

RED PARTISANS

The War Behind Army Group Center, 1942–44

RULES OF PLAY

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[1.0] INTRODUCTION

1.1 Red Partisans (RP) is a two-player simulation of the brutal fighting that took place behind Army Group Center on the eastern front in 1942–44. The Partisan player, representing the Central Staff of the Partisan Movement, must destroy as many targets as possible, interdict the Axis armies' lines of supply and control as much terrain as possible. The Axis player must keep open his side's lines of communication, destroy as many Partisan

units as possible and capture forced laborers for the German economy.

1.2 Scales. Each hexagon on the map represents 20 miles (32.4 km) from side to opposite side. The units of maneuver are Partisan “detachments” (company equivalents) and brigades. Axis units of maneuver vary in size from whole divisions down to battalions. Each full turn represents two to three months, based on seasonality.

Design Note. No ZOC. (If you do not know that that is, do not worry about it.)

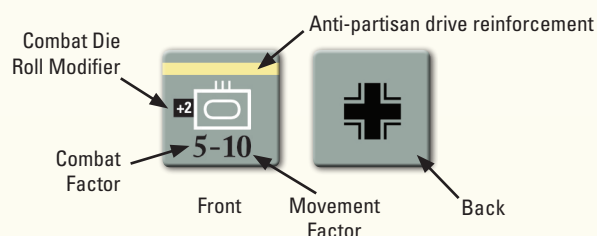
[2.0] COMPONENTS

2.1 The Map shows the portions of Belarus and the northern Ukraine in which this campaign was fought in 1942–44. The bold red line running raggedly north-south near the map's eastern edge shows the frontline of October 1942. A hexagonal grid has been superimposed over the map to regulate the movement and positioning of the playing pieces. For example, the city of Vitebsk is in hex 2317.

2.2 Regions. The map is subdivided into various “regions” numbered from 1 to 23. Controlling regions is important to determine victory at the end of the game and for several other rules functions during play.

2.3 Playing Pieces. The pieces are referred to as “units” for military forces and as “markers” for informational pieces.

2.4 How to Read the Units



Combat Factor: The unit's combat strength. See section 9.0 for details.

Movement factor: the number of hexes through which a unit may move in a turn. See 7.0 for details.

Combat Die Roll Modifier (DRM): See 9.6 for details.

2.5 Unit Types

UNITS



MARKERS



2.6 Unit Organizational Sizes have no direct bearing on play and are provided for historical interest. From largest to smallest, they are: XX = division, X = brigade, III = regiment.

2.7 Historic Designations, Nationalities & Sides

PARTISAN FORCES

Partisan Brigades: (white on red)

Partisan Detachments: (brown)

AXIS FORCES

German: (white unit symbol/black numbers on dark gray)

German Anti-Partisan Drive Units: (white unit symbol/black numbers on dark gray with yellow stripe)

Hungarian: (white on green)

"Ost" (Eastern) auxiliary units: (white on light grey)

OTHER

Ukraine Partisans: (UPA) red & black flag on blue

Polish Partisans: (AK) red and white flag on white

HISTORIC DESIGNATIONS

AK: Armija Krassowa (Polish "Home Army")

Kam: Kaminsky Brigade

L: Light

Ost: East

Panzer Zug: Armored Train

SD: Security Division

UPA: Ukrainian Partisan Army

2.8 Soviet Control & Partisan Region Markers are used to indicate frontline advances and Partisan-controlled regions. See sections 13.0 and 16.0.

2.9 Intelligence ("Intel") Markers are obtained through successful reconnaissance or spy operations. They allow players to improve their chances to successfully complete operations. See 5.3, 9.6.3 and 14.4 for details.

[3.0] SET UP & HEX CONTROL

3.1 In General. Set up according to the following rules. Partisan units are deployed, and generally operate during each GT, in facedown mode. Both players are only able to look at the face up (numeric data) sides of Partisan units at the times during each GT specified in the rules below.

1. Place the UPA and AK markers off to the side within easy reach. They may potentially be used by either player via random events (see 5.0).
2. Place the Soviet Control and Partisan Control Region markers off to the side within easy reach.
3. Place the two sides' random event markers into separate opaque containers, such as coffee mugs or cereal bowls (see 5.0).
4. Place the Kremlin Orders markers in a third opaque container (see 6.0).

The Partisan player should place all his detachments and brigades—in two separate, unstacked and facedown groups—in easy reach off to the side all facedown.

The Axis player begins and completes his side's set up before the Partisan player begins that side's set up.

3.2 Axis Set Up. The Axis player places all his "at start" Axis units on the map face up (with their combat movement factors showing). They are all the units that do not have a stripe or red turn-of-arrival number on them. Axis starting units of all types and nationalities may generally deploy anywhere in Axis-controlled territory. (That is, any hexes west of the initial front line.) Exception: the two armored train units may only deploy in Axis-controlled railroad hexes. Normal stacking rules apply during set up.

The Axis player should also include 12 supply depots in his deployment, placing no more than one per region and always in railroad or city hexes with their undamaged sides up.

The Axis player should also include 12 Kolkhozes in his

deployment, placing no more than one per region, and always in clear hexes adjacent to a city or railroad hex with their undamaged sides up.

