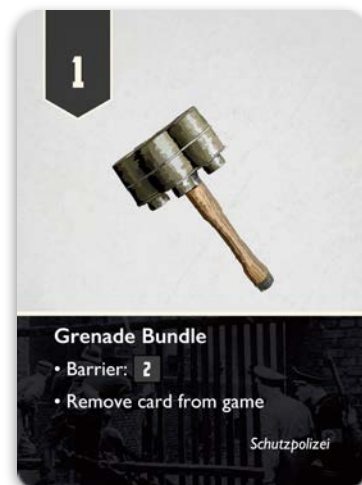
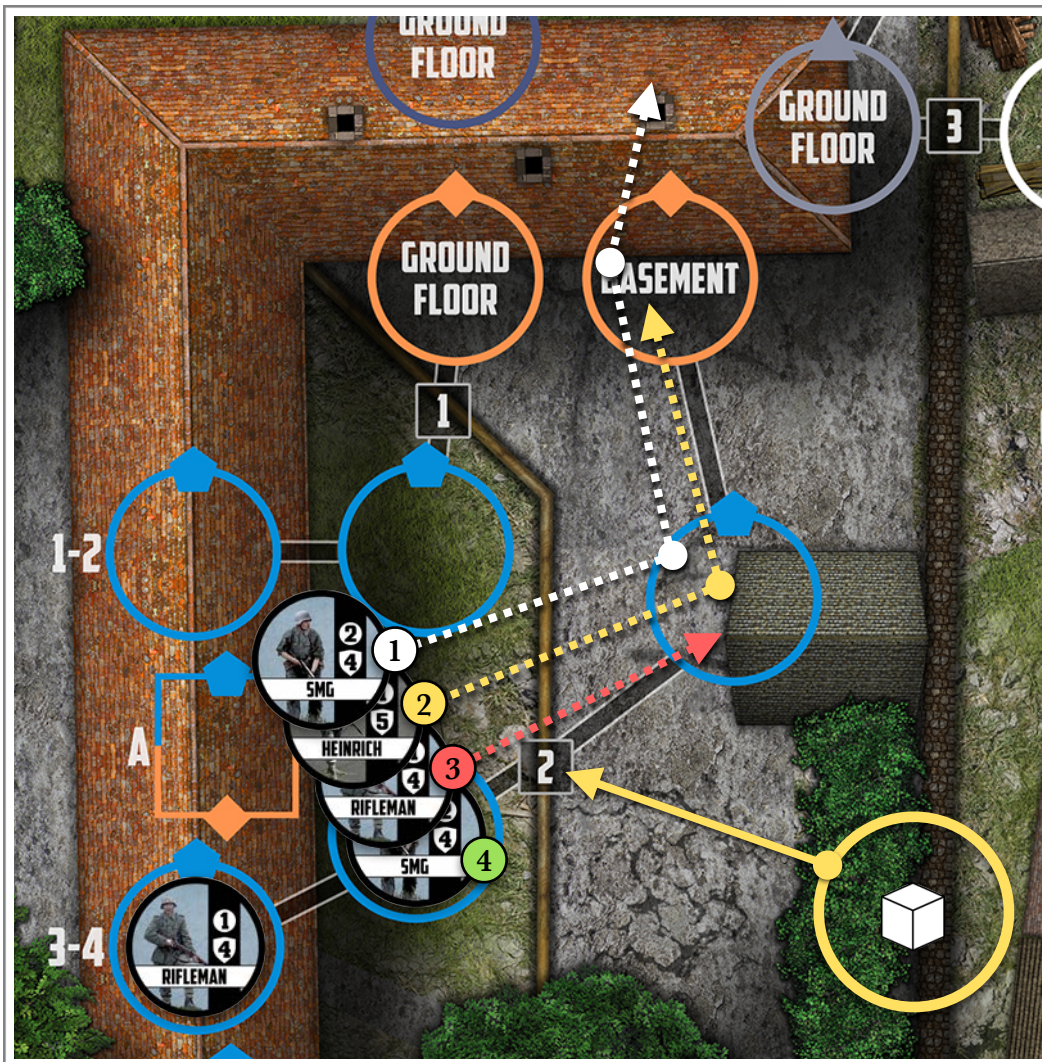
Gameplay Example: A submachine gunner card is drawn. You roll the placement die numbered 1-6 and roll a 3. You place a submachine gunner counter on the placement space marked 3-4. A rifleman counter was already on the space, so it advances forward on the track. Because the rifleman counter moves adjacent to the barrier, you shuffle the corresponding grenade bundle card into the current Attack deck.



Gameplay Example: Next, a leader card is drawn. The card specifies that Heinrich is placed in the space marked 3-4. A submachine gunner counter was already on the space, so it advances forward on the track. Barrier location 2 does not have a barrier token on it, so you stack the submachine gunner counter on top of the rifleman counter. After resolving the card effect, the leader card is removed from the game.

Enemy Phase / Assault

Barriers and Grenade Bundles



Gameplay Example: The grenade bundle card for barrier location 2 is drawn. A barrier token is placed on barrier location 2, indicating that it no longer blocks assault counter advancement. Four assault counters had been stacked in the space adjacent to the barrier location in prior turns. The submachine gunner (1) is on top, so it advances first. It advances one space. Next Heinrich (2) advances one space, which pushes the submachine gunner (1) forward. Next, the rifleman (3) advances one space, pushing both the leader (2) and submachine gunner (1) forward. This results in the submachine gunner (1) advancing off the assault track and breaching the post office. You would immediately resolve the breach (p. 14), then complete the grenade bundle card effect. The submachine gunner (4) assault counter on the bottom does not advance because it is the last assault counter in the space. After resolving the card effect, the grenade bundle card is removed from the game.

Enemy Phase / Assault

Breaching the Post Office

When an assault counter moves off the assault track, it breaches the post office. Resolve the breach, then complete the current enemy card effect.

Breach location: There are four breach locations, each corresponding to an entrance inside the post office:

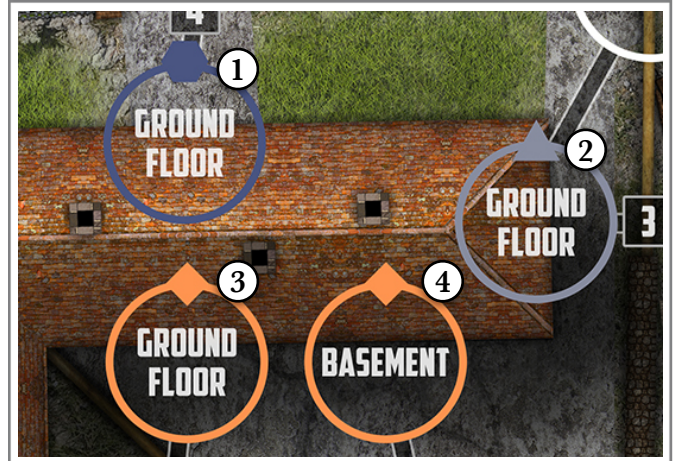
1. The ground floor entrance in the front,
2. The ground floor entrance on the side,
3. The ground floor entrance in the rear,
4. The basement entrance in the rear.

