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Partizan! The War in Yugoslavia, 1941-1944

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[1.0] INTRODUCTION

There are a total of 10 game turns (from the Sep-Dec 1941 game turn to the Sep-Dec 1944 game turn). During each such turn, the Partisan player must try to accrue Victory Points by destroying Target Objectives, capturing towns and cities throughout Yugoslavia, and/or interdicting German Lines of Communications (LOCs) from resource location hexes that lead

back to Germany along rail lines. The Axis player must prevent this.

[2.0] COMPONENTS

This game is complete if it includes one counter sheet (228 counters), and 1 map of Yugoslavia (which includes all relevant charts and tables necessary for game play). Players will need to provide one 6-sided die only.

[2.1] Unit Types

There are only four basic types of land units in *Partizan!*: Leg units (i.e., infantry type units), Motor units (any vehicle type units), Mountain units (infantry units with additional capabilities), and Cavalry units (identical to infantry units, but with additional movement capabilities). There are also Special Forces units (see [17.0]) which are considered Leg units in all respects, except for their special capabilities.

Partisan units are only one-step land units (meaning that they are simply eliminated altogether when depleted). Many of the other nationalities' units are two-step units, however. As such, they must suffer at least two depletions via either Combat Results Table before they are eliminated. Two-step units are always two-sided pieces; the front side indicates a full-strength unit, whereas the back side (which is a different unit color) indicates a reduced-strength (i.e., depleted) unit.

The nationality of each unit in the game is indicated by a simple letter code on the right-hand side of the chit, tabulated as follows:

[2.2] Axis Units

Bulgarian (magenta) = B
Croatian (purple) = C
German (gray) = G
Hungarian (dark blue) = H
Italian (mustard) = I
Ustashi (black) = U

[2.3] Partisan/Allied Units

American (green) = US
British (tan) = UK
E.I.S. (light brown) = P
French (light blue) = Fr
Partisan (brown) = P
Polish (aqua) = Po

[2.4] Abbreviations on Units

The unit identifications printed on the upper left hand corner of each game piece are expounded here, as follows; this information has no bearing on game play whatsoever, but is included here for historical interest purposes:

Partisan Units

Bn: Banija
Bk: Bosanska, "Bosnian"
Dl: Dalmatia.

Gb: Garibaldi (Italian Partisans)
Hr: Hrvatski, "Croatian"
IB: Istočno-Bosanska ("Eastern Bosnia")
Is: Istarska (from Istria Peninsula)
Lk: Lika
Kd: Kordun.
Kr: Krajina.
NOVJ: Narodno Oslobodilačka Vojska Jugoslavije (People's Liberation Army of Yugoslavia)
Nt: Natisone (Italian Partisans)
Mk: Makedonska (Macedonian)
PG: Primorsko-Goranska.
Pr: "Proleter", i.e. Proletarian (elite Partisan units)
Sk: Srpski "Serbian".
Sla: Slavonia.
Slo: Slovenia.
Sz: "Sandzaka" (from Sandzak)
Ud: Udarna (Assault)
Vo: Vojvodanska ("from Vojvodina")

UK Units

SAS: Special Air Service (commandos)

German Units

Br: Brandenburg Division.
KG: Kampfgruppe.
RSS: Russisches Schutzkorps Serbien (Russian Infantry Corps "Serbia")

Italian Units

AG: Alpi Graie
Az: Arezzo.
Bg: Bergamo.
CdA: Cacciatori delle Alpi.
EdS: Eugenio di Savoia.
Em: Emilia
Fe: Ferrara.
Fi: Firenze.
GdS: Granatieri di Savoia.
Is: Isonzo
Lo: Lombardia.
Ma: Marche
Mc: Macerata.
Ms: Messina.
Mu: Murge
Pe: Perugia
Pu: Puglie
Ps: Pusteria.
Re: Re, « King ».
Sa: Sassari
Ta: Taurinense.
TdF: Testa di Ferro.
To: Taro.

Ve: Venezia.
Za: Zara

Croatian Regular (Domobran) Units

BZ: Brzi Zdrug (Mobile Brigade)
CL: Crna Legija (Black Legion)
GK: Gorski Divizija (mountain division)
Ik: Ilovački (light infantry)
P: Pješaka (infantry)

Croatian Ustachi Units

ZP: Zagrebački Posadni (Zagreb Garrison)
PT: Poglavnikova Tjelesna (Poglavnik Bodyguards)
SD: Stajači Djelatni (Ustacha militia)

Bulgarians

Oh: Ohrid
Pl: Pleven
R: Reserve.
Ri: Rila
Sk: Skoplje
Vi: Vidin

Hungarians

GH: Gyalog-hadosztály (Infantry Division)

[2.5] The Map

Each hexagon encompasses about 10 miles (~16 kilometers). Yugoslavia is divided into multiple “regions”, which function to dictate the placement of units and reinforcements.

[3.0] SET-UP & HEX CONTROL

Hex control in *Partizan!* is only attributed to each hex that any specific unit is presently occupying. Unoccupied hexes are not necessarily attributed to any particular nationality, and thus any nationality may move or trace a line of supply into and/or through any unoccupied hex without limitation or penalty. In that regard, it is even possible for opposing lines of supply to cross one another through unoccupied hexes.

Nonetheless, only *German* units may ever utilize any Yugoslavian rail hexes (i.e., for Railway Movement purposes; see [9.3]. Any land unit is entitled to the normal Roadway Movement rate of 1 MP per connected rail hex as specified by the Terrain Effects Chart; see [9.2]).

Additionally, all of the Adriatic islands (Vis, Hvar, Brac, Krk, etc.) are always considered to be Partisan hexes, and are essentially inaccessible to any Axis land units (except the 500th SS if conducting a paradrop in any such hex; see [17.1]).

EXCEPTION: Commando-type land units, i.e., the UK 2nd SAS, the German Br, and the F10 (if in play) are eligible to move freely amongst any of the Adriatic island hexes as if they were normal land hexes (no movement or combat penalty applies to commando-type units). If they occupy an island that is separated by water but adjacent to a coastal hex, they cannot be attacked by any other non-commando type land unit from across the water depiction on the

map.

[3.1] German Set-up

Set-up the German 714th Division and the RSS Division, as well as one KG brigade (representing the 125th independent infantry regiment) in any three of the following locations (i.e., regions); (the Axis player's choice):

Banat	Podunvlje
Sumadija	Podrinje
Srem	Slavonia
Central Croatia	North Slovenia
Western Bosnia	Central Bosnia
Eastern Bosnia	

[3.2] Italian set-up

Then set-up the 14 Italian starting units (any unit *without* a reinforcement # printed in the upper right-hand corner on the front of the chit) in all of the following locations (i.e., regions); (the Axis player's choice, although at least one Italian starting unit must be set-up in each of the following regions):

Kosovo/Methohija	Sandzak
Highlands	Bocce Cattaro
Herzegovina	South Dalmatia
Krajinaz	Central Dalmatia
South Slovenia	

[3.3] Bulgarian set-up

Next, set-up the Bulgarian 17 R, 14 Sk, 21 and 15 Oh divisions in each of the following locations (i.e., regions); (the Axis player's choice, although at least one Bulgarian starting unit must be set-up in each of the following two regions):

North Macedonia South Macedonia

NOTE: Bulgarian units may not leave North Macedonia and/or South Macedonia until Italy has surrendered.

[3.4] Hungarian set-up

Then, set-up both of the Hungarian 14 GH and 15 GH divisions in the following location (i.e., region):

Backa

NOTE: Hungarian units may not leave Backa until Italy has surrendered.

[3.5] Ustashi set-up

Next, set-up the Ustashi 1 SD, 2 SD, 3 SD, 3 PT and 4 SD brigades in any five of the following locations (i.e., regions); (the Axis player's choice):

Srem	Slavonia
Central Croatia	Central Dalmatia
Western Bosnia	Krajinaz
Central Bosnia	South Dalmatia
Eastern Bosnia	Herzegovina

[3.6] Croatian set-up

Lastly, set-up the Croatian 1 gk, 1 p, 2 p, 3 p, 4 p, 5 p, and 6 p divisions in any seven of the

following locations (i.e., regions); (the Axis player's choice):

Srem	Slavonia
Central Croatia	Central Dalmatia
Western Bosnia	Krajinaz
Central Bosnia	South Dalmatia
Eastern Bosnia	Herzegovina

NOTE: Croatian units may never enter Serbia or Montenegro.

[3.7] Partisan set-up

After all Axis units have been set-up, the Partisan player then sets up twelve *random* "Unknown Partisans" starting units (any Partisan unit without a reinforcement # printed in the upper right-hand corner on the front of the chit), as well as the "Tito" chit. The Partisan player (only) may not select any specific units during his initial set-up, but he may examine and know which twelve "Unknown Partisans" starting units he has randomly selected.