The Axis player should set aside within easy reach the “Anti-Partisan Drive” German units. They enter play via random event (see 5.2).

3.3 Partisan Set Up. The Partisan player randomly (without looking at their front sides) selects 16 detachments and places them (still blindly) face down in hexes unoccupied by Axis units, Kolkhozes, depots or cities. Normal stacking rules apply, and no more than three detachments may be set up in across any one region.

Play proceeds using the sequence given in section 4.0 for nine game turns, from November 1942 to May 1944. The winner is determined at that time unless one player concedes defeat earlier. There are no sudden death victories or drawn games.

3.4 Partisan Fog of War. Axis units and stacks are always deployed, moved and fought, with their numeric sides visible to both players. Partisan units are generally kept facedown, with their numeric strengths unknown to both players. Partisan units’ numeric strengths are only revealed at the start of each battle in which they are involved. Any that survive combat are then flipped back so their reverse sides show.

3.5 Hex Control & Region Control. Which side controls the various hexes on the map is not the huge issue it normally is in wargames covering conventional campaigns. Given the large scale of the hexes and the small sizes of the units of maneuver, it is really not an issue that needs to be kept track of during play. Regional control is another matter—see 4.10 for the details on that.

[4.0] SEQUENCE OF PLAY

4.1 In General. Every match of RP is divided into nine game turns. Each complete “game turn” (GT) is begun with three preparatory phases, each of which is participated in by both players. That is followed by two “player turns.” First the Partisan player has his player turn, followed by the Axis player turn. Both player turns are further subdivided into a series of sequenced steps (aka “phases”).

4.2 The Turn Sequence is given below in outline form.

- I. Random Events Phase (skip on GT1)
- II. Resource Points Phase (skip on GT1)
- III. Partisan Player Turn
 - A. Kremlin Orders Phase
 - B. Partisan Movement or Combat Phase
 - C. Partisan Combat or Movement Phase
- IV. Axis Player Turn
 - A. Anti-Partisan Drive Phase
 - B. Axis Movement or Combat Phase
 - C. Axis Combat or Movement Phase
- V. Administrative Phase

4.3 Random Events (RE) Phase. Without looking, both players blindly draw one RE marker from their own pool, immediately read it aloud and apply any effects called for. See section 5.0 for details. This phase is skipped on GT1.

4.4 Resource Points (RP) Phase. Both players openly determine the number of RPs available to them for use that GT, and then immediately use them to enter and/or reenter units into play on the map.

The Partisan determines his RP amount by rolling on table 17.4 and applying all applicable die roll modifiers (DRM). Each RP pays for one detachment, picked blindly by that player from the pool created during set up. He places them facedown, on or adjacent to any detachment or brigade already on map. In general, no more than two detachments per region per turn may be entered; however, that number is raised to three in Partisan controlled regions (see 13.4). Normal stacking rules apply.

The Partisan player uses that same procedure to return to play all the units with which he retreated-after-combat during the previous GT. See 9.6. for details on that.

The Axis player rolls a die and consults table 17.5. He places those Ost units (if any) in any Axis-controlled city hexes on the Axis side of the frontline. One GT 4, 5 and 8 he also receives reinforcements, and he places them the same way. Normal stacking rules apply and the GT8 armored train unit may only appear in a city containing a RR.

Last, on GT7 the Axis player openly rolls a die to resolve the withdrawal of the Hungarians. See section 10.7 for details.

This phase is skipped on GT1.

4.5 Move/Combat or Combat/Move Phase Sequence

Choice. As the last decision to be made by the Partisan player in each game turn’s Kremlin Orders Phase (III.A), that player must announce which phase sequence he will use during that turn.

Similarly, as the last decision to be made by the Axis player in each game turn’s Anti-Partisan Drive Phase (IV.A), that player must announce which phase sequence he will use during that turn.

Both players are always free to choose movement/combat or combat/movement. No matter what phase order is chosen, all the units of the player taking his turn are allowed to participate to the limit of their normal capabilities in both his movement and combat (or combat and movement) phases.

Each player chooses only one overall phase order per turn, which is then applied to all his units throughout that player turn’s phases. It is prohibited to have one phase order used by some of your units and the other phase order used by others during the same player turn.

Players should also note there is a combat bonus inherent in the combat/movement sequence. See 9.7.9 for details.

4.6 Partisan Player Turn—Kremlin Orders Phase.

The Partisan player blindly pulls one marker from the pool of them that he created during set up (rule 3.1). After pulling the marker, the Partisan player should look at it while being careful not to allow his opponent to read it. See section 6.0 for details.

With that done, he ends the phase by announcing the phase sequence he will use to complete that player turn.

4.7 Partisan Player Turn—Movement & Combat

Phases. The Partisan player moves and then fights his units, or fights and then moves his units, based on the decision he made earlier. See sections 7.0, 8.0 and 9.0 for details.

4.8 Axis Player Turn—Anti-Partisan Drive Phase.

If he pulled an Anti-Partisan Drive marker during Phase I of this GT, the Axis player only rolls a die and cross-indexes that result on table 17.6. Also see 5.2.

4.9 Axis Player Turn—Movement & Combat

Phases. The Axis player moves and then fights his units, or fights and then moves his units, based on the decision he made earlier. See sections 7.0 through 9.0 for details.