When an assault counter breaches the ground floor entrance in the front, the ground floor entrance in the rear, or the basement entrance, any defenders that were in corresponding entrance spaces become casualties and are removed from the game. Adjust morale based on the type of defender. Then place the assault counter in the interior space of the appropriate floor. When an assault counter breaches the ground floor entrance on the side, there are no defender casualties. Place the assault counter in the interior space on the ground floor. Assault counters in the interior space are not stacked. Any of them can be the target of an attack by defenders.

After resolving the breach, continue the Enemy Phase.

Breaching the Post Office

Entrances



Gameplay Example: A submachine gunner assault counter moves off the assault track leading to the ground floor front entrance. The defenders (Kuntz and Gdaniec) become casualties and are removed from the game. Morale is reduced by 1 for the loss of Kuntz. The submachine gunner assault counter is placed in the interior space on the ground floor.

Enemy Phase / Support

3.2 Support

There are two types of enemy cards with the support effect: infantry guns and machine gunners. When you draw a support card, do the following

- Place a Support Counter (if possible)
- Activate the Support Counter

3.2.1 Place a Support Counter (if possible)

When you reveal an enemy card for a corresponding support counter space that is unoccupied, place the matching support counter in the space. If the support counter is already in the space, stack the emplaced support counter on top of it. If the emplaced support counter is already in the space, skip this step.

3.2.2 Activate the Support Counter

Activate the support counter at the top of the stack.

Infantry Guns

When you activate an infantry gun, you roll to attack the upper floors of the post office, which can lower its defense and possibly disrupt the defenders. Roll a number of dice equal to the infantry gun's combat value. If at least one of the dice rolled is equal to or higher than the defense value of the upper floors, shift the defense token one space to the right. If the defense has already been lowered to the rightmost position, then place disrupted tokens on all the defenders and assault counters on the upper floors. If a defender already has a disrupted token on it, the defender becomes a casualty. Remove the defender from the board and adjust morale based on the type of defender. If an assault counter already has a disrupted token on it, there is no additional effect.

Machine Gunners

When you activate a machine gunner, you roll to see if it disrupts the defenders. The machine gunner targets the highest floor in the post office with at least one defender it has line of sight to. Roll the die and compare the result to the defender space. If the result of the roll is a defender space that is empty, go to the next higher number. If no higher number is occupied, go to the next lower number. Then roll a number of dice equal to the machine gunner's combat value. If at least one of the dice rolled is equal to or higher than the defense value of the floor, place a disrupted token on all defenders in the space. If a defender already has a disrupted token on it, the defender becomes a casualty. Remove the defender from the board and adjust morale based on the type of defender.



Support Card



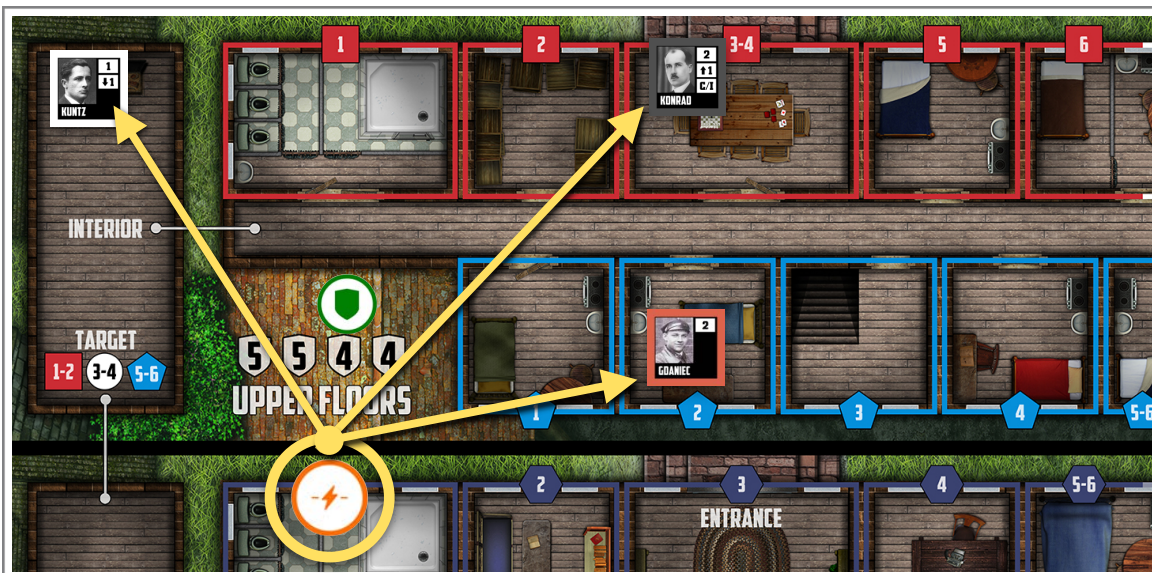
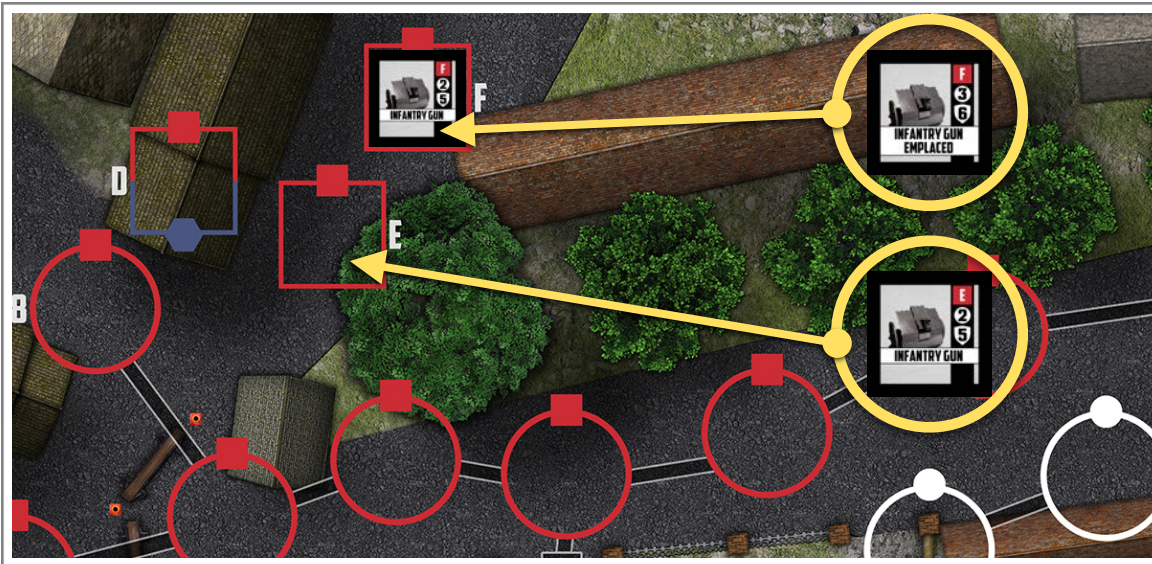
Support Counter



