

ENEMY PHASE

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. 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.

Assault, Page 11 (Leaders, Riflemen, Submachine Gunners, SS Riflemen, SS Submachine Gunners)

- Roll to place the assault counter.
- Advance assault counters.
 - 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.
 - If an assault counter advances off the end of one of the tracks, the assault counter has breached the post office (page 14).
 - If an assault counter advances into a space with suppression tokens, check to see if the counter is suppressed (page 24).

Grenade Bundle, Page 11

- When a grenade bundle card is drawn, place a barrier token on the barrier to show that it has been destroyed and advance 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 (page 14).

Assault: Vehicle Counters, Page 15

- Vehicle counters provide a defense value of 6 to the assault counters in their space.
- Vehicle counters can never be attacked, though the assault counters in the space with the vehicle counter can be attacked (with a 6 defense value).
- As assault counters move forward along the assault space track, the vehicle counter moves with the assault counters until the vehicle counter reaches the “4” barrier location or another vehicle counter.
- Multiple assault counters can stack on a vehicle counter if the vehicle counter has reached the “4” barrier location and no barrier token is present.
- If a vehicle counter enters an assault space with suppression tokens, all of the suppression tokens are immediately discarded with no effect.

Support, Page 16 (Infantry Guns, Machine Gunners)

- Place a support counter. If a support counter is already present, stack the emplaced support counter on top.
- Activate the support counter.
 - **Infantry Gun:** Roll a number of dice equal to the infantry gun’s combat value and attack the upper floors of the post office. If successful, shift the defense token one space to the right. If already on the rightmost position, disrupt all defenders and enemy assault counters.
 - **Machine Gunner:** Target the highest floor in the post office with a defender the machine gunner has line of sight to. Roll a die to determine which space is targeted. Roll a number of dice equal to the machine gunner’s combat value. If successful, disrupt all defenders in the space.

Howitzer, Page 19

- Make a separate attack roll against each floor of the post office using four dice. If successful, shift the defense token one space to the right. If already on the rightmost position, disrupt all defenders and enemy assault counters.

Fire Truck, Page 9

- When the fire truck is drawn, end the game at the end of the current turn (after completing the Escape Phase).