4.10 Administrative Phase. Both players should cooperatively work through the following steps.

1. Make a Partisan supply check. See 11.2 for details.
2. Withdraw all Anti-Partisan Drive units from the map.
3. On GT3, GT5 and GT7, determine if there is a frontline advance by having the Partisan player openly roll a die and cross-index that result on table 17.1. If the front advances, place Soviet control markers in the newly liberated region(s). Further, the Axis player should redeploy all Depot and Kolkhoz markers in those regions to ones under his control, using the same strictures as given in 3.2. They are repositioned with their undamaged sides upward.
4. Retrieve all Damage markers from Kolkhoz and railroad hexes on the map.
5. Flip facedown all Partisan units that had their numeric strength sides revealed during the game turn.
6. Flip face up all Axis units that had been inverted for any reason during the game turn.
7. The Partisan player may declare the establishment of any number of Partisan controlled regions. See 13.4 for details.
8. Advance the Turn marker one box on the Turn Record Track and start a new GT.

[5.0] RANDOM EVENTS

5.1 In General. During the RE Phase of GT2 through GT9 each player (Axis first) blindly pulls one marker from their respective pool of those markers. Both pulls are then immediately revealed by both players, and their effects are incorporated into play that GT. Except as otherwise noted in the event-specific explanations below, RE markers are returned to their pool at the end of each GT in which they were drawn before the next GT's pulls are made.

5.2 Axis Random Events. UPA Insurgents. The Axis player may use UPA units to attack Partisan forces in regions marked with the UPA flag symbols during his player turn. See section 12.0 for details.

Operation Bueffel (Buffalo). If Region 1 is still under Axis control, that player must now evacuate that region. He withdraws from it all Axis units and depots and redeploys them to any other Axis controlled region(s) on map. Similarly, the Partisan player does the same with all of his side's units (if any) in that region. Permanently set aside any Kolkhozes that were in the region. Place a Soviet control marker in Region 1. Permanently set aside this marker after the first time it is drawn. Similarly, if Region 1 is already Soviet controlled when this marker is pulled, there is no effect; simply set aside the marker.

Major Frontline Crisis. The German high command is forced to temporarily transfer SD regiments to the frontline to help deal with a Soviet attack. The Axis player openly rolls a die and halves that result, rounding up any remainder, for a final result of one, two or three. That is the number of SD regiments he must immediately withdraw from the map. He does so simply by lifting them off the map and placing them into the next GT box on the Turn Track. They return as 'free' reinforcements during Phase III of that next GT.

Katyn. The Germans find mass graves of massacred Polish officers in Katyn Forest (or some other location if Region 2 is already Soviet controlled). This event causes the Partisan's "Polish Army (AK)" event marker to be immediately and permanently removed from that side's RE pool. Once pulled, remove this marker from the Axis RE pool.

Anti-Partisan Drive (APD). The Axis player openly designates a region for the drive. He then openly rolls on the Anti-Partisan Drive Table to check the number of units being made available for the operation. He then immediately deploys those units on map in the region he just designated and/or in any immediately adjacent regions. The units must be placed on Axis-controlled railroad hex(es) and normal stacking rule apply. The units operate normally throughout that game turn. At the end of the game turn, all APD units are withdrawn from the map. If APD event is pulled again, all the APD units are potentially available again using the procedure given above, even those that were eliminated during the previous APD event. However, APD units eliminated during an operation do count for Partisan victory points. See section 15.0.

No Event. No Axis RE is in play during a GT in which this marker is pulled.

5.3 Partisan Random Events. Polish Army (AK). The Partisan player may use AK units to attack Axis forces during his player turn this GT. See 12.3 and the Axis Katyn RE for more details.

Ukraine Insurgents (UPA). The Partisan player may use UPA units to attack Axis forces during his player turn this GT. See 12.2 for more details.

Ambush. During this GT's Partisan Player Turn, that player may designate any one of his attacks as an "ambush." All his units

involved in that ambush attack roll two dice instead of one at combat resolution step 9.6.1.

Spies. The Soviet player may use this marker to perform a recon mission on any city hex that contains an Axis unit or stack. This special recon is performed immediately. No Partisan unit movement is made on the map, and if a one is rolled on the Recon Table no Partisan unit is eliminated. See 14.2 and 18.3 for more details.

Change Sides. The Partisan player openly selects one Axis auxiliary unit not in a city or depot hex and he rolls a die. Die roll modifiers: +1 on 1943 GT; +2 on 1944 GT. On a final result of four, five or six, the unit changes sides. In that case, immediately replace it with a blindly picked Partisan detachment in any hex within two hexes of the defecting unit's location. The eliminated Auxiliary unit is available for later replacement by the Axis player.

Slave Labor. The Germans launch a drive to send slave laborers to Germany. The effect on play is the Partisan player gets a +4 DRM on the Partisan Recruitment Table this GT.

No Event. No Partisan RE is in play during a GT in which this marker is pulled.

[6.0] KREMLIN ORDERS

6.1 In General. During Phase IV. A. of each GT, the Soviet player determines his overall mission for that turn. He does so by blindly drawing one marker from the pool of Kremlin Orders marker that he created during set up. He looks to see what he has drawn and then places the marker face down near map. It will be revealed to the Axis player at the end of the GT.