Emplaced Support Counter

Enemy Phase / Support

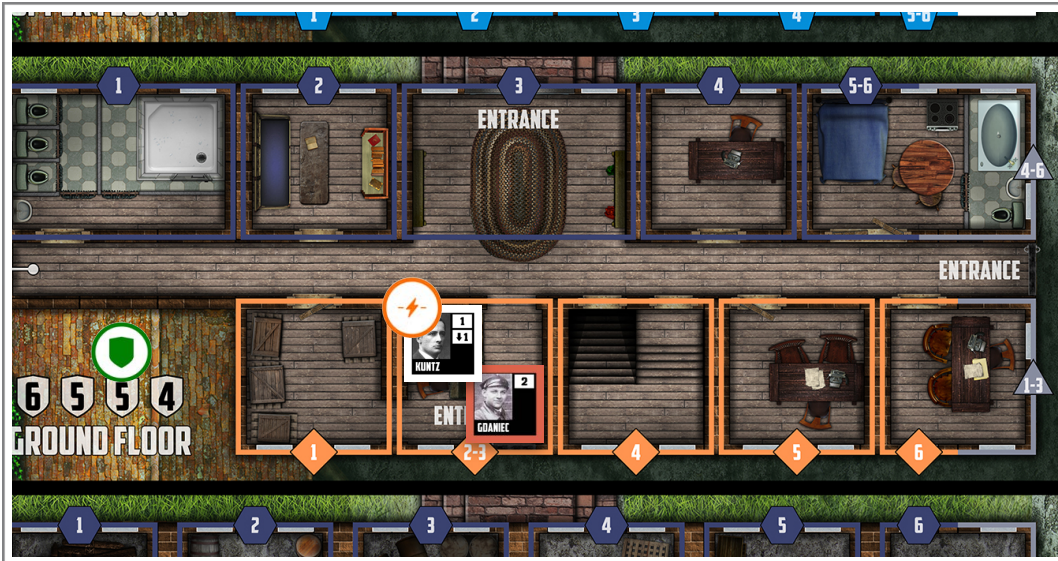
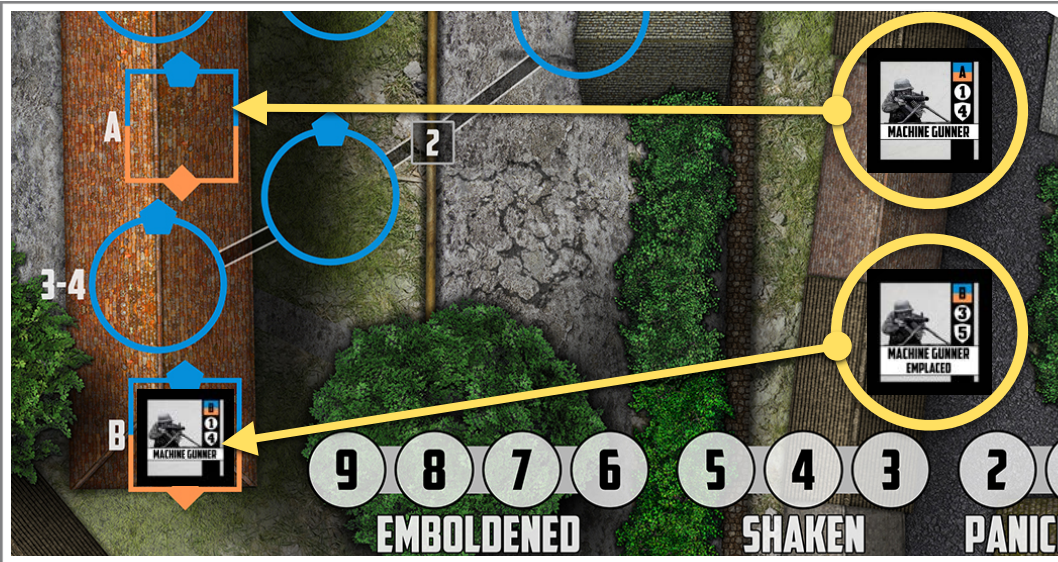
Place and Activate Infantry Guns



Gameplay Example: An infantry gun card for support counter space E is drawn. There is no counter in the space, so the matching infantry gun counter is placed there. The counter is then activated. It targets the upper floors of the post office. The infantry gun's combat value is 2, so you roll two dice. The result is 4 and 6. The results are equal or higher than the upper floors' current defense of 4, so you shift the defense token one position to the right. Next an infantry gun card for support counter space F is drawn. There is already an infantry gun counter in the space, so you place an employed infantry gun counter on top. The counter is then activated. The infantry gun's combat value is 3, so you roll three dice. The result is 1, 3, and 4. Since the 4 result equals the upper floors' current defense of 4 and the defense value token is on the rightmost position, all three defenders are suppressed. Finally, another an infantry gun card for support counter space F is drawn. There is already an employed infantry gun counter in the space, so you activate it. The infantry gun's combat value is 3, so you roll three dice. The result is 2, 2, and 4. Since the 4 result equals the upper floors' current defense of 4 and the defense value token is on the rightmost position, all three defenders are suppressed again and removed as casualties.

Enemy Phase / Support

Place and Activate Machine Gunners



Gameplay Example: A machine gunner card for support counter space A is drawn. There is no counter in the space, so the matching machine gunner counter is placed there. The counter is then activated. It would target the upper floors of the post office first, but the blue spaces it has line of sight to on the upper floors are empty. Instead, it targets the next lower floor, which is the ground floor. You roll the die, and the result is a 4. There is no defender in space 4 or a space higher than 4, so you move to the next lower number with a defender, which is space 2-3. The machine gunner's combat value is 1, so you roll one die. The result is a 3, which is lower than the ground floor's current defense of 5, so the disruption attempt fails. Next a machine gunner for support counter space B is drawn. There is already a machine gun counter in the space, so you place the emplaced machine gunner counter on top. The counter is then activated. You roll the die, and the result is 1. There is no defender in space 1, so you move to the next higher number with a defender, which is space 2-3. The machine gunner's combat value is 3, so you roll three dice. The result is 1, 4, and 5. Since the 5 result equals the ground floor's current defense of 5, both defenders are suppressed. Kuntz was already suppressed, so he becomes a casualty and you lower the morale by 1.

