

45. PARTISANS. (V 10.06.02)

45.A. PARTISAN ATTACKS IN OCCUPATION ZONES.

The Allied player may make partisan attacks against Axis-owned rail lines and airbase in hexes in the Axis occupation zones. *Note: Partisan attacks in occupation zones differ from partisan attacks made by partisan units (Rule ???).* Partisan attacks are resolved during the Allied initial phase. Partisan attacks are based on occupation zones, and the Allied player may make partisan attacks at the basic rates shown in the country specific rules.

In addition to the basic rates, the Allied player may make extra partisan attacks in a zone if the Axis player has not occupied cities in the MD sufficiently (per Rule ???).

For each partisan attack the Allied player is allowed to make in a zone, he may make either a rail attack, attacking one Axis-owned rail line hex, or one airbase attack, attacking one Axis-owned airbase hex, in the zone. The Allied player may make no more than one rail attack and one airbase attack per Axis-owned hex. *Note: The Allied player may make up to two partisan attacks per Axis-owned hex; one rail attack and one airbase attack.*

Use the SUCCESS TABLE to resolve each partisan attack. Roll one die and consult the table for a result. If a partisan rail attack succeeds, the rail line in the hex has a break marker placed on it. If a partisan airbase attack succeeds, the airbase in the hex takes one hit and one random air unit is made inoperative if operative, has an "Extended Air Range" marker placed on it if inoperative, or is aborted if it has an "X" marker on it.

The Allied player may not make a partisan attack in a hex occupied by an Axis unit with a defence strength greater than 0 or in a hex adjacent to any Axis police, security, SS, or SS-Police unit.

Table 1 Partisan Results and Modifiers

PARTISAN	
Results:	
D:	Disaster: One partisan unit eliminated. Remainder must retreat.
F*:	Complete Failure: The attempt fails.
F:	Failure: Minor damage. Place one "Bridge Damage" marker or make one random air unit inoperative or make an inoperative air unit "X".
S:	Success: The attempt succeeds. See results below.
S*:	Great Success: The attempt succeeds. One more sabotage attempt may immediately be made.
Type of Sabotage:	
Break a rail line	Effect of Success Roll: "Rail Break" marker is placed on rail line.
Damage an airbase	"Airbase Hit" marker is placed. One air unit made inoperative (or status is increased).
Damage a port	"Port Hit" marker is placed on port.
Destroy a bridge	"Bridge Destroyed" is placed on bridge.
Damage an air unit	One random air unit at a base in the hex is aborted.
Modifiers (Cumulative):	
-2	If in anti-partisan zone of control.
-2	If Soviet partisan unit and not within 3 hexes of an operational partisan command unit.
-1	If stacked with at least 1 RE of enemy units.
+1	For each partisan RE above 1 RE in a hex participating in the same act of sabotage.
+1	If in a dot city hex.
+2	If in a major city hex.

45.B. ON-MAP PARTISANS.

Certain countries receive partisan units when their territory is occupied as per the country specific rules.

45.B.1. DEFINITIONS.

45.B.1.a. PARTISAN UNIT.

A partisan unit is any unit of the following unit types: partisan infantry, partisan cavalry, and partisan parachute. The counters for partisan units have two sides: a hidden side and a revealed side, as shown on the UNIT IDENTIFICATION CHART. The hidden side shows the general characteristics of a partisan unit, while the revealed side shows its specific characteristics. The hidden side of a partisan unit is used to hide the actual strengths and compositions of a players partisan forces from the opposing player.

45.B.1.b. ANTI-PARTISAN UNITS.

All security and police are anti-partisan units. All SS-Police, SS, and NKVD units of any unit types are anti-partisan units.

45.B.1.c. ANTI-PARTISAN ZONE OF CONTROL (APZOC).

An APZOC is exerted into hexes the same as a regular ZOC. All 1 RE or larger anti-partisan units have APZOCs. *(Note: Only anti-partisan units have APZOCs.)* An APZOC has effects as described below; it does not have the effects of a regular ZOC.

45.B.1.d. PARTISAN MODES.

Partisans operate in two modes; partisan and regular. Partisan mode units operate face down and may not be examined by the opposing player unless they are attacked or are performing sabotage. Regular mode units operate face up and act like regular units with the exception that they do not need supply and are never isolated.

45.B.2. PARTISAN EFFECTS.

Partisans have different abilities and effects depending on their mode.

Due to low level security forces not represented in the game, partisan units may not enter cities originally owned by a nationality other than that of the partisans.

45.B.2.a. PARTISAN MODE UNITS.