6.2 Rail War. If this is the marker drawn, to fulfill his mission the Partisan player must inflict a minimum of six Damage markers on railway hexes on the Axis side of the present frontline. See 13.1 for details.

6.3 Kolkhoz. If this is the marker drawn, to fulfill his mission the Partisan player must inflict a minimum of five Damage markers on Kolkhozes anywhere on the map. See 13.3 for details.

6.4 Death to Fascists. If this is the marker drawn, to fulfill his mission the Partisan player must eliminate a minimum of six German and/or Hungarian units and/or depots (in any mix). Note, however, that Ost, UPA and AK units do not count toward that total. See section 9.0 and rule 13.3 for details.

6.5 Order Fulfillment or Failure. If the Partisan player has—at the end of his own player turn—fulfilled his Kremlin Orders, he should verify that by showing the marker to his opponent and then placing it back into the pool for possible redraw on subsequent turns. He should then also award himself 10 victory points (see 15.2). If he fails to fulfill his orders, they should still go through the same marker reveal, but no victory point award is made. There is no immediate penalty for the Partisan player not fulfilling Kremlin Orders; however, if he makes a practice of that he will likely lose the game for lack of victory points at the end of the game.

[7.0] MOVEMENT

7.1 In General. Each unit has a movement factor (MF) printed on it. Units are moved tracing a path of contiguous hexes through the hex grid, until all movement points are expended, or the player decides to cease moving the unit, whichever comes first. As each unit enters a hex, it pays one or more movement points (MP) from its MF. Consult the Terrain Effects Chart (TEC) for details.

7.2 Static Markers. Kolkhozes and Supply Depot markers are “static,” meaning they do not move except when eliminated or forced to relocate due to frontline advances (see 4.10.3).

7.3 Restrictions. Unused MF may not be accumulated from player turn to player turn (or GT to GT), nor may they be in any way transferred from one unit to another.

7.4 Minimum Movement. All non-static units are generally guaranteed the ability—by expending all their MF—to move at least one hex in each of their own side's movement phases (no matter the exact cost). However, neither side's units may ever enter enemy occupied hexes, any hexes on the Soviet side of the frontline, or any hexes in Greater Germany or the General Government.

7.5 Partisan Retreat-After-Combat occurs optionally as part of combat results. It is therefore not considered regular movement and as such does not affect Partisan Movement Phase movement. See 9.7 for details.

7.6 Terrain. To enter any given hex a unit must spend the number of MF designated on the TEC (17.7) for the kind of terrain in it. When the TEC calls for a movement point expenditure to cross a river hexside, that cost is in addition to the cost for entering the hex on the other side of the river being crossed.

7.7 Multiple Terrains. There is never more than one kind of “natural terrain” in a hex: clear, forest or marsh. Manmade terrains—railroads and cities—exist in hexes along with natural terrains. All cities are located in what are otherwise clear terrain hexes.

7.8 Armored Train (AT) Movement. ATs may only move from railroad (RR) hex to railroad hex, via hexsides crossed by the railroad symbols printed on the map, at a cost of one MF per hex. If a moving AT enters a damaged RR hex, the Axis player may either stop it there for that phase or he may attempt to repair the damage (using the rail repair equipment carried on each AT). To do so, he rolls a die and subtracts that number from the unit's remaining MF.

If that subtraction leaves the AT with one or more MF, it may continue its move normally (immediately set aside the Damage marker). If that subtraction reduces the AT's remaining MF to zero or less, its move is over for that phase. Further, if the Axis player is using the movement/combat phase sequence that turn, the stalled AT may not attack in that turn's combat phase.

No more than one repair attempt may be made for any one damaged RR hex in any Axis Movement Phase.

7.9 AK & UPA Special Movement. While not actually “static,” these units do not actually move from hex to hex on the map. See 12.2 and 12.3 for details.

[8.0] STACKING

8.1 In General. Having more than one friendly unit in a hex at the same time is called “stacking.” The stacking limit for both sides is generally FOUR UNITS PER HEX. Each unit, no matter its nominal organizational size or type, is “one unit” for stacking purposes.

8.2 Strictures. Stacking limits are checked for all units of both sides at the end of both sides’ movement and combat phases, and at the end of every battle’s resolution for units involved in that combat. Friendly units may move through hexes occupied—even if already stacked full—by other friendly units at no extra cost. There is no limit on the number of friendly units that may pass through a single hex or cross a single hexside in one movement phase. If, however, at the times given above, one or more hexes is/are over-stacked, the excess units must be eliminated by the owning player (his choice which to eliminate).

8.3 No Stacking With the Enemy. A moving unit or stack may never enter a hex containing an enemy unit or stack during any movement phase. For the Partisan player, the prohibition applies to Kolkhoz and Supply Depot hexes even if there are no actual combat units in those hexes.

8.4 Free-Stacking Units. Air Support, Kolkhoz, Supply Depots and informational markers have no stacking value and may be stacked with based on the rules for their particular functions.

8.5 Stack Movement. To move as a stack, units must begin their side’s movement phase already stacked together in the same hex. Units are not required to move together because they started their movement phase in the same hex; in such situations, those units might be moved together as a single stack, individually or in smaller sub-stacks.