Once twelve random Partisan starting units have been selected by the Partisan player, he places them (and the "Tito" chit) face-down on the map (with the "Unknown Partisans" side facing upward) such that the Axis player cannot see or know the specific ratings of any Partisan units on the map (the Axis player is **not** entitled to know the printed ratings of any "Unknown Partisans" units until combat is occurring). The Partisan player must set up his units in the following locations (i.e., regions) as specified:

NOTE: Starting Partisan units may *not* be set-up in any town or city, or in any clear terrain hex, or in any hex already occupied by any Axis unit.

Podrinje (3 "Unknown Partisans" units)
Krajinaz (2 "Unknown Partisans" units)
Sandzak (1 "Unknown Partisans" unit)
Highlands (1 "Unknown Partisans" unit)
Central Bosnia (1 "Unknown Partisans" unit)
Western Bosnia (1 "Unknown Partisans" unit)

Three "Unknown Partisans" units may be set-up in any of the aforementioned region(s) (it is the Partisan player's choice). Furthermore, the Partisan player may place the "Tito" chit in any of the aforementioned region. In any case, the Partisan player may stack any of his multiple units normally within the normal stacking limit.

NOTE: When setting up his units, the Partisan player should not reveal to the Axis player which of his placed units is the "Tito" chit.

[3.8] Marker set-up

Place the "Partisan Turn" marker on the Turn 1 box of the map's turn track (i.e., the Sep-Dec 1941 game turn box). Place the "Event / Italian Surrender" marker on the Turn 5 box of the map's turn track (i.e., the Jan-Apr 1943 game turn box). Set the Axis Bombers, Allied Bombers, Partisan Navy, Out-of-Supply, Weapons Cache, Allied Support, and Retreat markers off to the side of the map for now (they'll be utilized later).

[4.0] TARGET OBJECTIVES

[4.1] Target Objective markers set-up

OBJECTIVE:	1:	2:	3:	4:	5:	6:
Bridge	2916	2414	2110	1621	3405	3110
Bridge	3010	3216	3608	2917	2222	2809
Dam	3305	3012	1322	2919	3207	2922
Motor Pool	2116	2408	2209	2815	2603	3905
Petrol Dump	1921	2607	2217	2306	2707	3118
Petrol Dump	2422	1911	2913	1614	1910	2218
Petrol Dump	3208	2908	1818	3311	1823	2915
Phone Lines	3003	3407	2709	3414	1713	2307
Phone Lines	1320	1915	2807	2405	2810	2313
Pilot Rescue	2018	3317	2604	2803	2112	2615
Rail Line	2310	2219	3505	1221	2717	2421
Rail Line	2416	2223	3702	2622	3111	3005
Rail Line	2420	3114	2822	3501	1224	1820
Train Station	2619	2412	1219	3903	2606	3507
Train Station	2711	3103	2712	2910	2417	2511
Truck Convoy	2406	2718	1620	3704	3514	2210
Truck Convoy	3503	3401	3202	2120	1916	2023
Truck Convoy	1813	2904	3018	1817	3115	3312
Viaduct	2014	1721	3006	3303	2019	3106
Viaduct	2705	2713	3515	2518	1522	3301
WH Food	2609	2616	2215	3409	2720	2605
WH Weapons	3213	1819	2213	2510	2513	1914

During each Target Objective Placement Phase, roll one 6-sided die: If the die roll is *odd*, refer to the *Axis Set-Up Table*. If the die roll is *even*, refer to the *Partisan Set-Up Table*. Next, roll another 6-sided die, and then cross-reference that die roll result with each of the twenty-two Target Objectives, and set-up each Target Objective chit type in the numbered hex as indicated (see below). To greatly speed placement, it is recommended that one player read off each hex number of the rolled column while the other player places each Target Objective in the hex read.

[4.2] (ODD ROLL) AXIS SET-UP TABLE:

OBJECTIVE:	1:	2:	3:	4:	5:	6:
Bridge	3705	2319	3017	1521	1121	2509
Bridge	2413	1319	2811	2517	3406	3603
Dam	3009	1422	3313	2514	3803	3011
Motor Pool	2508	3502	1718	2909	2017	2806
Petrol Dump	3002	2611	1623	2612	2407	1918
Petrol Dump	3702	3007	3517	3314	3119	2009
Petrol Dump	1719	2912	2805	1712	2314	2512
Phone Lines	2305	1917	3803	2113	2323	2819
Phone Lines	2010	1814	1120	1320	2011	2505
Pilot Rescue	2012	2214	3410	2117	2714	2714
Rail Line	2411	2415	2119	2506	3105	3016
Rail Line	3112	2615	2818	3206	3109	1321
Rail Line	2419	3108	3206	3416	3212	2321
Train Station	2522	3304	1420	3607	2817	3306
Train Station	3307	1919	3404	3113	3315	2722
Truck Convoy	3204	3116	2308	1722	3102	1822
Truck Convoy	1323	2311	1812	2621	2519	2903
Truck Convoy	2906	2805	3004	3203	2504	1822
Viaduct	3019	3804	2923	2410	2610	3107
Viaduct	3516	2614	2312	3703	2610	2316
WH Food	2315	2507	2015	2804	2812	2013
WH Weapons	2715	2121	2814	2020	2026	3418

[4.3] (EVEN ROLL) PARTISAN SET-UP TABLE:

NOTE: A Target Objective that becomes placed in an “Unknown Partisans” unit’s hex does not automatically reveal that Partisan unit, unless the Partisan player declares the destruction of that Target Objective during the his own turn.

[5.0] SEQUENCE OF PLAY

The game consists of ten total game turns, each turn representing four months, beginning in Sep-Dec 1941. Each game turn is divided into two separate player segments: The Partisans/Allies Operations segment and the Axis Operations segment (the two segments constituting one complete game turn).

Each of the two player’s Operations segment consists of the following sequenced “Phases”:

[5.1] Partisans/Allies Operations Segment

Political Phase

If playing with Optional Rule [19.2], as of Turn 4, the Allied player must secretly decide if he intends to conduct Operation Armpit during the *following* turn (Turn 5).

RP Phase

Tally the total number of RPs (Replacement Points) received by the Partisan player (roll one 6-sided die). Then, rebuild any eliminated Partisan and/or depleted (not eliminated) Allied units accordingly, if any. If there are no eliminated Partisan or depleted Allied units, no RPs are accrued.

In addition to RPs, the Partisan player also receives a Weapons Cache allotment (roll one 6-sided die, referring to the Weapons Cache Allotment chart printed on the map). The Partisan player simply keeps his allotment of Weapons Cache chits off to the side until any combat occurs during that turn. When combat occurs, he may assign any available Weapons Cache chit(s) to any Partisan (only) land units presently involved in combat (see [14.0]).

Place any newly arriving Partisan and/or Allied units at this time (see [6.0]).

Target Objective Placement Phase

The Partisan and the Axis player place all of the Target Objective markers for the new turn, per [4.1] normally.

Movement/Combat Phase

Conduct all movement for all Partisan and/or Allied units that intend to be moved. After all Partisan and Allied movement is completed, initiate combat with any Partisan and/or Allied

units that intend to attack any adjacent Axis land units.

The Partisan/Allied player may fly the Allied Bomber unit to any combat hexes during each occurring combat encounter that is “Partisan Initiative” (see [11.4]). Likewise, the Partisan/Allied player may move the Partisan Navy unit to any accessible coastal combat hexes during each occurring combat encounter (i.e., a reachable - by way of sea access - coastal hex where an Axis unit is currently present and subject to a Partisan and/or Allied attack), if that combat encounter is “Partisan Initiative” (see [11.4]).

Supply Phase

Check each Allied (not Partisan) unit's supply status. Mark any unsupplied Allied unit(s) with an Out-of-Supply marker. Then, conduct a Partisan supply check (refer to the Partisan Supply Check table printed on the map). Eliminate a quantity of Partisan (and/or Allied) *steps* as indicated by the chart, per the die roll.

[5.2] Axis Operations Segment

Political Phase

As of Turn 5, check for Italian Surrender Event. If no Italian surrender occurs on Turn 5, check each turn thereafter until an Italian surrender occurs.

As of Turn 5, check for Allied “Landing Scare” Event. Check each turn thereafter, even if a landing scare has occurred during any previous turn(s).

RP Phase

Tally the total number of RPs (Replacement Points) received by Germany, Italy, Bulgaria and Hungary (refer to the Replacement Chart on the map). Then, rebuild any depleted and/or eliminated Axis units accordingly (if any). If there are no depleted or eliminated Axis units, no RPs are accrued, although the Axis player is provided with three KG (Kampfgruppe) units to build if there are no depleted or eliminated units to rebuild.

Place any newly arriving Axis units at this time (see [6.0]).

Movement/Combat Phase

Conduct all movement for all Axis units that intend to be moved. After all Axis movement is completed, initiate combat with any Axis units that intend to attack any adjacent Partisan and/or Allied land units.