Enemy Phase / Howitzer

3.3 Howitzer

The howitzer card is the only type of enemy card with the howitzer effect. When you draw a howitzer card, you roll to attack each floor of the post office, which can lower the floors' defenses and possibly disrupt the defenders.

When you reveal a howitzer card, make a separate attack roll against each floor of the post office using four dice. If at least one of the dice rolled is equal to or higher than the defense value of the floor, shift the defense token one space to the right. If the defense value has already been lowered to the rightmost position, then place disrupted tokens on all the defenders and assault counters on the floor. If a defender already has a disrupted token on it, the defender becomes a casualty. Remove the defender from the board and adjust morale based on the type of defender. If an assault counter already has a disrupted token on it, there is no additional effect.

Resolve Howitzer



Gameplay Example: A howitzer card is drawn. You need to make an attack roll against each floor of the post office. You roll for the upper floors, and the result is 2, 3, 4, 6. The 4 and 6 results are equal to and higher than the upper floors' current defense of 4. The defense token is already on the rightmost position, so you place a disrupted token on every defender in the upper floors. Next you roll for the ground floor, and the result is 1, 1, 3, and 5. The 5 result is equal to the ground floor's current defense of 5, so you shift the defense token one position to the right. Lastly, you roll for the basement, and the result is 1, 3, 4, and 5. None of the results are equal to the basement's current defense of 6, so there is no effect.

4.0 Defense Phase

After you complete the Enemy Phase, you are ready for the Defense Phase. In the Defense Phase, you can move up to four defenders and then take up to four actions with the defenders. Some defenders also have attributes with special effects. At the end of the Defense Phase, after you have completed all your moves and actions, remove the move and action tokens from the defenders before moving to the Clearing Phase.

4.1 Moving

At the beginning of the Defense Phase, you can move up to four defenders with the following restrictions:



Move Token

- You cannot move the same defender multiple times.
- You cannot move a defender that is exhausted.
- You cannot move a defender that is disrupted.
- Only two defenders can be in the smaller, square-shaped defender spaces.
- Only three defenders can be in the larger, rectangular-shaped defender spaces.
- There is no limit to the number of defenders that can be in the interior spaces.

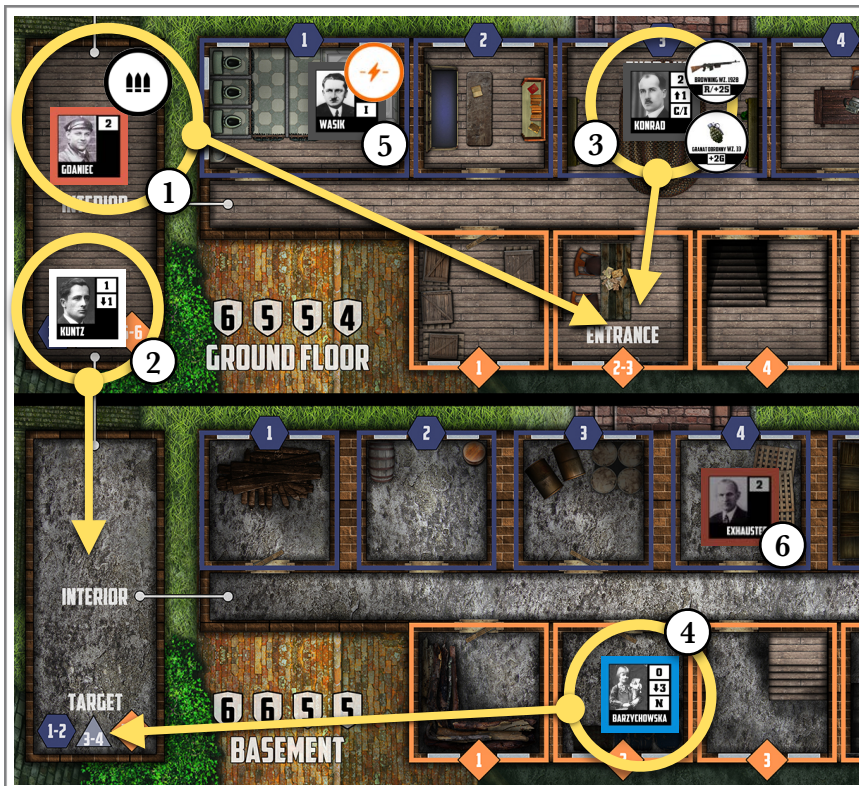
You can do any of the following with a defender as a move:

- Move a defender from one space to a different space on the same floor.
- Use a defender to move a weapon or ammunition token in their space to any other space on the same floor without moving the defender. There is no limit to the number of weapon and ammunition tokens in a space.
- Move a defender from one interior space to an adjoining interior space on a different floor.

A defender can carry a combination of two weapon and ammunition tokens between spaces as they move.

After moving a defender, place a move token on the defender. Moving a defender does not exhaust the counter.

Defender Movement



Gameplay Example: At the beginning of the Defense Phase you can move four different defenders. You use Gdaniec (1) to move an ammunition token in the interior space to a defender space on the ground floor without moving Gdaniec's counter. You move Kuntz (2) from the interior space on the ground floor to the interior space in the basement. You move Konrad (3) from one defender space to another defender space on the ground floor, and Konrad carries two weapon tokens as he moves. You move Barzychowska (4) from a defender space to the interior space in the basement. You place move tokens on all four defenders. You could not have moved Wasik (5) because he is disrupted. You could not have moved Fuz (6) because he is exhausted.

Defense Phase / Actions

4.2 Actions

After moving up to four defenders you can take up to four actions with defenders, with the following restrictions:

- You cannot take an action with a defender that has a move token.
- You cannot take an action with a defender that has an action token.
- If a defender is disrupted or exhausted, the only action they can take is Recover.