8.6 Splitting Stacks. A moving stack may halt temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original stack may then resume their own movement, even splitting off other units and sub-stacks. If units with different movement factors are moving together in a stack, the stack must use the movement factor of the slowest unit, but slower units may be dropped off and left behind in order to allow the faster units to continue their move.

8.7 Axis Stacking. Units of different Axis nationalities, service branches and types may stack together.

[9.0] COMBAT

9.1 In General. Regular (aka “conventional”) combat takes place between opposing adjacent units during the Combat Phase of every Game Turn. Attacking is always voluntary.

9.2 Multiple Defenders. An enemy occupied hex may be attacked in one Combat Phase by as many units as can be brought to bear from one, some or all of the surrounding hexes. No more than one hex may be the object of a single attack.

9.3 Indivisibility of Units. No single attacking unit may have its attack factor divided and used in more than one battle. No defending unit may have part of its defense factor attacked by one or a few attackers while another part of that defense factor is attacked by other enemy units. No attacking unit may attack more than once per combat phase, and no defending unit may be attacked more than once per combat phase.

9.4 Attack Sequencing. There is no limit on the number of attacks each player may make during his combat phases. He need not declare all his attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before that of the next is begun.

9.5 Stacks Attacking. Units stacked together in the same hex need not participate in the same attack. Some might attack into one hex while others attack other hexes, or do not attack at all.

9.6 Procedure. All combat die rolls are made openly using standard six-sided dice. Combat in each battle is always just one round; there are no multi-round battles during any combat phase. You will want to keep a pencil and paper handy to keep track of the numbers you roll during combat resolution. That is because in this system most combat strength points are generated by a series of die rolls.

1. If the Axis player uses his Luftwaffe Air Support marker in a battle, he must announce that first thing and then roll a die for it. He will add that result to the total he gets in step 2 below. See 14.1 for more details. If the Partisan player’s “Ambush” RE is in effect, and he wants to make this his ambush attack, he announces that at this time.
2. Both players roll one die or two dice for each of their own units involved in the battle being resolved. The only units for which two dice are usually rolled are the Axis regiments and divisions with “+2” printed to the left of their type boxes and Partisan units making an ambush attack.
3. If the attacker has an Intel marker, he can use it for that battle by rolling one die for the Intel marker and adding that result to the total from step 2 above.
4. If the attacker is using the combat/movement sequence, he rolls one die for it, adding that result to the total from step 2 above.
5. If the defending unit or stack is Partisan, and is in a forest or marsh hex, that player rolls one die on that account. That “terrain modifier” result is subtracted from the Axis total obtained by the Axis player above.
6. If an Axis unit or stack is defending in a city hex, that player rolls one die on that account. That “terrain modifier” result is subtracted from the total obtained by the attacking Partisan player above. Note that this defensive bonus roll is never available to Partisan defenders in cities.

7. Subtract the lower total from the higher. The winner of the battle is the player who scored the higher total of all those “combat points.” The Partisans win ties. See 15.1 for the possible significance of that.
 8. The player who lost the battle must eliminate one unit of his choice from among his involved units for each increment of six combat points scored by his opponent in step 7. Increments less than six do not count and are ignored. The losing player is free to choose the unit(s) to eliminate from among his units involved in that battle. If neither side scored a final tally of at least six points, there are no losses on either side.
- Design Note.** What that means is, if you do not score at least six points there are no losses. Second, if both players roll in excess of six points, with (for example) the German rolling 14 and the Soviet 10, the German wins the battle, but because it was not by six or more points, there are again no losses. For every group of six points that you exceed the other player’s total, there is a unit eliminated. So, if your total exceeded the other player’s by six points, one unit is lost, or if you exceeded it by 12 or more points, two units are lost, and so on.
9. The Partisan player may—but is not required to do so—conduct a retreat-after-combat with his surviving involved units. He has that option whether he won or lost the battle, but the decision must be made before going on to resolve any other battle. To conduct a retreat, he simply removes the eligible units from the map (either all go, or all stay) and sets them beside (not among) his groups of available detachments and brigades. They are out of play until the next GT’s Phase II.
 10. If the Axis player was the attacker, and he won the battle and there are no Partisan units remaining in the hex into which his attack was directed, he can conduct an advance-after-combat with one, some or all of his surviving victorious units. To do so, he simply moves the units he wants into the hex vacated by the Partisans. Normal stacking rules apply. His decision must be made before going on to resolve any other combat. No Partisan advance-after-combat ever takes place.

9.7 When a battle ends with any of the involved Partisan units surviving, flip those units so their unknown-strength side is again showing upward.

[10.0] REPLACEMENTS, REINFORCEMENTS & HUNGARIAN WITHDRAWAL

10.1 In General. Replacement points may not be accumulated from turn to turn by either player. Any RP not used on the turn it becomes available is forfeit.

10.2 Partisan Replacements. During every GT turn after the first, the Partisan player follows the procedure given above in 4.4.

10.3 Partisan Brigade Upgrades. Starting on GT4, the Partisan player may upgrade detachments into brigades; however,

no more than three detachments may be upgraded per GT. To upgrade a detachment, the Partisan player expends one RP and blindly pulls a brigade from his pool of those units. He places the brigade in the hex containing the upgrading detachment and puts that detachment back into his pool of available detachments.