The Axis player may fly the Axis bomber unit to any combat hexes during each occurring combat encounter that is “Axis Initiative” (see [11.4]).

Supply Phase

Check each Axis unit's supply status. Mark any unsupplied Axis unit(s) with an Out-of-Supply marker.

[5.3] End of Turn Segment

Weapons Cache Removal Phase

All Weapons Cache chits are removed from the map, such that they are subject to an allotment die roll again during the following Partisan turn's RP Phase.

Target Objective Removal Phase

Remove all Target Objective markers from the map, to be redrawn and placed next turn.

Victory Check Phase

Tally the total number of VPs (Victory Points) accrued by the Partisan/Allied player this turn,

and add that net total to the VP track on the map.

[6.0] PLACING NEWLY ARRIVING UNITS

Aside from the initial placement of starting units per [3.0], any new units that arrive during the course of the game must be placed on the map (within stacking limits) as stipulated below:

Any unit that is an “arrival” is printed with a numeral in the upper right hand corner of the chit, indicating which game turn that it *must* arrive in play. For examples, the German 202 Pz 2-1-10 armor battalion is printed with a “5” in the upper right hand corner, indicating that it will arrive during the RP Phase (of the Axis player’s Operations Segment) of game turn 5. Some units’ arrivals vary, and thus their chits are not printed with any specific arrival turn number.

NOTE: Croatian (including Ustashi) and Allied units cannot be rebuilt if *eliminated*, and thus are not listed here as arrivals.

Each nationality is subject to the following arrival strictures:

[6.1] Bulgarian Arrivals

Any newly arriving Bulgarian unit(s) must arrive in any hex(es) within North Macedonia and/or South Macedonia, providing the arrival hex(es) are not already occupied by any other non-Bulgarian Axis or Allied unit.

[6.2] German Arrivals

Any newly arriving German unit(s) may arrive in any German, Italian or Yugoslavia town and/or city hex(es), providing that town and/or city is connected by a continuous and uninterrupted (by any enemy unit) path of rail line hexes to Germany proper, and not already occupied by any other non-German Axis or Partisan/Allied unit (except Croatian units, including Ustashi).

[6.3] Hungarian Arrivals

Any newly arriving Hungarian unit(s) must arrive in any hex(es) within Backa, providing the arrival hex(es) are not already occupied by any other non-Hungarian Axis or Allied unit.

[6.4] Italian Arrivals

Any newly arriving Italian unit(s) may arrive in any Italian or Yugoslavia town and/or city hex(es), providing that town and/or city is connected by a continuous and uninterrupted (by any enemy unit) path of rail line hexes to Italy proper, and not already occupied by any other non-Italian Axis or Partisan/Allied unit

EXCEPTION: Italian units may *not* arrive in any region bordering Hungary, Romania or Bulgaria.

[6.5] Partisan Arrivals

Any newly arriving Partisan unit(s) may arrive in any *unoccupied* hex(es) within Yugoslavia, although each arriving Partisan unit must arrive in a distinctly separate region (e.g., Slavonia), if possible. However, up to *three* arriving Partisan units may arrive in any region where Tito is present.

NOTE: The “Gb” E.I.S. and the “Na” E.I.S. Partisan units may only arrive in a hex that is adjacent to any Partisan unit that is nearest to any formally-present Italian land unit (just removed from the map by the Italian surrender). If this is not possible because of the presence of enemy units or stacking restrictions, then they must arrive in a hex that is adjacent to the next-nearest Partisan unit, and so forth.

[6.6] Ustashi Arrivals

Any newly arriving Ustashi unit(s) may arrive in any *unoccupied* hex(es) within Yugoslavia.

[7.0] ITALIAN SURRENDER

[7.1]

Beginning with the 5th Turn (Jan-Apr 1943), during the Political Phase, the Axis player must roll one 6-sided die to determine if Italy has surrendered. Italy will surrender if the die roll is within the indicated range listed on the turn track, for the current turn. For example, on the 5th Turn, Italy will surrender if the Italian Surrender die roll is a “1” or a “2”. If Italy does not surrender during any particular turn, the Axis player must roll for a possible Italian Surrender every turn thereafter (during the Axis’ Political Phase) until Italy surrenders.

[7.2]

If Italy has surrendered, all Italian units are immediately removed from the map permanently. Moreover, the Partisan player receives two additional Partisan units (the Gb E.I.S.* unit and the Na E.I.S.* unit, as well as the UK 2nd SAS land unit; see [17.2]).

**Event / Italian Surrender.*

Furthermore, the Partisan player receives the Allied Bomber unit and the Partisan Navy unit, which he may place off to the side and use normally.

EXCEPTION: If playing with the Tito’s Prestige optional rule, the Partisan player does not receive the Allied Bomber until “Most Support to Tito” occurs, even if Italy has surrendered. Similarly, the Partisan player does not receive the UK 2nd SAS land unit until “All Support to Tito” occurs, even if Italy has surrendered.

[7.3]

When placing the “Gb” E.I.S. and the “Na” E.I.S. Partisan units (representing Italian communists joining the partisans after Italy’s surrender), they must arrive in a hex that is adjacent to any Partisan unit that is nearest to any formally-present Italian land unit (to be removed from the map by the Italian surrender). If this is not possible because of the presence of enemy units or stacking restrictions, then they must arrive in a hex that is adjacent to the next-nearest Partisan unit, and so forth.

[7.4]

The UK 2nd SAS land unit must be placed on the island of Vis (2105).

[7.5]

The Allied Bomber and the Partisan Navy units are simply placed to the side in the Adriatic Sea (representing off-map bases), and can be deployed per the normal rules governing their usages.

[8.0] ALLIED LANDING SCARES

To represent the German operations (e.g., Operation Schwartz, Weiss, etc) intended to clear the coastal areas of partisans in anticipation of a possible Allied invasion, the Axis player must roll one 6-sided die during the Political Phase of each turn (beginning as of the 5th Turn; Jan-Apr 1943, until the end of the game). A landing scare will occur if the die roll is within the indicated range listed on the turn track, for the current turn. For example, on the 5th Turn, a landing scare will occur if the Landing Scare die roll is a “1” to a “4”.

NOTE: Unlike the Italian Surrender Event (which can only occur once during a game), the Allied Landing Scare Event can occur each turn that the German player rolls a successful landing scare die roll.

If a landing scare has occurred, the German (not Axis) player will receive (during the Axis RP

Phase of that same turn) 3 RPs (in addition to any RPs received normally during that turn). During the End of Turn Segment, the Partisan player will receive (during the Victory Check Phase) 1 VP (Victory Point) per *each* of the following “Landing Scare Hexes” that is *currently occupied* by any Partisan (and/or Allied) land unit (*in addition* to the VPs granted for Partisan control of each such town and/or city):

Hex 1614 (Bar)	Hex 1813 (Cattaro)
Hex 1910 (Dubrovnik)	Hex 2306 (Spalato)
Hex 2405 (Sibenico)	Hex 2603 (Zara)
Hex 3002 (Senj)	

[9.0] MOVEMENT

[9.1]

The movement number printed on each land unit indicates that unit’s maximum allowable movement points per game turn. Each unit is moved one at a time during the owning player’s Movement/Combat Phase, moving each such unit from its starting hex to a successive of adjacent hexes, expending movement points in each hex entered.

NOTE: Retreats occurring during an enemy Phase are *not* considered movement (MPs expended during any retreat are not carried over into the next turn).

No unit is ever required to move (except as a retreat), and a player may halt any unit’s movement at any time (but may not then move again during that same turn). However, a player must always halt a moving unit before the movement points he expends exceeds that unit’s printed movement number.

NOTE: The Axis and Allied Bomber units, as well as the Partisan Navy unit have no movement limit, and thus are not printed with any movement number.

The movement points required to enter any hex (i.e., the movement cost of the terrain in each hex) is tabulated under the “Move Cost” column of the Terrain Effects Chart printed on the map, depending on the type of unit that is currently moving. A hex with multiple terrain depictions printed therein (for example, rough *and* mountain) must pay the move cost of the most costly terrain feature therein, not both*, unless the other terrain type is indicated as a “+” move cost (see below).

**Although Roadway Movement (see [9.2]) negates all other terrain costs in any hex with a connected rail line symbol. Furthermore, terrain movement costs never apply to Railway Movement (see [9.3]).*

The movement column is divided into three categories:

Leg units / Motor units / Mountain/Cavalry units.

EXAMPLE: Leg, Motor and Mountain or Cavalry units expend 1 MP (Movement Point) whenever entering a Clear terrain hex, although Leg units must expend 2 MPs when entering any Rough terrain hex, whereas Motor units must expend 3 MPs when entering any Rough terrain hex.