Action Token

You can do any of the following with a defender as an action:

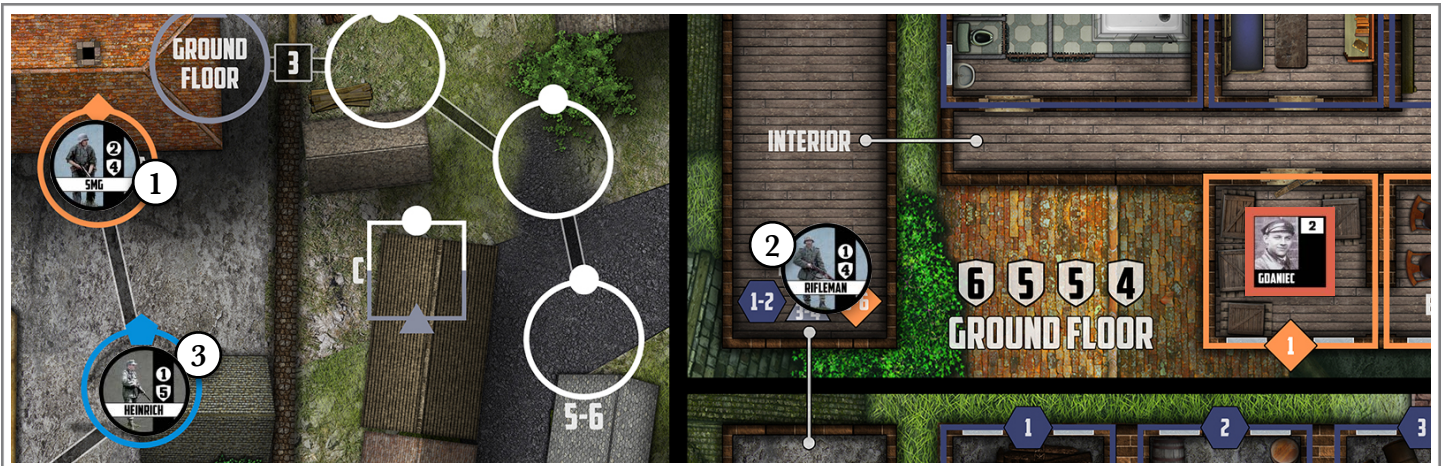
- Attack (exhausts the defender)
- Suppress (exhausts the defender)
- Recover (does not exhaust the defender)
- Command (exhausts the defender)

After you take an action with a defender, place an action token on the defender. If you take an action that exhausts a defender (all actions except Recover), flip their counter to its exhausted (grayed out) side.

4.2.1 Attack

Attack actions allow you to remove assault and support counters from the board. A defender must have line of sight to an enemy counter to take an attack action. Declare the defender that will take the action and the enemy counter that will be the target of the attack. Roll a number of dice equal to the defender's combat value and compare it to the enemy counter's defense value. If at least one of the dice rolled is equal to or exceeds the enemy counter's defense value, the enemy counter is removed from the board and placed back in the supply. When multiple enemy counters are stacked, a defender can only target the top defender in the stack. A successful attack removes the top counter.

Attacking



Gameplay Example: Gdaniec attacks the submachine gunner (1). Gdaniec has a 2 combat value, so you roll two dice. The result is 3 and 4. 4 is equal to the submachine gunner's defense value, so the submachine gunner is removed from the board and placed back into the supply. Gdaniec could have attacked the rifleman (2), since the rifleman is in the interior space on the same floor as Gdaniec. Gdaniec could not have attacked Heinrich (3), because Gdaniec does not have line of sight to Heinrich (they are not in matching colors).

Defense Phase / Actions

Ranged Weapons [R]: Most of the defenders were only armed with pistols. Weapon tokens with the Ranged [R] designation represent the few light machine guns and rifles the defenders had.

- A defender on the upper floors can only target an enemy counter outside the post office if there is a weapon with the Ranged [R] designation in the same space as the defender.
- A defender on the ground floor or basement can only target a support counter if there is a weapon with the Ranged [R] designation in the same space as the defender.



Weapon Tokens with the Ranged [R] designation

Attacking with Ranged Weapons



Gameplay Example: Konrad attacks the SS rifleman (1). Konrad has a combat value of 2, so you roll two dice. The result is 1 and 2, so Konrad misses the attack. Konrad could have attacked the emplaced infantry gun (2) instead. Kuntz cannot attack the SS rifleman or the emplaced infantry gun because there is no weapon token with the Ranged [R] designation in his space. Both Konrad and Kuntz could have attacked the submachine gunner (3). Gdaniec attacks the machine gunner (4). Gdaniec has a combat value of 2, so you roll two dice. The result is 1 and 3, so Gdaniec misses the attack. Wasik cannot attack the machine gunner because there is no weapon token with the Ranged [R] designation in his space. Neither Gdaniec nor Wasik can attack the rifleman because they do not have line of sight to the rifleman (they are not in matching colors).

Defense Phase / Actions

Grenades [G]: Grenade weapon tokens allow a defender to attack all enemy counters in interior spaces on the same floor as the defender. The defender uses the grenade weapon token to attack as follows:

- The defender makes a separate attack roll using their combat value against each enemy counter in the interior space.
- If the defender is also in the interior space, roll two additional dice for each attack roll.
- If the defender is in the interior space and one or more of the attack rolls fail, roll one die. If the result is a 1, the defender becomes a casualty. Remove the defender from the board and adjust morale based on the type of defender. Other defenders that are also in the interior space are unaffected.
- After resolving the attacks, remove the grenade weapon token from the game.



Weapon Token with the Grenade [G] designation

Attacking with Grenades



Gameplay Example: Gdaniec uses the grenade in his space to attack all the enemy counters in the interior space. Gdaniec makes a separate attack roll against each enemy counter. He has a combat value of 2, so you roll two dice for each attack. The result for the submachine gunner (1) is 1 and 2, so Gdaniec misses. The result for the rifleman (2) is 2 and 3, so he misses. The result for Gehrke (3) is 4 and 5, so the attack is successful and Gehrke is removed from the board. Even though Gdaniec missed two attacks, he is not in the interior space, so you do not roll to see if he becomes a casualty. After resolving the attacks, remove the grenade weapon token in Gdaniec's space from the game. Next Kuntz uses the grenade in his space to attack the submachine gunner and rifleman. Kuntz has a combat value of 1, but the combat value is increased by 2 for each attack because Kuntz is in the interior space. Kuntz makes a separate attack roll against each enemy counter with three dice. He successfully attacks the submachine gunner, but misses the rifleman. Because Kuntz missed the rifleman, you roll one die. The result is a 1, which means Kuntz becomes a casualty, is removed from the game, and morale is decreased. After resolving the attacks, remove the grenade weapon token in the interior space from the game.

Defense Phase / Actions

4.2.2 Suppress

Suppress actions allow you to place suppressions tokens along the enemy's path into the post office. A defender can take a suppress action under the following conditions:

- The defender must have line of sight to an empty assault counter space.
- There must be a weapon token with the Suppress [S] designation in the space with the defender.
- There must be an ammunition token in the space with the defender.