10.4 Axis Replacements are awarded according to the numbers printed at the bottom of each box on the Turn Record Track. German (GE) replacements may only be used to rebuild eliminated German police or regular army units (but not Ost units). Hungarian (HU) replacements may only be used to rebuild eliminated Hungarian units.

10.5 Axis Auxiliary (Ost & Kam) Units. Starting on GT2’s Phase II, the Axis player rolls on table 17.5 and receives that number of Auxiliary units. They may be from units eliminated in earlier turns. The number of Auxiliary units in the counter-sheet is a fixed limit. If all such units are on map, the Axis player may not roll for them on that GT.

10.6 German Reinforcements. The Axis player receives a number of reinforcement units. Units scheduled for entry as reinforcements have a GT number printed in the upper right corner of the counter. For instance, the 52nd Security Division enters play as a reinforcement on GT8. See 4.4 for details on their entry onto the map.

10.7 Hungarian Withdrawal. On GT7’s Phase II, the Axis player openly rolls a die. On a result of one, two or three all Hungarian units on map are picked up and permanently withdrawn from play. On a result of four, five or six, the Hungarian units are withdrawn during Phase II of GT8.

[11.0] SUPPLY

11.1 In General. Supply is needed by Partisan units for them to survive from turn to turn. Supply is checked at the end of each game turn during the Administrative phase.

11.2 Partisan Supply. No more than five Partisan units—of any size(s)—can generally be in supply in each region. If a region contains a Kolkhoz (damaged or not) that limit is increased to eight units. If a region is Partisan-controlled (no matter if a Kolkhoz is also present) that limit is increased to 10 units. All surplus (and therefore unsupplied) Partisan units are eliminated from the map (but are available for normal replacement).

11.3 Axis Supply. Axis units are always automatically in supply.

[12.0] UKRAINIAN & POLISH FORCES & AXIS AUXILIARIES

12.1 In General. The units of the Ukraine Partisan Army (UPA) and the Polish Home Army (AK) are activated by random event and may be temporarily controlled by either player. Axis auxiliary (Ost) units are always controlled by the Axis player.

12.2 Ukrainian Partisan Army (UPA). There are seven regions in the southern portion of the map that contain a UPA flag. When either player picks a UPA random event, he can launch an attack with all those units in one of the regions (his choice) where the UPA can operate. Anytime during his combat phase, the controlling player blindly pulls two UPA units from that pool. Those units then immediately launch an attack against any enemy unit/stack in the designated region. It may be either a single attack by both units against one enemy occupied hex, or two separate one-unit attacks against two enemy occupied hexes. In either case, however, the UPA units attack without participation by any other units of the side on for which they are currently fighting. Attacking UPA units are not actually moved on the map; just designate the hex(es) of their attack(s) and resolve it/them normally.

12.3 Polish Krassowa Armija (AK). There are four regions in the western portion of the map with a Polish flag. When either player picks a AK random event, he can launch an attack with one of those in one of the areas (his choice) where the AK can operate. Anytime during his combat phase, the controlling player blindly pulls one AK unit from that pool. That unit then immediately launches an attack against any enemy unit in the designated region. Further, the AK unit attacks without participation by any other units of the side on for which it is currently fighting. The attacking AK unit is not actually moved on the map; just designate the hex of its attack and resolve it normally.

12.4 Axis Ost/Kam Auxiliary Units generally operate as regular Axis units, but they have their own recruitment/replacement procedure (see 4.4).

[13.0] PARTISAN OPERATIONS & AXIS RAID REACTIONS

13.1 In General. Partisan units may carry out the following six types of “operations.”

1. Conventional combat against Axis units. See section 9.0.
2. Sabotage attacks on railroad hexes, Kolkhozes and depots. See 13.3 below.
3. Reconnaissance of Axis positions. See 13.2 below.
4. Establish Partisan-Controlled Regions. See 13.5 below.

13.2 Partisan Reconnaissance (“Recon”) Operations. Partisan units may perform reconnaissance against Axis forces. If a recon succeeds, they award that player one or two “Intel” markers that can be used to increase the chances of success in conventional attacks later that same phase. The procedure is as follows.

1. During Partisan Combat Phases, all recons must be resolved before any conventional combat or recons begin. Any Partisan unit adjacent to a non-static Axis unit may be used to make a recon, but that Partisan unit may then not attack conventionally later that same phase. Announce the recon is being performed, flip face up the unit performing it, and roll on table 17.3.

2. If the recon unit survives, it may not participate in any further movement or combat or retreat-after-combat during that game turn.
3. Note that any Intel marker obtained by the recon is only available for use during that same player turn. However, over the course of the game any given marker(s) may appear any number of times.
4. Within the strictures above, and those listed below table 17.3, there are no limits on the number recons the Partisan player may attempt in each of his combat phases.

13.3 Partisan Sabotage Attacks (Raids) & Axis Reactions. At any time during his combat phases after the resolution of any recons but prior to the resolution of his first conventional attack, the Partisan player may declare any number of unoccupied railroad hexes and/or Kolkhozes and/or depots to be the objective(s) of a “sabotage attack” (aka “raids”).

To do so, he designates an eligible hex as the objective of an attack by one adjacent Partisan unit, announces whether he will use an Intel marker to aid the effort, and then follows this procedure. Note that no hex containing one or more Axis combat units of any types or sizes may be the object of any raid.