Some hexes impose an additional movement cost penalty. As indicated by the Terrain Effects Chart, terrain types indicated as a “+” move cost requires the entering unit(s) to spend the normal movement cost to enter that hex as well as an additional (+) move cost for the other terrain feature in that same hex (or, in the case of a river, for crossing that same hexagon’s hexside). For example, the move cost to enter a clear terrain hex with a town

therein is 2 MPs.

NOTE: Any unit may always move a minimum of one legal hex even if the move cost therein exceeds that unit's printed movement rating (for example, a Croatian 0-2-4 land unit moving into a mountain hex with a town, across a river hexside into that hex).

[9.2] Roadway Movement

Movement from any rail hex to any adjacent and connected (by a rail line symbol) rail line hex only requires an expenditure of 1 MP, regardless of the other terrain feature(s) in that hex (e.g., movement across a river hexside that is "bridged" ignores the additional river move cost).

NOTE: Map-printed bridges are never considered destroyed for Roadway Movement purposes.

[9.3] Railway Movement

Any *German* (only) land unit(s) may move to any rail line hex(es), and then move along an uninterrupted and contiguous path - of any length - of connected rail line hexes to any other connected rail line hex(es). Moving along a rail path requires no MPs, and terrain MP costs are ignored while utilizing Railway Movement.

NOTE: Map-printed bridges are never considered destroyed for Railway Movement purposes.

Once any unit has completed its Railway Movement, it may continue to move immediately thereafter per the normal movement rules, but only *if* that unit has remaining unexpended MPs available to move with during that same turn.

[9.4] Axis Port-to-Port Movement

Until Italy surrenders, any Axis land unit that moves to any coastal port town and/or city may then be automatically transported (a.k.a. "Scottied") to any other unoccupied coastal town and/or city (but may not move again during that same turn once placed in the destination port town and/or city), observing all stacking limits normally.

[9.5] Movement Restrictions

- 1 Because of the terrain and mercurial nature of warfare in the Balkans, no unit ever projects any zone of control anywhere on the map, and thus no unit's movement is affected when moving adjacent to any other unit.
- 1 Italian units may never enter any region adjacent to Hungary, Romania or Bulgaria.
- 1 No units move during the opponent's Movement/Combat Phase, except as a retreat.
- 1 Bulgarian units may not leave North Macedonia and/or South Macedonia until Italy has surrendered.
- 1 Croatian (including Ustashi) units may never enter Serbia or Montenegro.
- 1 Hungarian units may not leave Backa until Italy has surrendered.
- 1 No land unit may enter any enemy unit's hex.
- 1 Unused MPs may never be accumulated from turn to turn, nor may they be transferred from one unit to any other unit.
- 1 Any Partisan or Allied unit that is declared to destroy a Target Objective must end its

movement in that Target Objective's hex. No unit may destroy any Target Objective as it moves through a Target Objective hex. A Partisan or Allied unit is, however, eligible to conduct an attack into an adjacent hex after destroying a Target Objective, although any such Partisan unit's combat strength is halved per [11.3] normally.

[10.0] STACKING

[10.1]

All unit stacking is tallied in terms of unit steps, regardless of the type, unit, nationality or even organizational size. All one-sided units (e.g., Partisan units) are one-step units, whereas all two-sided units (e.g., divisions and corps) are two-step units.

The stacking limit for all units in clear terrain hexes is 15 steps.

The stacking limit for all units in rough terrain hexes is 10 steps.

The stacking limit for all units in mountain terrain hexes is 5 steps.

The stacking limit in any city (not town) hex is +5 steps.

EXAMPLE: The stacking limit in Sarajevo is 10 steps (i.e., mountain terrain = 5 steps, with a city therein = +5 steps).

Stacking limits are always inviolate, except when any units are merely moving *through* a hex with other stacked units (no additional movement cost is required, nor is there any limit to the quantity of friendly units that may pass through a hex with any other stacked units).

If hexagon's stacking limit becomes exceeded (except temporarily, during movement), the owning player must eliminate enough units to comply with the stacking limit when the violating unit(s') movement has been completed.

Opposing enemy units may not stack together, except per [19.2] (amphibious assault).

NOTE: Out-of-Supply, Weapons Cache, Target Objective, Landing Beach, Partisan Navy and Axis or Allied Bomber unit chits *never* apply to stacking limits.

[10.2] Axis Stacking Restrictions

Only Croatian (including Ustashi) and German units may stack together. No other Axis nationality may stack together in the same hex.

[10.3] Partisan/Allied Stacking Restrictions

Partisan units may only ever stack with UK units, although non-Partisan Allied units may stack together freely.

[10.4] Stack Movement

Units that are moving as a stack may only move as far as the unit with the lowest printed movement rating, although units with higher printed movement ratings may continue to move, leaving slower units behind in any previously entered hex (any unit left behind that had not expended its entire movement rating may continue to move - in any direction, up to the extent of its printed movement rating - immediately thereafter).

[11.0] COMBAT

[11.1]

During a player's own Movement/Combat Phase, but after all of his units' movement is complete during that Phase, that player may initiate combat against any enemy land unit(s)

that any of his own unit(s) are presently adjacent (or, in the case of an amphibious assault, atop in the same beach hex, per [19.2]).

NOTE: A player need not declare all of his intended attacks before resolving them; he may decide each attack one at a time, although a player must complete each declared attack before conducting the next.

When a player initiates combat, he simply declares the land unit(s) that will be attacking an adjacent enemy occupied hex. Each initiated combat against any single enemy occupied hex must be resolved one at a time, although the attacking player may resolve multiple declared combat attacks in any order he prefers.

Multiple land units in the same hex are not required to attack the same enemy occupied hex. Some units may attack one hex, while other units in that same hex may attack a different hex (or not at all). However, each individual attacking land unit must attack with its entire combat strength; no unit may divide its combat strength among multiple attacks.

[11.2] Unknown Partisans

The Axis player is never permitted to know the information printed on any Partisan land unit until he has declared a combat attack against that Partisan land unit's hex, or until the Partisan player declares a combat attack with any such Partisan land unit(s), or has declared the destruction of any Target Objective. As such, the Partisan player is encouraged to keep his Partisan units face down (with the "Unknown Partisans" side facing upward) until an attack involving any such Partisan unit occurs, or until any such Partisan unit destroys any Target Objective.

If the Axis player declares an attack and has thus viewed the Partisan land unit(s) in the combat hex, he may not renege (i.e., he *must* then conduct his declared attack after he has seen the informational side of any "Unknown Partisans" unit in a specified combat hex), even if the odds ratio is unfavorable.

After any attack or the destruction of any Target Objective, any surviving Partisan land units are eligible to be flipped back to their "Unknown Partisans" side again. The Axis player may freely keep a written record of any Partisan land units he has seen, although he may not inspect any such units until they participate in combat again (whether as the attacker or the defender) or destroy another Target Objective.

NOTE: Although the topmost Axis or Allied (non-Partisan) unit is generally visible to all players, no player may ever handle or inspect his opponent's units or stacks, except when an attack is declared with any particular unit(s).

[11.3] Partisan Vulnerability (after destroying a Target Objective)

After any Partisan (but not Allied) unit has destroyed any Target Objective (i.e., removing that Target Objective from the map), that Partisan unit is considered temporarily exposed and vulnerable, and thus its combat strengths are *halved* (rounding any fractions up) for the remainder of that entire game turn, even if that Partisan unit is subsequently flipped back to its "Unknown Partisans" side. However, this penalty becomes immediately nullified if that Partisan unit retreats per [12.0] during that turn. In such a case, that Partisan unit regains its full combat strength as of the moment it completes its eligible retreat.

[11.4] Initiative

Before any combat attack is resolved, but only after it is declared by the attacking player, the attacking player must roll for the initiative, which will determine which of the two Combat Results Tables will be used (either the Assault Table or the Close Combat Table): Each

player simply rolls one 6-sided die, and consults the Initiative & Retreat chart printed on the map; the chart will indicate either a Partisan/Allied Initiative (1-4) or an Axis Initiative (5-6).

NOTE: The initiative die roll is subject to a -1 modifier during Turn 1 and Turn 2, and a +1 modifier during Turn 5-8. Furthermore, if the attack is occurring in a clear terrain hex, a +1 initiative modifier applies; if the attack is occurring in a mountain hex (not a rough hex), a -1 initiative modifier applies.

If the Axis player is the attacker, but the initiative die roll is a net "1" or "2", the Partisan player is eligible to retreat before combat (see [12.0] below), nullifying that declared combat altogether (although a retreated unit may be subject to an attack by any other idle enemy land units that become adjacent after that retreat).

After determining the initiative, the player that achieved the initiative (Axis or Partisan/Allied) may then decide which of the two Combat Results Tables (the Assault Table or the Close Combat Table, as printed on the map) will be used to resolve that attack. Only the player that achieved the initiative for that currently declared combat may decide which Combat Results Table will be utilized to resolve that combat.