Weapon Token with the Suppress [S] designation



Ammunition Token



Suppression Token

To take a suppress action, choose an empty assault counter space the defender has line of sight to. Place a number of suppression tokens equal to the defender's combat value plus two (the weapon token adds two suppression) in the empty assault counter space. Remove an ammunition token from the space the defender is in from the game.

When an assault counter is placed on or advances into a space with suppression tokens during the Enemy Phase, you can use as many suppression tokens as you want to roll an equal number of dice. If any of the dice rolled are equal to or higher than the assault counter's defense value, place the assault counter in the supply. You decide how many suppression tokens you want to use before rolling the dice. Any suppression tokens used are discarded to the supply. If a suppression attempt fails, the assault counter moves into the space and any remaining suppression tokens in the space are placed into the supply.

Suppression



Gameplay Example: Gdaniec (1) takes a suppression action to place four suppression tokens (2). He places four tokens because he has a combat value of 2 and adds two more from the weapon token's bonus. The ammunition token in Gdaniec's space is removed from the game. In the next Enemy Phase, a grenade bundle card is drawn, placing a barrier token (3) on barrier location 2. The assault counters (4) begin advancing, with the Heinrich counter reaching the space with the suppression tokens first. You decide to use two suppression tokens and roll a 2 and 5. Since the 5 is equal to Heinrich's defense value, the counter is moved to the supply as are the two suppression tokens. Then the rifleman assault counter that had been under Heinrich also advances into the space with the two remaining suppression tokens. You decide to use one suppression token and roll a 1. The suppression attempt fails, so the rifleman advances into the space and the remaining suppression token along with the one you used are placed in the supply.

Defense Phase / Actions

4.2.3 Recover

Defenders that are flipped to their grayed out side are exhausted and cannot take an action. In addition, when there is a disrupted token on a defender, the defender cannot take an action. The only exception to either of these restrictions is the recover action. The recover action can be used to flip a defender back over from its exhausted side, or the recover action can also be used to remove a disrupted token from the defender and place the disrupted token back in the supply. The recover action is the only action that does not exhaust a defender. However, you still place an action token on the defender after completing the recover action. Therefore, a defender cannot take multiple recover actions or a recover action and a different action in the same turn.

4.2.4 Command [C] Special Action

Only the two defenders with the Command [C] special action (Konrad and Flisykowski) can take the command action. When a defender uses the command action, it can give three free, immediate recover actions to defenders in the same colored spaces and on the same floor. Two of the three recover actions can be used on the same defender, so that it is possible to flip a defender back over from its exhausted side and remove a disrupted token on the defender. The command action cannot be used to give a recover action to a defender that also has the command [C] special action. The command action cannot be used in the interior spaces.



Command special action designation

Recover and Command



Gameplay Example: Fuz (1) takes a recover action to remove the disrupted token that is on his counter. Fuz could have flipped over his counter from the exhausted side instead, but Fuz cannot take two recover actions to both remove the disrupted token and flip over his counter. Konrad (2) takes a command action to give three free, immediate recover actions to Wasik (3) and Gdaniec (4). The disrupted tokens on both Wasik and Gdaniec are removed, and Gdaniec's counter is flipped over from its exhausted side. Wasik and Gdaniec are both eligible to take actions this turn, since they are no longer exhausted, do not have disrupted tokens on them, and have not already acted during the turn. Konrad could not have used the command action on Barzychowska because she is in an interior space or Fuz because he is not in the same colored spaces as Konrad.

Defense Phase / Attributes

4.3 Attributes

Some defenders have attributes. Attributes are not treated as actions. Instead, they are special conditions that are always in effect. Attributes include:

- Inspire
- Logistics
- Noncombatant
- Suppression

4.3.1 Inspire [I]

Four of the defenders have the Inspire [I] attribute. A defender with the Inspire [I] attribute provides an additional die to any defender in the same colored spaces and on the same floor that is taking an attack action. In addition, a defender with the Inspire [I] attribute provides an extra suppression token to any defender in the same colored spaces and on the same floor that is taking a suppress action. To grant these benefits, the defender with the Inspire [I] attribute cannot be exhausted or have a disrupted, action, or move token. The effects of Inspire [I] are not cumulative and they cannot be used to increase the attack or suppress actions of another defender with the Inspire [I] attribute, including themselves. Inspire has no effect on defenders in interior spaces.



4.3.2 Logistics [L]

Two of the defenders have the Logistics [L] attribute. A defender with the Logistics [L] attribute can carry a combination of four weapon and ammunition tokens between spaces as they move (instead of the normal limit of two tokens).

4.3.3 Noncombatant [N]

Three of the defenders have the Noncombatant [N] attribute. A defender with the Noncombatant [N] attribute cannot take attack or suppress actions.

4.3.4 Suppression [S]

Three of the defenders have the Suppression [S] attribute, along with a +1 to the attribute. A defender with the Suppression [S] attribute adds an extra suppression token when taking the suppress action. A defender must still have a weapon token with the Suppress [S] designation in their space to take a suppress action.

Inspire and Suppress Attributes



Gameplay Example: Gorski (1) takes a suppress action. He is able to place six suppression tokens in an assault space in line of sight. He receives two suppression tokens because of his combat value, two from the weapon token's Suppress [S] designation, one from his Suppression [S] attribute, and one from Wasik's (2) Inspire [I]. Gorski must still have a weapon token with the Suppress [S] designation and an ammunition token in his space to use the suppress action, even though he has the Suppression [S] attribute. Wasik would not have been able to provide an extra suppression token from his Inspire [I] attribute if he has been exhausted or has a disrupted token.

5.0 Clearing Phase

After you complete the Defense Phase, you are ready for the Clearing Phase. During the Clearing Phase any enemy assault counters in the post office will remove defenders and potentially move to other floors. You only perform the Clearing Phase if there are assault counters in the post office.

5.1 Disrupted Assault Counters

Disrupted assault counters do not activate during the Clearing Phase. They do not remove defenders or move to different floors. At the end of the phase, their disrupted token is removed.

5.2 Remove Defenders

Assault counters remove defenders from the same floor of the post office. The defenders become casualties and are removed from the game. Adjust morale based on the type of defender removed.

- Resolve the floors in this sequence:
 - Ground floor, upper floors, basement.
- Resolve the assault counters in this sequence:
 - Submachine gunners, riflemen, leaders.
- Each assault counter removes a number of defenders from a space up to its combat value.
- Remove defenders from the interior space first, starting with the defender at the top of the priority list and moving down until a number of defenders equal to the assault counter's combat value have been removed. If there are multiple counters with the same priority, choose one to remove.
- If there are no remaining defenders in the interior space, roll on the Target table in the interior space to determine which colored defender spaces are targeted. If the result of the roll is a color that is empty, go to the next higher color. If the higher color is unoccupied, go to the lower color. Then roll the die and compare the result to the defender space. If the result of the roll is a defender space that is empty, go to the next higher number. If no higher number is occupied, go to the next lower number. If there are multiple defenders in the targeted space, use the priority list to determine which order they are removed.