1. If there are Axis combat units of any types and sizes within one or two hexes from the target of the raid (or up to four hexes for an armored train) that player declares if any one of them will react. To get the range, count out from the targeted hex; do not count the targeted hex itself; do count the hex containing the reacting Axis unit. Exception: if the reacting unit is an armored train, count along the course of the railroad along which it will be reacting. Either way, no actual Axis unit movement takes place; simply flip over the unit in place as a reminder it is out of action for the rest of that game turn.
2. If there is no Axis reaction, roll on table 17.2 and apply any result. If called for, immediately place one or two “Damage” markers in the hex and award the Partisan player the appropriate VP. (See 15.1.)
3. If the Axis player reacted, the raid is aborted, which includes the loss of any Intel marker that had been committed by the Partisan player. See 14.2 for more details.

13.4 Partisan-Controlled Regions. During Phase VI of each game turn, the Partisan player may declare one or more “Partisan Controlled Regions.” He may declare any region(s) partisan controlled in which there are no more than two German and/or Hungarian regular army or police units (grand total). (Do not count Ost/Kam Auxiliaries.)

The Partisan player must have at least one brigade located somewhere in a region that is to be declared controlled. Place a “Partisan Region” marker any in one hex in the region. If that marker is not destroyed, it will potentially yield extra Partisan RP during subsequent Phase IIs (see 4.4), and it allows to more Partisan units to be supplied in that region (see 11.2).

A Partisan Region marker is automatically destroyed when any Axis unit of any type enters its hex via advance-after-combat. The markers themselves, once placed on the map, are static and have no intrinsic combat or stacking values. If the Axis player attacks a lone marker, that attack is an automatic victory for him, and the marker is removed without making any defensive die roll. If the marker is defended by one or more Partisan detachments and/or brigades, it is the last unit eliminated in that hex.

[14.0] LUFTWAFFE AIR SUPPORT

14.1 Luftwaffe Air Support. During each game turn, the Axis player may use his air support marker to perform any one of the following missions.

1. Support any one conventional attack or defense during either side's combat phase.
2. Suppress a Partisan Controlled Region Marker during any game turn's Phase II.
3. Perform a recon mission at the start of the Axis Movement Phase.

14.2 Combat Air Support. If the Axis player want to use his air marker to support a conventional attack or defense, there must be at least on regular German army or police unit involved in that battle. With that condition met, the Axis player announces the Luftwaffe support and then places the marker into the box of the next GT on the Turn Record Track. It may be retrieved from there for reuse at the start of the following game turn. The effect is to allow the Axis player to roll one die for that battle's combat resolution. See 9.6.1 for details.

14.3 Suppressing a Partisan Controlled Region. The Axis player may choose to have the Luftwaffe suppress any one Partisan Controlled region on the map by simply announcing that at the start of his combat phase. The Partisan regional control is not overturned permanently, and the marker is not removed; however, during the next game turn's Phase II the suppressed region does not affect Partisan recruitment. The Axis player announces that will be the Luftwaffe's mission for the game turn at the start of its Phase II, and then places the marker into the box of the next GT on the Turn Record Track. It may be retrieved from there for reuse at the start of the following game turn.

14.4 Aerial Reconnaissance. The Luftwaffe marker may be used to perform "air recon" at the start of any Axis Movement Phase. To do that, the Axis player openly rolls a die and halves that result, rounding up any remainder. That result (one, two or three) is the number of Intel markers he immediately receives for use in his combat phase as described in 9.6.3. After making the die roll, the Axis player places the marker into the box of the next GT on the Turn Record Track. It may be retrieved from there for reuse at the start of the following game turn.

14.5 Within those strictures, the Luftwaffe marker has no range restrictions, stacking value or combat strength of its own, is immortal, and is available for commitment to any one of the missions described above once per game turn.

[15.0] HOW TO WIN

15.1 In General. The Partisan player earns Victory Points (VP) by damaging or railroad hexes, Kolkhozes, supply depots, and by eliminating Axis units. Use the Soviet VP markers on the Victory Point Track to openly keep track of the number of Partisan VP. Only the Partisan Player earns VP, and VP earned is never lost (meaning his VP total only increases; it never decreases). VP are awarded to the Partisan player the instant each is earned as follows.

1. For eliminating German and Hungarian regular army units: 2 VP each.
2. For eliminating German police and auxiliary units: 1 VP each.
3. For each Damage marker on the map at the start of Phase VI of each GT: 1 VP each.
4. For Partisans (including AK/UPA when under Partisan control) winning a battle on the offense: 1 VP for each such outcome.
5. If the Partisan player fulfills his Kremlin Orders during a turn: 10 VP.

15.2 Winning & Losing. At the end of GT 9, determine the winner. If the Soviet VP count is 75 or higher, that player wins. Otherwise, the Axis player wins. There are no draws.

[16.0] FRONTLINE ADVANCES

16.1 On Turns 3, 5, and 7, the Partisan player checks for advances of the frontline. He does so by openly roll a die and crossing indexing that (possibly modified) result on table 17.1. If there is an advance, the Partisan player must choose the regions that pass under the control of the Soviet forces in the following order:

- | | |
|--------------------|------------------|
| (1) 1 Rzhev | (6) 10 Chernigov |
| (2) 4 Bryansk/Orel | (7) 9 Gomel |
| (3) 5 Kursk | (8) 8 Mogilev |
| (4) 6 Sumi | (9) 11 Kiev |
| (5) 2 Smolensk | |

16.2 Immediately place a Soviet Control marker in any newly liberated area(s). The boundaries of such regions became the frontline for all following game turns. A region once liberated never again returns to Axis control.