Furthermore, the player that achieved the initiative is eligible to receive support, if currently available (i.e., the Axis Bomber unit if "Axis Initiative", or - when available - the Allied Bomber unit if "Partisan/Allied Initiative", and/or the Partisan Navy - when available - if the combat hex is a coastal hex). See Odds Shifts below ([11.7]), and Air and Naval Support ([16.0]).

[11.5] Weapons Cache

Weapons Cache chits represent various sorts of weapons captured or acquired (and even manufactured) by the Partisans. Any allotted Weapons Cache chit(s), if any, may be assigned to any Partisan land unit(s) during combat, explained as follows:

After determining the initiative, the Partisan player *may* then add one (only) "Weapons Cache" chit to any particular Partisan land unit involved in that combat (whether as the attacker or the defender), assuming that the Partisan player was allotted any Weapons Cache chit(s) during his RP Phase of the same turn.

NOTE: A Weapons Cache chit may never be added to any non-Partisan Allied land unit.

There are three types of Weapons Cache chits (+1, +2 and +3) that the Partisan player may have been allotted, which simply signifies a combat strength bonus when any such Weapons Cache chit is added to any Partisan land unit (e.g., a +2 Weapons Cache chit will increase one Partisan land unit's attack and defense strength 2 additional strength points; For instance, a 2-1-8 Partisan land unit will thus be counted as a 3-2-8 when calculating the combat odds involving that particular Partisan unit).

The Partisan player may assign any Weapons Cache chit that he has been allotted to any Partisan land unit (including the Tito chit) currently participating in combat, although no more than one Weapons Cache chit may ever be assigned to any one Partisan land unit. If the Partisan player had been allotted multiple Weapons Cache chits during his RP Phase, he may assign each allotted Weapons Cache chit to each individual Partisan land unit involved in combat anywhere on the map, even a different Partisan land unit involved in the same combat (provided that no more than one Weapons Cache chit is assigned to any one Partisan land unit).

Once assigned to a Partisan land unit, that Weapons Cache chit remains with that Partisan land unit for the remainder of the current turn. That Weapons Cache chit thus applies its printed combat strength modifier to that Partisan land unit (only) throughout the current turn.

[11.6] Odds

Regardless of which Combat Results Table is used, the attacking player calculates the total attacking strength points (the first number) of all his attacking units (that are participating in that particular declared attack) and compares that total with the defending unit(s) total defending strength points (the second number) in that combat hex, expressed as an odds ratio.

EXAMPLE: Three German land units with a net attacking strength of 6 against two Partisan land units in the combat hex with a net defending strength of 3 is therefore a 2 to 1 odds attack (2-1 on either Combat Results Tables).

NOTE: Attack odds that are calculated to be higher than the 7-1 column (on the Assault Table) or the 5-1 column (on the Close Combat Table) are to be resolved as 7-1 or 5-1 respectively.

After calculating the odds ratio, the attacking player then simply rolls one 6-sided die, and cross-references the die roll (DR) result with the odds ratio on the Combat Results Table. The “# / #” result indicated on the Combat Results Table specifies the number of land unit steps that the attacker must eliminate (the number left of the slash mark) followed by the number of land unit steps that the defender must eliminate (the number right of the slash mark). For example, a 2/1 result indicates that the attacker must immediately eliminate two steps (from among the land units that participated in that attack), and the defender must lose one step (from among the land units in that combat hex).

NOTE: On the Close Combat Table, some results include a “Re” suffix, which only applies to attacking Partisan land units. If the combat result includes “Re”, the Partisan player is eligible to retreat any of the Partisan (only) land units (up to their full movement) that participated in that attack. The “Re” result does *not* ever apply to Axis or Allied land units.

[11.7] Odds Shifts

Some conditions during the game will cause the calculated odds ratio to be *shifted* to a lower or higher column, depending on the accumulated conditions.

Column shifts are expressed as either *left* or *right* (L or R) after calculating the final combat odds of the land units involved in that combat. A combat odds can be shifted multiple columns left and/or right if there are multiple applicable shifts.

The following conditions will institute column shifts to the Combat Results Tables:

1 **Axis Bomber**

If the Axis Bomber is participating in the attack, the final odds column is shifted 1 column left if the Axis player is the defender, or 1 column right if the Axis player is the attacker.

1 **Allied Bomber**

If the Allied Bomber is participating in the attack, the final odds column is shifted 1 column left if the Partisan/Allied player is the defender, or 1 column right if the Allied/Partisan player is the attacker.

1 **Partisan Navy**

If the Partisan Navy is participating in an attack on an accessible coastal hex, the final odds column is shifted 1 column left if the Allied/Partisan player is the defender, or 1 column right if the Allied/Partisan player is the attacker.

1 **50%+ German units attacking**

If an attack includes at least 50% German land unit *steps*, an Axis attack (only, not when merely defending) is shifted 1 column right.

† **Motor units participating in the attack**

If any “Motor” type Axis land unit is participating in the attack, an Axis attack (only, not when merely defending) is shifted 2 columns right.

The following Axis land units are considered “Motor” units:

Italian 1 EdS Division (3-4-10)
Italian 2 TdF Division (3-4-10)
German 21st Pz Division (15-11-10)
German 202 Pz battalion (2-1-10)

† **All Partisan Attacks (Close Combat Table only)**

If an attack includes all Partisan land units, a Partisan attack (only, not when merely defending) is shifted 1 column right on the Close Combat Table only.

† **Attacking Rough Terrain hex**

Any attack against any enemy land unit(s) in a Rough terrain hex is shifted 1 column left.

† **Attacking Mountain Terrain hex**

Any attack against any enemy land unit(s) in a Mountain terrain hex is shifted 2 columns left.

† **Attacking Town hex**

Any attack against any enemy land unit(s) in a Town hex is shifted 1 column left.

† **Attacking City hex**

Any attack against any enemy land unit(s) in a City hex is shifted 2 columns left.

† **Attacking across a non-bridged river hexside**

Any attack against any enemy land unit(s) in a hex across a non-bridged river hexside is shifted 1 column left (though only if all of the participating attacking units are attacking across a non-bridged river hexside).

[11.8] Die Roll Modifiers

Any unit that has become Out-of-Supply imposes an automatic die roll modifier during any combat in which it is involved (in addition to all normal column shifts). If the Out-of-Supply land unit is involved in any attack, a -2 die roll penalty applies to that attack. If the Out-of-Supply unit is involved in any attack as a defending unit, a +1 die roll bonus applies to that attack.

[11.9] Step Losses

If a combat result indicates a numeral result for the attacker and/or the defender, that player must eliminate a quantity of land unit *steps* to comply with the combat result. All two-sided land units are considered two steps each, whereas all one-sided land units (such as Partisans) are considered one step each. A player must eliminate enough steps to fulfill the losses stipulated by the combat results, but he may always choose which steps he will eliminate if there was more than one step involved in that combat.

NOTE: For Axis and Allied land units, if the combat result indicates that two steps must be eliminated, a player may either eliminate one two-step unit, or instead deplete (flip) two different two-step units (assuming at least two different two-step units were involved in that combat).

If any eliminated Partisan land unit had been assigned a Weapons Cache chit, the Weapons Cache chit is eliminated as well (i.e., it is merely removed from the map, but is eligible to be allotted again normally during the following turn). Weapons Cache chits are not steps, and may not be eliminated to satisfy any mandated step loss.

[11.10] Advance After Combat

After any combat is concluded, if the defending unit(s) have been eliminated, or have entirely retreated from the combat hex, any of the surviving attacking units may be automatically moved into that combat hex as an Advance After Combat, requiring no MPs, up to the limit of that hexagon's stacking limit.

[11.11] Combat Restrictions

- 1 No particular land unit is ever required to participate in any declared attack, but no such land unit may ever be withheld so as to conduct any follow-up attack upon the same combat hex during the same turn. Each hex is only ever eligible to be attacked once per player segment.
- 1 During each turn, no land unit may ever conduct more than one attack anywhere on the map, although a player may conduct as many attacks as he has eligible land units to attack with.
- 1 The attacking player may not attack some enemy land units in a particular hex, but not others. When declaring an attack, all enemy land units in the combat hex must be attacked collectively.
- 1 No single land unit may ever have its printed attack number divided among multiple attacks. Each land unit may only ever participate in one specific attack.
- 1 Weapons Cache chits cannot be added to non-Partisan Allied land units, nor may any Weapons Cache chit be placed in any empty hex. Weapons Cache chits cannot be captured or interchanged among units.
- 1 A *defending* player may not purposefully withhold certain units from the combat odds calculation (e.g., to avoid their elimination, or to avoid an imposed Out-of-Supply die roll penalty).

[12.0] PARTISAN RETREAT

[12.1]

If the Partisan player achieved a net initiative result of "1" or "2" on the Initiative & Retreat table, the Partisan player is eligible to immediately retreat (i.e., move) all of his Partisan land units from that defending hex, if otherwise permissible within the parameters of the normal rules (e.g., not through any enemy hex, or into ocean hexes, et cetera).