5.3 Move to Different Floor

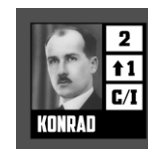
If an assault counter does not remove a defender because no defenders remain on the same floor of the post office, the assault counter will move to a different floor.

- Assault counters on the ground floor will move to the upper floors.
- Assault counters on the upper floors will move to the basement.
- Assault counters do not remove defenders after moving to a different floor.

5.4 Recover Enemy Assault Counters

Remove the disrupted tokens from all enemy assault counters.

Removal Priority List



Konrad



Flisykowski



Suppress [S]
attribute



Trained



Wasik



Logistics [L]
attribute



Michon



Postal
workers



J. and M. Pipka



Barzychowska

6.0 Escape Phase

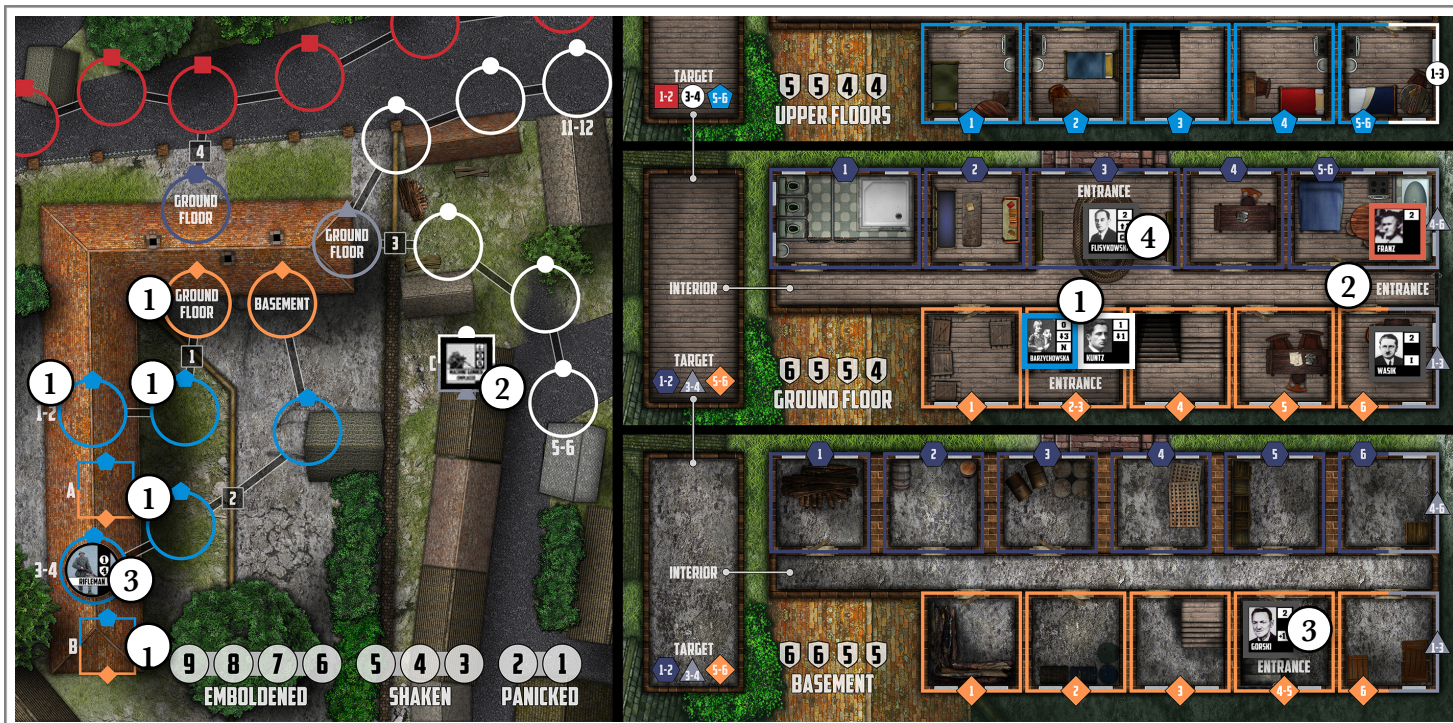
The Escape Phase is a special phase that only occurs during Attack 3. After you complete the Clearing Phase you are ready for the Escape Phase. During the Escape Phase, defenders are able to flee to safety from the post office.

Defenders can escape from the post office under these conditions:

- The defenders cannot be exhausted or have a disrupted token.
- The defenders must be in an entrance defender space in the post office (or the two defender spaces next to the ground floor entrance on the side of the post office).
- All assault counter spaces on the track connected to the entrance must be clear of assault counters, and support counter spaces with line of sight to the assault counter spaces must be clear of support counters.
- Defenders cannot escape from the ground floor entrance in the front of the post office.

If defenders can escape based on these conditions, remove them from the board but keep them separate from any casualties. Defenders that escape add to your score at the end of the game.

Escaping



Gameplay Example: Barzychowska and Kuntz (1) are able to escape because the assault counter spaces leading to their entrance is clear of assault counters, and there are no support counters in the A and B support counter spaces (any of the spaces marked with a “1” would have blocked their ability to escape if occupied). Wasik and Franz (2) are in the two defender spaces next to the ground floor entrance on the side of the post office. They could escape, except for the emplaced machine gunner in support counter space C. Gorski (3) cannot escape because there is a rifleman in an assault counter space connected to his entrance. Flisykowski (4) cannot escape because he is in the ground floor entrance in the front of the post office.

7.0 Ending the Game

You Lose immediately if, at any time during the game, morale is reduced to 0.

Otherwise, the game ends at the end of the turn in which the fire truck card is drawn. Complete the entire turn (ending with the Escape Phase), then end the game.

Score: The goal in *Soldiers in Postmen's Uniforms* is to score as many Victory Points as possible. To determine your score, do the following:

- Score points equal to the morale adjustment scores for postal workers and noncombatants still on the board:
 - Score 1 point for each postal worker defender.
 - Score 2 points each for J. Pipka and M. Pipka.
 - Score 3 points for Barzychowska.
- Double these values if the defender escaped.
- Subtract 1 point for each assault counter in the post office.

You Win if you scored 16 or higher.

You Draw if you scored between 1 - 15.

You Lose if you scored 0 or lower.