Partisan mode units operate differently than do regular combat units, and the following rules define these differences. If a standard rule is not mentioned below, then partisan units are affected by it the same way as regular units. *Note: The standard rules sections to which the following paragraphs refer are given in parentheses at the end of the paragraphs.*

- 1) A partisan mode unit does not own the hex it occupies. Ownership of the hex is determined as if the partisan unit was not there. (Rule ???)
- 2) A partisan mode unit has a reduced ZOC. (Rule ???)
- 3) A partisan mode unit, regardless of its unit type, may move the same as a light infantry, mountain, or cavalry unit, as the owning player wishes. Units without APZOCs exert reduced ZOCs against partisan mod units. A partisan unit is affected by enemy APZOCs (all APZOCs are assumed to be full APZOCs), the same as a regular unit would be by a full ZOC. (Rule ???6B)

- 4) A partisan mode unit may not move by rail. (Rule 7A)
- 5) A partisan mode unit may enter hexes occupied by enemy units, except hexes occupied by anti-partisan units. *For example, a partisan entering the hex of a division without APOZs would pay 1 MP to leave the reduced ZOC of the division, 1 MP for the clear terrain, and 2MPs for the full ZOC (increased for ZOC in same hex and reduced for non-APZOC) in the divisions hex.* The partisan mode unit must be placed on the top of the stack. Units may (but are not required to) attack partisan mode units in their hex. (Rule ???8A)
- 6) A partisan mode unit may retreat into or through normal enemy ZOCs. It may retreat into an enemy occupied hex if this is the only retreat route available. A partisan mode unit may not retreat into or through an APZOC or through a hex containing an anti-partisan unit and is eliminated if required to do so. (Rule ???9G1)
- 7) A partisan mode unit may retreat before combat. (Rule 11.D)
- 8) Enemy units may enter a hex occupied by a partisan mode unit. Partisan mode units may choose to retreat before an enemy mode unit enters their hex. The enemy unit must still pay additional MPs to enter the hex as if entering the appropriate ZOC. (Rule ???)
- 9) Partisan mode units may not attack a hex containing enemy units. (Rule ???)
- 10) Enemy units without APZOCs are halved when attacking units in partisan mode. (Rule ???)
- 11) Partisan mode units may ignore CA, DL, and ME combat results (Rule ???).
- 12) Partisan mode units do not require SPs to attack or be attacked. Ground support or naval gunfire support may not be used by them or against them (Rule ???).
- 13) A partisan mode division is supported. However, it may provide support only for other partisan units. (Rule 9.A)
- 14) A partisan mode unit is not affected by isolation in any way. *For example, a partisan mode unit that is surrounded by units or APZOCs is not eliminated if disrupted.* A partisan unit is always in supply. (Rule ???)
- 15) A partisan mode unit may not perform an overrun or be overrun. (Rule ???)
- 16) A partisan mode unit acts as a “Collateral Damage” marker on a rail line for the purpose of affecting enemy rail movement. (Rule ???)
- 17) Partisan mode units affect the distance counted when tracing supply through a rail hex. (Rule ???)
- 18) A partisan mode unit may not operate in the Arctic. It may not enter the Arctic through movement or appear in the Arctic through recruitment. (Rule ???)
- 19) A partisan unit never yields special replacements when eliminated. (Rule ???)
- 20) A partisan mode unit may not break rail lines, damage airbases, or destroy bridges per the standard rules. (Rule ???)
- 21) Partisan mode units may engage in sabotage. In a hex, a partisan unit may make a sabotage attempt if it spends 6 MPs to do so. All partisan units attempting the same type of sabotage (see below) in a hex are combined into a single attempt. For each sabotage attempt, consult the SUCCESS TABLE, applying all partisan operations modifiers. If the attempt is successful, the result is applied immediately. A player need not prove to his opponent that units are real unless a successful die roll is made.

A partisan unit must be in the target hex when attempting sabotage. For attempts against bridges, the bridge is considered to be in the partisan mode unit's hex if the partisan mode unit is next to the bridge hexside and no enemy unit is also next to the bridge.

45.B.2.b. HIDDEN UNITS AND DUMMIES.

A partisan mode unit operates with its hidden side face up, so that the opposing player doesn't know the specifics of the unit. The revealed side of a partisan mode unit is shown to the opposing player only as follows: when it succeeds in an act of sabotage, when it is attacked and does not retreat before combat (Rule 11.D), or when it is removed from play (for whatever reason). Once shown, the partisan mode unit's revealed side remains face up until the end of the current player-turn, at which time its hidden side may be placed face up again.

In addition to actual partisan units, dummy partisan mode units are available. A dummy partisan mode unit operates the same as other partisan mode units. A dummy partisan unit is removed from play when its revealed side is shown to the opposing player. *For example, a dummy could make a sabotage attempt but if it succeeded, the dummy would be removed and the sabotage would have no effect.* The owning player may remove any of his dummy partisan units from play at any time.

45.B.2.c. REGULAR MODE PARTISAN UNITS.