NOTE: A Partisan retreat is never mandatory.

[12.2]

If the net initiative result is a "1", the Partisan player may retreat every Partisan land unit in the declared combat hex up to their full printed movement rating (per the normal move cost rate, as indicated on the Terrain Effects Chart). If, however, the net initiative result is a "2", the Partisan player may retreat every Partisan land unit in the declared combat hex up to half (rounded up) of their printed movement rating (per the normal move cost rate, as indicated on the Terrain Effects Chart).

[12.3]

A retreating unit may retreat to any legal hex, if within stacking limits. If a unit cannot retreat for any reason (e.g., surrounded), it must therefore undergo the declared attack normally.

NOTE: If moved to a different hex that is adjacent to any idle* Axis land unit(s), a retreated Partisan is then susceptible to attack normally by any such Axis land unit(s), if otherwise legal.

**If the attacking Axis land unit(s) had not already conducted an attack during that same turn.*

If a Partisan land unit retreats to any hex where another attack is pending, it may add its defense strength to that combat normally (prior to the initiative roll). In such instances, it is perfectly possible for a particular Partisan unit to retreat multiple times during the same turn, assuming it continually becomes eligible per the Initiative & Retreat table.

[12.4]

Weapons Cache chits always retreat along with any Partisan land unit they had been assigned to.

[12.5] Post-Combat Partisan Retreat (Close Combat Table only)

If the final combat result on the Close Combat Table (only) indicates a “Re” suffix, any surviving Partisan land units (if any) are then automatically eligible to retreat.

The rules governing Post-Combat Partisan Retreat are exactly the same as [12.0], except that any eligibly retreating Partisan land unit(s) may always move up to their full printed movement rating (per the normal move cost rate, as indicated on the Terrain Effects Chart).

[13.0] REPLACEMENT POINTS (RPs)

[13.1]

During their own respective Operations segment, the Axis and the Partisan/Allied player each receive an allotment of RPs (Replacement Points) to rebuild depleted, eliminated and/or non-built units.

The quantity of RPs received by the Axis player each game turn is listed (by nationality) on the Replacement Chart printed on the map (for example, Germany receives no RPs during Turn 1, but receives 1 RP during Turn 2). The Partisan/Allied player, however, must roll one 6-sided die each game turn; the number rolled on the die is the quantity of RPs received by the Partisan/Allied player.

NOTE: The Axis player may not spend any particular nationality’s RPs to rebuild any other nationality. For example, RPs allotted to Italy (see the Replacement Chart printed on the map) cannot be used to build or rebuild any German land unit, nor vice versa.

[13.2]

In either case, each RP received by each player can be spent to build (and/or rebuild) 1 step of any depleted, eliminated or non-built land unit (for example, to rebuild an eliminated two-step Division land unit would require the owning player to spend 2 RPs).

NOTE: RPs cannot be accumulated from turn to turn. Any unspent RPs are simply lost.

[13.3]

Partisan units only exist as one-step land units, and thus only ever require 1 RP to be built (whether eliminated or non-built). The Partisan player may use his allotted RP(s) to build or rebuild any Partisan and/or Allied unit(s), which may include the E.I.S. partisan land units.

NOTE: The Tito game piece, if eliminated, may never be rebuilt; if eliminated, it is removed from play permanently. Likewise, Allied land units may never be rebuilt if eliminated.

[13.4]

If an Allied “Landing Scare” Event occurs, the German (not Axis) player will receive 3 RPs during any such turn.

[13.5] RP Restrictions

- 1 RPs may never be used to rebuild any unit that is presently Out-of-Supply.
- 1 Axis RPs may not be allotted to a nationality not specified by the Replacement Chart.
- 1 Croatian (including Ustashi) units never receive RPs, and may never be rebuilt with any RPs.
- 1 Partisan RPs may be used to rebuild any depleted Allied land units, but *no eliminated* Allied land unit may ever be rebuilt.
- 1 If there are no legal units to build or rebuild, no RPs are accrued (they are being assigned to other fronts where they are more desperately needed).

[14.0] WEAPONS CACHES

[14.1]

Representing the partisans’ hidden rifle manufacturing equipment, as well as weapons captured by partisan raids, and/or weaponry provided by the British, the Partisan player may roll one 6-sided die during his Reinforcement Phase (referring to the Weapons Cache Allotment chart printed on the map); the number rolled indicates the specific Weapons Cache pieces that are received by the Partisan player, which he may assign to any supplied Partisan unit(s) currently in play.

NOTE: No Weapons Cache chits may ever be assigned to any Allied (i.e., US, UK, French or Polish) land unit.

The Weapons Allotment chart printed on the map indicates which specific Weapons Cache chits are received by the Partisan player. For example, if the Weapons Cache Allotment die roll is a “3”, the Partisan player receives precisely two “+1” Weapons Cache chits (the Partisan player may not instead choose a single “+2” chit in that case, for instance).

[14.2]

If Tito has been eliminated, the partisan player must suffer a -1 Weapons Cache Allotment die roll penalty throughout the game. A roll of “3”, for example, would thus become a net result of “2” (i.e., a single “+1” Weapons Cache chit) if Tito had been eliminated beforehand.

[14.3]

When assigning any received Weapons Cache chit(s) to any partisan land unit(s), no more than one Weapons Cache chit may be assigned to any single partisan land unit. Weapons Cache chits may not be interchanged between multiple partisan chits in the same hex.

Weapons Cache chits may not be assigned to any unsupplied Partisan units. Moreover, any Partisan unit that becomes unsupplied will immediately lose its Weapons Cache chit, if any (which may be returned to play normally during a subsequent turn, per the correct die roll on the Weapons Cache Allotment chart).

NOTE: When all of the Weapons Cache chits are in play, no more allotment die rolls occur,

until additional Weapons Cache chits become available (by way of eliminated partisan units).

[15.0] SUPPLY

[15.1]

The supply status of all units is checked during the Supply Phase of each player's respective turn. The supply stipulations of each belligerent are listed as follows:

[15.2] Partisans Supply

Partisan land units are never required to trace any supply line of any manner (and as such are *never* considered "Out-of-Supply"), but instead are collectively subject to an automatic supply die roll during the Supply Phase of each Partisan turn: Roll one 6-sided die and consult the Partisan Supply Check table (printed on the map); A -1 die roll bonus applies per each town and/or city (anywhere on the map) currently occupied by any Partisan unit, although a +1 die roll penalty applies if the Partisan player does not currently occupy any town or city (anywhere on the map).

[15.3] Allies Supply

All non-Partisan Allied land units must be able to trace an uninterrupted supply line of land hexes (any terrain, except across sea or lake hexsides) from each Allied land unit's present hex to any Partisan or Allied controlled* port town and/or city hex.

**"Control" is simply defined as a town and/or city being occupied, or having last been occupied, by any Partisan and/or Allied land unit.*

[15.4] Axis Supply

All Axis land units must be able to trace an uninterrupted supply line of land hexes (any terrain, except across sea or lake hexsides) from each Axis land unit's present hex to any Axis supply source symbol (e.g., 3405) that is not currently occupied by any Partisan or Allied land unit.

[15.5] Supply Exemptions

The German 500th SS, the UK 2nd SAS and UK F10 (if in play) units are exceptions in that they are never required to trace supply; they are always in supply, regardless of their location on the map.

The Axis Bomber unit, the Allied unit and Partisan Navy unit are exempt from any supply considerations whatsoever.

[15.6] Out-of-Supply

If any land unit (except Partisan units) is unable to trace a supply line of hexes to a valid supply source (as stipulated above) during its own respective Supply Check Phase, it is marked with an "Out-of-Supply" marker.

If any susceptible land unit is marked "Out-of-Supply", its combat strength and movement is halved (rounded up). Furthermore, a depleted land unit that is marked "Out-of-Supply" is ineligible to be rebuilt (until it is in supply again).

If a land unit remains Out-of-Supply for two or more consecutive game turns, it must be immediately depleted (and eliminated if already depleted or a one-step land unit), *unless* currently occupying a town or a city (an Out-of-Supply land unit that is currently occupying a town or a city is never susceptible to Out-of-Supply depletion).

[16.0] AIR AND NAVAL SUPPORT

[16.1]

The Axis Bomber, Allied Bomber and Partisan Navy units are not placed on the map in the normal sense, and thus they are not printed with any combat or movement rating. Rather, they are simply support units that players may add to land combat engagements that occur during any turns.

[16.2] Axis Bomber

When any combat occurs anywhere on the map, after the Partisan player's Initiative & Retreat die roll, the Axis player may simply add the Axis Bomber unit to that combat if the Initiative & Retreat die roll result is "Axis Initiative" (see the Initiative & Retreat Die Roll table printed on the map).