Postal Worker:
1 Victory Point



J. and M. Pipka:
2 Victory Points



Barzychowska:
3 Victory Points

Score	Award	Victory Level
41 or higher	Order of the White Eagle 	Epic Victory
26 - 40	Order of Polonia Restituta 	Major Victory
16 - 25	Cross of Valor 	Minor Victory
1-15	Silver Cross of Merit 	Draw
0 or lower		Loss

8.0 Variants

Once you have beaten the standard game, you can try the game with an increased difficulty. The difficulty is adjusted in two ways: by changing which enemy counters are placed on the board during each Attack set up and by adding Tactics cards. Tactics cards represent planning and coordination by elements of the Schutzpolizei and SS units attacking the post office.

8.1 Veteran Difficulty

8.1.1 Changes to Attack Set up

Make the following changes to the set up for each Attack:

- **Attack 1:** Place a submachine gunner assault counter on the spaces marked 1-2, 3-4, and 5-6.
- **Attack 2:** Place an armored car counter on the spaces marked 7 and 9-10. Place one submachine gunner assault counter on the spaces marked 7, 8, 9-10, and 11-12. If any of the machine gunner spaces are empty, place the corresponding machine gunner support counter in the space.
- **Attack 3:** Move the armored car counters back to the spaces marked 7 and 9-10. Place one SS submachine gunner assault counter on the spaces marked 1-2, 3-4, 5-6, 7, 8, 9-10, and 11-12. If any of the machine gunner spaces are empty, place the corresponding machine gunner support counter in the space.

8.1.2 Tactics Cards

Set up:

- Sort the Tactics cards into three decks, then shuffle each deck.
- Take three cards from each of the three decks and remove them from the game.
- Place each of the three decks face down near the corresponding Attack decks.

In Play: At the beginning of the Enemy Phase on the first turn of the game, deal one Tactics card face up next to the Tactics cards deck and apply the effects of the card for the rest of the turn. On the second turn of the game and for all subsequent turns, deal a new Tactics card face up at the beginning of the Enemy Phase and discard the Tactics card that was previously in play.

Out of Tactics Cards?

If you have to re-shuffle an Attack deck because you reached the end of the deck and there was still an enemy leader counter on the board and an assault counter in the post office, you will also need to re-shuffle the Tactics deck. Shuffle the Tactics cards in your discard pile and continue playing as normal until the Attack ends.



Gameplay Example: At the beginning of the Enemy Phase on the first turn, you flip over the Assault Tactics card. At the beginning of the Enemy Phase on the second turn, you remove the Assault Tactics card and flip over the top card of the deck - Breach.

Variants

8.2 Elite Difficulty

8.2.1 Changes to Attack Set up

Make the following changes to the set up for each Attack:

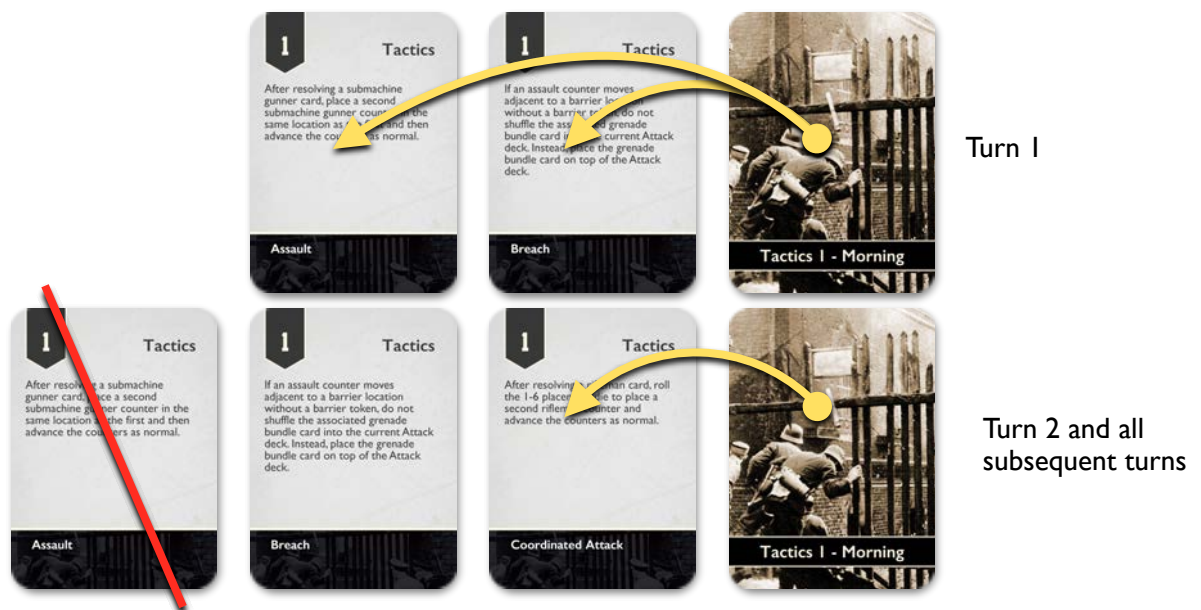
- **Attack 1:** Place a submachine gunner assault counter on the spaces marked 1-2, 3-4, and 5-6. Place machine gunner support counters in the machine gunner support counter spaces.
- **Attack 2:** Place an armored car counter on the spaces marked 7 and 9-10. Place one submachine gunner assault counter on the spaces marked 7, 8, 9-10, and 11-12. If any of the machine gunner spaces are empty, place the corresponding machine gunner support counter in the space. Place infantry gun support counters in the infantry gun support counter spaces.
- **Attack 3:** Move the armored car counters back to the spaces marked 7 and 9-10. Place one SS submachine gunner assault counter on the spaces marked 1-2, 3-4, 5-6, 7, 8, 9-10, and 11-12. If any of the machine gunner spaces are empty, place the corresponding machine gunner support counter in the space.

8.2.2 Tactics Cards

Set up:

- Sort the Tactics cards into three decks, then shuffle each deck.
- Take two cards from each of the three decks and remove them from the game.
- Place each of the three decks face down near the corresponding Attack decks.

In Play: At the beginning of the Enemy Phase on the first turn of the game, deal two Tactics cards face up next to the Tactics cards deck and apply the effects of the cards for the rest of the turn. On the second turn of the game and for all subsequent turns, discard the Tactics card that was furthest away from the Tactics card deck from play, shift the remaining Tactics card, and draw a new Tactics card to replace the card that was shifted. Apply the effects of the Tactics cards for the rest of the turn.



Gameplay Example: At the beginning of the Enemy Phase on the first turn, you flip over the Assault and Breach Tactics cards. At the beginning of the Enemy Phase on the second turn, you remove the Assault Tactics card, slide the Breach Tactics card over, and flip over the top card of the deck - Coordinated Attack.

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