16.3 Axis regular units, depots and kolkhozes in liberated regions are immediately redeployed to hexes on the Axis side of the new frontline as chose by their owning (Axis) player. Normal stacking and placement rules apply.

16.4 Axis auxiliaries in liberated regions are eliminated but they may be recruited again in later turns.

16.5 Partisan units in in liberated regions are eliminated, but they may be recruited again in later turns.

[17.0] CHARTS & TABLES

17.1 FRONTLINE ADVANCE TABLE

Die Roll	Result
1, 2	No Advance
3, 4, 5	Advance 1 Region
6	Advance 2 Regions
7, 8	Advance 3 Regions

DRM: Only one DRM may be applied each time the table is consulted, +1 if the Partisan player accomplished his Kremlin orders in the prior GT, OR, +2 if the Partisan player accomplished his Kremlin orders in the prior GT and the one before that.

17.2 PARTISAN SABOTAGE ATTACKS (RAID) TABLE

Die Roll	Result
1, 2, 3	No Effect
4, 5, 6	Damage × 1
7	Damage × 2

DRM: +1 if using an Intel marker.

17.3 PARTISAN RECONNAISSANCE (RECON) TABLE

Die Roll	Result
1	Recon Unit Eliminated*
2, 3	No Effect
4, 5, 6	Receive an Intel Marker

*Treat this result as "No Effect" if this recon is the result of the "Spies" RE.

17.4 PARTISAN RECRUITMENT TABLE

Die Roll	1942	1943	1944
1	0	0	1
2	0	1	2
3	1	2	2
4	1	2	3
5	2	3	3
6	3	3	4
7	3	4	5
≥ 8	4	5	6
DRM: Use all that apply.	Slave Labor random event this GT: +4	There are two or more Partisan controlled regions: +2	There were five or more Partisan units eliminated in the previous German Player Turn: +2

17.5 AXIS OST & KAM AUXILIARY UNITS RECRUITMENT TABLE

Die Roll	Result
0, 1, 2	0
3, 4	1 unit
5, 6	2 units

DRM: -1 on GT5 through GT9.

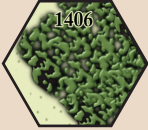
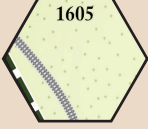
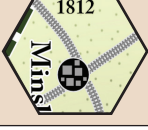
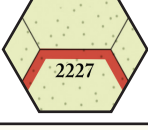
17.6 ANTI-PARTISAN DRIVE REINFORCEMENTS TABLE

Die Roll	Result
1	1 Cavalry & 2 Infantry Units
2, 3	2 Cavalry & 2 Infantry Units
4, 5, 6	1 Panzer, 2 Cavalry & 3 Infantry Units



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17.7 TERRAIN EFFECTS CHART (TEC)

Terrain Type	Combat Effect	Axis Movement Cost*
Clear 	NO Effect	1
Forest 	Possible DRM, see 10.7.3	2
Marsh 	Possible DRM, see 10.7.3.	Cavalry: 2 Tanks: 4 Others: 3
Undamaged Railroad 	Determined by the natural terrain in the hex.	1 & Negates Forest, Marsh & River Costs. Armored Trains may only move from RR hex to RR hex across an undamaged RR hexside.
Damaged Railroad 	Determined by the natural terrain in the hex.	Use OTIH to determine movement costs. A moving armored train may repair; see 7.8.
River Hexside 	No Effect	+1 in addition to the cost of the in-hex terrain being entered unless crossing from and into an undamaged RR hex.
Region Boundary 	No Effect	No Effect
City 	Possible DRM, see 9.6.6	1
Frontline 	Not Combat Across	No Movement Across

*Partisan units pay only 1 MP per hex & always ignore river-crossing cost.

ARTWORK: PAUL STUHLFAUT

		PANZERZUG  4-20
		PANZERZUG  4-20

UPA	UPA	UPA	KOLHOZ	KOLHOZ	OST	OST	OST	OST
2	2	2						
UPA	UPA	UPA			1-4	1-4	1-4	1-4
2	0	0			OST	OST	OST	OST
UPA	UPA	UPA	KAM	OST	OST	OST	OST	OST
1	0	0	2-6	1-4	1-4	1-4	1-4	1-4

GAME TURN						
DAMAGE						

[illegible]

PARTISAN EVENT	PARTISAN EVENT	PARTISAN EVENT	PARTISAN EVENT	PARTISAN EVENT	PARTISAN EVENT	PARTISAN EVENT
AXIS EVENT	AXIS EVENT	AXIS EVENT	AXIS EVENT	AXIS EVENT	AXIS EVENT	AXIS EVENT
						PARTISAN VP _a ×1
						PARTISAN VP _b ×10

RAIL WAR	RAIL WAR	RAIL WAR	KOLK HOZ	KOLK HOZ	DEATH TO FASCISTS	INTEL	INTEL
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