[16.3] Allied Bomber

When the Partisan player receives the Allied Bomber unit (after Italy surrenders, or when Tito's Prestige reaches "Most Support"...whichever occurs first), the Partisan player may simply add the Allied Bomber unit to any combat occurring anywhere on the map (after the Partisan player's Initiative & Retreat die roll) if the Initiative & Retreat die roll result is anything other than an Axis Initiative.

[16.4] Partisan Navy

Similarly, when the Partisan player receives the Partisan Navy unit (after Italy surrenders), the Partisan player may simply add the Partisan Navy unit to any combat occurring in any accessible coastal hex (after the Partisan player's Initiative & Retreat die roll) if the Initiative & Retreat die roll result is anything other than an Axis Initiative.

[16.5] Combat Effect

If any combat involves a support unit, the owning player may shift the final combat odds column *one* column to his own favor (to the right if he is the attacker; to the left if he is the defender), in addition to any other applicable column shifts.

NOTE: If a combat engagement involves both the Allied Bomber unit and the Partisan Navy unit (in a coastal hex), the Partisan player may combine their column shifts (i.e., two columns shifted to his own favor).

[17.0] SPECIAL UNIT CHARACTERISTICS

[17.1] German 500th SS

On Turn 8, the German player receives the 500th SS airborne unit, which may arrive in any hex of the German player's choice (possibly subject to a drift die roll) anywhere within Yugoslavia, even atop any enemy unit. When the 500th SS unit arrives on the map, it arrives normally in the chosen hex; If there is any enemy land unit in that chosen hex, the Partisan player rolls one 6-sided die per the Initiative & Retreat table normally.

If the die roll result indicates anything other than "Axis Initiative", the 500th SS unit is then immediately subject to a drift die roll; the German player must roll one 6-sided die and refer to the Random Location table (i.e., the Drift Diagram) printed on the map, and then place the 500th SS unit in the hex indicated by the die roll (per the Drift Diagram). For example, a drift die roll of "3" indicates that the 500th SS unit will land in a hex just east of the chosen hex. If the drift die roll places the 500th SS unit in any ineligible hex (e.g., off map), the die roll is disregarded (i.e., do not re-roll), and the 500th SS unit is thus eliminated immediately.

NOTE: If the 500th SS unit's drift arrival hex is any all water hex, it is eliminated immediately.

If, however, the die roll indicates "Axis Initiative", the 500th SS unit arrives in the chosen hex. If the 500th SS airborne unit arrives in the same hex as the *Tito* chit (i.e., during that initial

arrival), the Tito chit is *automatically* eliminated immediately (i.e., no combat occurs), as well as the 500th SS unit, too.

NOTE: The 500th SS unit is automatically eliminated if its initial arrival hex is occupied by *any* enemy land unit (even Tito). If the 500th SS unit arrives in any *unoccupied* hex, it is not eliminated, but it has no other effect whatsoever (i.e., it is then considered a normal German land unit in every respect, except that it is not subject to becoming Out-of-Supply).

Once the 500th SS unit arrives on the map in an unoccupied hex, it is ineligible to conduct any additional paratroops. Also, it does *not* automatically eliminate Tito when participating in any attack against Tito's present hex.

[17.2] UK 2nd SAS

After the Italian Surrender Event (or after Tito has achieved "All Support to Tito", if playing with optional rule [20.1]), the Partisan player receives the UK 2nd SAS commando unit, which arrives on the island of Vis (hex 2105). It may move and function normally thereafter, including throughout Adriatic islands.

[17.3] Tito

The Tito chit is a normal Partisan land unit in all respects, except that its elimination entails various penalties for the Partisan player (see [11.4], [13.0], [14.0], [18.2] and [19.1]).

Additionally, like commando units, Tito is eligible to move freely among the Adriatic islands (see [17.2]), but only after the Italian Surrender Event.

[18.0] VICTORY CONDITIONS

[18.1]

Victory is determined by the accumulation of VPs (Victory Points) by the Partisan/Allied player throughout the game, though subject to deductions based on the final tally of Partisan/Allied units as of the last game turn. Victory Points are acquired by the following methods:

[18.2] Tito Elimination

If the Tito chit is ever eliminated during the game, the Partisan player loses 2 VPs per each game turn after Tito is eliminated. For example, if Tito was eliminated on the 4th Turn, the Partisan player would lose a total of 12 VPs as of the 10th Turn.

[18.3] Line of Communication (LoC) Interdiction VPs

There are five resource hexes printed on the map (each indicated by a crossing pick and shovel depiction), all of which are connected by a printed rail line to Germany proper. Any such rail line must be continuously connected (i.e., not interrupted by any enemy land unit) from the resource hex itself - along the entire length of the rail line - to Germany proper. If not, the Partisan player receives 1 VP per each resource hex to which an uninterrupted contiguously connected path of rail line hexes from Germany proper cannot be traced (during the Victory Check Phase).

[18.4] Landing Scare VPs

During the Partisan/Allied player's turn, the Partisan player will receive (during the Victory Check Phase) 1 VP per *each* of the following "Landing Scare Hexes" that is *currently occupied* by any Partisan (and/or Allied) land unit (*in addition* to the VPs granted for Partisan control of each such town and/or city):

1614 (Bar)

1813 (Cattaro)

1910 (Dubrovnik) 2306 (Spalato)
2405 (Sibenico) 2603 (Zara)
3002 (Senj)

[18.5] Destroyed Target Objectives VPs

If any Partisan unit occupies any hex with a present Target Objective, the Partisan player *may* (but is never required to) declare the destruction of that Target Objective automatically, thus awarding a quantity of VPs equal to the roll of one 6-sided die. However, depending upon the type of Target Objective in that hex, the Partisan player adds a die roll bonus modifier to that die roll (as tabulated on the map; for example, a "Pilot Rescue" warrants a VP die roll with a +1 die roll modifier).

Pilot Rescue	= +1
Petrol Dump	= +1
Truck Convoy	= No modifier
Phone Lines	= No modifier
Train Station	= +1
Rail Line	= No modifier
Viaduct	= +1
Dam	= +3
Bridge	= +2
Motor Pool	= +2
Warehouse (Food)	= No modifier
Warehouse (Weapons)	= +2

Target Objective VPs are tallied each turn (during the Victory Check Phase) for each Target Objective destroyed by any Partisan and/or Allied land unit.

[18.6] Partisan-controlled Town/City VPs

If any Partisan and/or Allied land unit occupies any town and/or city as of the end of the current turn, the Partisan player will be awarded 1 VP per town, and 2 VPs per city occupied (for each turn and for each town and/or city while presently occupied).

[18.7] Casualty VP Deduction

After determining the total number of Victory Points accumulated, the Partisan/Allied player must then deduct -10 VPs per each Partisan (but not Allied) unit that is *currently* eliminated or not *presently* deployed on the map. Disregard any Partisan units that had been eliminated during a previous turn and then subsequently redeployed on the map via EPs.

[18.8] Victory Level

There are five possible victory levels, depending upon how many Victory Points are accumulated by the Partisan player throughout the game (minus any remaining casualties suffered by the Partisans; see below):

Major Axis Victory	= 0-174 VPs
Minor Axis Victory	= 175-199 VPs
Draw	= 200-225 VPs
Minor Partisan Victory	= 226-250 VPs
Major Partisan Victory	= 251+ VPs

The Victory Level is assessed at the end of the game (the last Victory Check Phase) as the total accumulation of net Victory Points of 10 game turns played.

[18.9] The Victory Point Track

It is necessary for players to retain a written tally of VPs accrued each turn; a Victory Point Track is printed on the map for players to count up the quantity of Victory Points accumulated each turn, to then be added to the written tally.

[19.0] OPTIONAL RULES

[19.1] Tito's Prestige

[19.1.1]

During the Movement/Combat Phase of the Partisan/Allied Operations Segment, if the Partisan player has conducted at least one attack (whether successful or not) against any Axis land unit, the Partisan player is eligible to roll one 6-sided die and consult the Tito Prestige Track printed on the map (at the end of that same player turn).

[19.1.2]

When the game begins, place the Tito Prestige marker in the "Start" (i.e., "No Support") box on the Tito Prestige Track, and move it left or right on the track as stipulated by the aforementioned die roll's result (as indicated by the Tito Prestige Track). The Partisan player is eligible to add a +1 bonus to his die roll for *each* Axis land unit that has been eliminated by any Partisan (only) attack during that same game turn. Note, however, that the German 500th SS unit is an exception and thus never adds a +1 bonus to any Tito Prestige Track die roll.

[19.1.3]

If the Tito Prestige marker is moved to the "Half Support to Tito" box, the Partisan player is eligible to receive one extra RP during each following Partisan RP Phase (which may only be applied to a Partisan land unit, not any Allied land unit). If the Tito Prestige marker is moved to the "Much Support to Tito" box, the Partisan player is eligible to receive two extra RPs.