Partisan mode units may be converted to regular mode units at the beginning of the owning players reinforcement phase. The reverse may also be done at this time. Regular mode partisan units function exactly like regular combat units with the following exceptions:

- 1) Regular mode partisan units may not be isolated and do not require supply for any purpose (See ???40B1j)
- 2) Regular mode partisans count as a cut when tracing the rail element of a supply line.
- 3) Regular mode partisan units may ignore DL, CA, and ME (NE) combat results.
- 4) Regular mode partisan units never require SPs to attack or be attacked. They may neither use air or naval support nor have it used against them.

A partisan mode unit may convert to regular mode even if in an enemy occupied hex. In the following enemy player-turn, the enemy units in the hex may move from the hex in the movement phase, or they may stay in the hex and must attack the regular mode partisan units in the combat phase.

45.B.3. RECRUITMENT OF PARTISANS.

Partisan units enter play through the recruitment of partisan infantry brigades. For each national partisan force, all partisan infantry brigades that are not in play are kept in a general recruitment pool. When a partisan infantry brigade is eliminated, it is placed in the pool and may re-enter play in the future. If there are no units in the pool when reinforcements are called for, the turns reinforcements are forfeited.

Partisan recruitment for a player occurs in his initial phase. Recruitment allows a player to take partisan infantry brigades from his recruitment pool and bring them into play. Also, for each partisan infantry brigade recruited, the player receives a dummy partisan unit printed in the same colours as the brigade, if they are available. In general, when a partisan unit (including a dummy, which may be placed separately) is

received, it is placed in partisan mode inside its recruitment area in a hex that is:

- a) Enemy-owned.
- b) Not occupied by an enemy unit.
- c) Not in an enemy APZOC.
- d) Not adjacent to a friendly non-partisan unit.

If no such hex is available the reinforcement is forfeited.

Territory in the Arctic is ignored for all partisan recruitment purposes.

45.B.3.a. GENERAL RECRUITMENT.

Each country has its own partisan recruitment rules.

45.B.4. OPERATIONAL PARTISAN COMMANDS. (Russia)

On the 3 turn of each month starting with Jun 3 42, the Soviet player receives one operational partisan command unit. An operational partisan command unit is a partisan parachute headquarters unit. The unit is placed in any hex in the Soviet Union containing a Soviet partisan unit (including a dummy partisan unit). An operational partisan command unit influences the operations of other Soviet partisan units, as per the partisan operations modifiers on the SUCCESS TABLE. Unlike other partisan units, operational partisan command units ignore APZOCs when retreating.

45.B.5. PARTISAN DIVISIONS. (Russia)

On and after Jun 3 42, partisan divisions may be assembled from partisan brigades if any division counters are available. Once assembled, partisan divisions may be broken down into partisan brigades if sufficient brigades are available. The phasing player may assemble or break down his partisan divisions during his initial phase only (the general rules for assembling and breaking down units apply as per Rule ???). A partisan infantry division may be assembled from or broken down into three partisan infantry brigades. Partisan infantry brigades are placed in the recruitment pool (and may subsequently be recruited) when used to assemble a division; they are taken from the pool when used to break down a division.

45.B.6. DISMISSAL OF PARTISANS.

During each reinforcement phase (friendly or enemy), a player must dismiss his partisan units that are in friendly-owned hexes or are adjacent to friendly non-partisan units. When dismissing a partisan unit, the player must either disband the unit or withdraw it from play. A dismissed partisan infantry brigade is returned to its recruitment pool. A dismissed operational partisan command unit is available to re-enter per Section D above. A dismissed partisan division may be assembled from other partisan infantry brigades in following turns.

A partisan unit is disbanded per the disbanding rule (Rule 41F). In general, a disbanded partisan unit yields infantry RPs equal to its printed combat strength. However, a disbanded operational partisan command unit yields one infantry RP.

A partisan unit has an associated force. When disbanded, it yields infantry RPs for its force. The associated forces of partisans are:

- a) **Soviet partisans:** Soviet national forces (all Soviet forces except foreign contingent and defected Axis-Allied nations).

- b) **Pro-Soviet Polish partisans:** Soviet Polish foreign contingent forces.
- c) **Anti-Soviet partisans:** German Eastern Troop forces.
- d) **Finnish partisans:** Finnish forces.

A partisan unit is withdrawn from play per the withdrawal rule (Rule 41C), except that it may be withdrawn even if isolated.

If Finland becomes non-belligerent, surrenders, or defects to the Soviets, all Finnish partisans are immediately withdrawn from play.

45.B.7. OPERATIONAL LIMITS.

Partisans may operate only in certain areas and may not leave these areas voluntarily. If forced to leave their operational areas, partisan units are eliminated instead. The operational areas are described in the country specific rules.

Due to the antipathy of the local population, Soviet partisans in the Baltic MD, in Bessarabia, or outside the Soviet Union may not retreat before combat (Rule 11.D). *(Note: This applies to Soviet partisans in central Poland but not to pro-Soviet Polish partisans.)*

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