If the Tito Prestige marker is moved to the "Most Support to Tito" box, the Partisan player is eligible to receive three extra RPs, as well as usage of the Allied Bomber unit (i.e., the "Balkan" air unit). Similarly, If the Tito Prestige marker is moved to the "All Support to Tito" box, the Partisan player is eligible to receive four extra RPs, as well as the British 2nd SAS land unit (which arrives on the island of Vis; hex 2105).

If the Tito Prestige marker regresses back to the "Some Support" or a "No Support" box, the Partisan player is not eligible to receive any previously granted RPs (until such time that the Tito Prestige marker is moved forward to the "Half Support" box again).

NOTE: If Tito has been eliminated, no Tito's Prestige can occur, and the Tito Prestige marker is moved back to the first "No Support" box. No further die rolls on the Tito's Prestige Track are permitted, no extra RPs are received, and the Allied bomber unit, as well as the British 2nd SAS land unit are removed from play (although the Partisan player is nonetheless eligible to receive the Allied Bomber unit, as well as the 2nd SAS commando unit, when Italy surrenders).

[19.2] Operation Armpit

The Allied player may conduct "Operation Armpit", and thereby conduct an amphibious assault with several Allied divisions and corps upon the Yugoslavian coast.

To begin with, the Partisan player (hereafter known as the Allied player) must not reveal his intention, if any, to conduct Operation Armpit until the turn before he intends to do so.

NOTE: The inclusion of this optional rule does not imply that Operation Armpit will occur, but rather only that it may occur...depending on the Allied player's decision. It is therefore

certainly possible that no Operation Armpit will ever occur during a game, even if this optional rule is in effect.

Starting during the Partisan/Allied Political Phase of Turn 4, the Allied player must secretly decide if he intends to conduct Operation Armpit during the following turn (Turn 5). Once decided, the Allied player simply places one of the two "Op. Armpit" markers on the turn track (in the Turn 5 box); the Allied player places either the "Op. Armpit / Yes" or the "Op. Armpit / No" marker, depending on his decision to conduct Operation Armpit (placing the chosen "Op. Armpit" marker face down, such that the Axis player does not know whether it is the "Op. Armpit / Yes" or the "Op. Armpit / No" marker).

As of the subsequent turn (during the Partisan/Allied Political Phase), the Allied player reveals the "Op. Armpit" marker he had chosen the previous turn:

[19.2.1] Op. Armpit / No ?

If the "Op. Armpit / No" marker had been chosen, then no further effect occurs; the Allied player then simply immediately chooses one of the two "Op. Armpit" markers again, placing it on the following turn's box on the turn track (again, placing the chosen "Op. Armpit" marker face down, such that the Axis player does not know whether it is the "Op. Armpit / Yes" or the "Op. Armpit / No" marker).

[19.2.2] Op. Armpit / Yes ?

If, however, the Allied player reveals the "Op. Armpit / Yes" marker, then Operation Armpit occurs during that same game turn, explained as follows:

Operation Armpit provides the Allied player with additional Allied land units, which appear during the Movement/Combat Phase of the aforementioned chosen game turn. Operation Armpit may also provide the Axis player with additional Axis land units, representing the Germans' military response to Operation Armpit.

At any time during that same Movement/Combat Phase, the Allied player receives the US 3rd, 36th, and 45th Division land units, as well as the ABTF division, the French I Corps and Polish II Corps land unit. These units must arrive in any of the following coastal hexes in Yugoslavia:

1614 (Bar)
1813 (Cattaro)
1910 (Dubrovnik)
2306 (Spalato)
2405 (Sibenico)
2603 (Zara)
3002 (Senj)

The Allied player may choose which coastal hexes he places his arriving land units, although the US, French/Polish units must arrive in different hexes (i.e., the US land units may arrive together in the same hex, but the French and Polish land units must arrive in a different hex or two different hexes than the US land units). The US ABTF Division is not subject to any drift diagram, but is instead placed normally like the other amphibiously assaulting land units. NOTE: The Allied player's Operation Armpit land units are not all required to arrive during the same turn, or even at all. The Allied player may place one or some of his land units during

the first eligible turn, and then place any of the other remaining land units during any subsequent turn.

[19.2.3] Amphibious Assault

If any of the chosen arrival coastal hexes are occupied by any Axis land unit(s), the attacking and defending combat strength of the Allied land unit(s) placed there are halved, rounded up (for example, the US 9-9-12 3rd Division is considered to be a 5-5-12 instead), and a normal combat land attack must be resolved in any such hex during that same Movement/Combat Phase. An attacking Allied land unit is considered to have successfully captured the hex it is arriving in if the Axis unit(s) there are eliminated or forcibly retreated (completely vacating the hex), or if no Axis land unit was present in that same hex in the first place. After a successful arrival, any such Allied land units may then move and conduct combat normally (i.e., in addition to any combat occurring in the arrival hex, if any).

NOTE: If an Allied land unit captures a coastal hex (in which it has arrived), that hex is immediately considered a supply source for all Allied (not Partisan) land units anywhere on the map (that can trace an uninterrupted path of connected hexes thereto). Place a "Landing Beach" marker in each such hex to indicate its functionality as a supply source; it will immediately cease to function as a supply source (permanently) if that same hex is ever occupied by any Axis land unit (unless another subsequent Allied land unit arrives, successfully, in that same hex).

If any present Axis land unit in an arrival hex was not eliminated or forcibly retreated, the Allied unit(s)' arrival does not occur (in other words, the amphibious assault there is assumed to have failed), in which case the repulsed Allied land unit(s) must be returned to the turn track (unless eliminated by the combat result. In such a case, any such unit is removed from play permanently). Any repulsed Allied land unit(s) are eligible to arrive again in any of the aforementioned arrival hexes during the next (or a subsequent) turn, per the same exact procedure mentioned above.

The Allied player may rebuild any of the Operation Armpit units (if depleted) with any available RPs normally, although they may not be rebuilt if ever eliminated.

[19.2.4] Italian Surrender and the German Response

If any non-commando Allied land unit has successfully arrived in any Yugoslavia coastal hex, the Italian Surrender die roll must incur a +2 die roll penalty (thus, an Italian Surrender is impossible during Turn 5, in such a case).

[19.2.5]

Furthermore, the German player may roll to possibly receive additional land units. To do so, the German player also rolls one 6-sided die: If his die roll is less than the Italian Surrender net die roll result (i.e., including the +2 penalty), the German player automatically and immediately receives the 5th, 21st and 44th Division land units as reinforcements, arriving in any town and/or city land hex(es), though only if any such arrival hex(es) are each connected to Germany by a contiguous and unobstructed line of rail hexes, and not in excess of the normal stacking limits or restrictions.

[19.2.6]

If Italian Surrender has occurred before Operation Armpit occurs, the German player must nonetheless roll a die to receive the 5th, 21st and 44th Division land units as reinforcements, although the number rolled on that die simply indicates the number of steps that the German player receives (from among the 5th, 21st and 44th Divisions), disregarding the others (representing German units that are still fighting in Italy). For example, if the German player

rolls a “3”, he only receives three steps (any three German steps of his choice, from among the 5th, 21st and 44th Divisions). As stipulated above, those German steps arrive in any town and/or city land hex(es) connected by an uninterrupted rail line thereto.

[19.2.7]

The Axis player may rebuild the 5th, 21st and/or the 44th Division if arriving as a one-step unit (with any available RPs normally), although the 5th, 21st and 44th Divisions may not be rebuilt if ever eliminated.

[19.3] Force 10 (F10) Unit

As a purely whimsical (and thoroughly unhistorical) addition, the Partisan player is eligible to receive the fictitious “Force 10” unit as a scheduled reinforcement, arriving on Turn 7 in any unoccupied hex within Yugoslavia, immediately subject to a drift die roll; the Allied player must roll one 6-sided die and refer to the Random Location table (i.e., the Drift Diagram) printed on the map, and then place the F10 unit in the hex indicated by the die roll (per the Drift Diagram). If the drift die roll places the F10 unit in any ineligible hex (e.g., off map), the die roll is disregarded (i.e., do not re-roll), and the F10 unit is thus eliminated immediately.

[19.3.1]

Once the F10 unit has arrived on the map, it functions as a UK land unit, except that - as a commando unit - it may move amongst Adriatic island hexes per [17.0]. The “F10” unit has no combat capability (except for a defensive value of “1”); its only value in game terms is the destruction of any Target Objective in a hex that it occupies (for example, a dam and a bridge). If eliminated, it is removed from play permanently.

[19.4] Tito’s Elimination Target Objective VP penalty

To reflect the hugely demoralizing effect that Tito’s death or capture would have upon the partisans throughout Yugoslavia, a -2 die roll penalty automatically applies to any Target Objective VP die roll, throughout the remainder of the game. Note that a Target Objective VP die roll of less than zero is to be regarded as zero (not deducted from other Target Objective VP dies rolls).