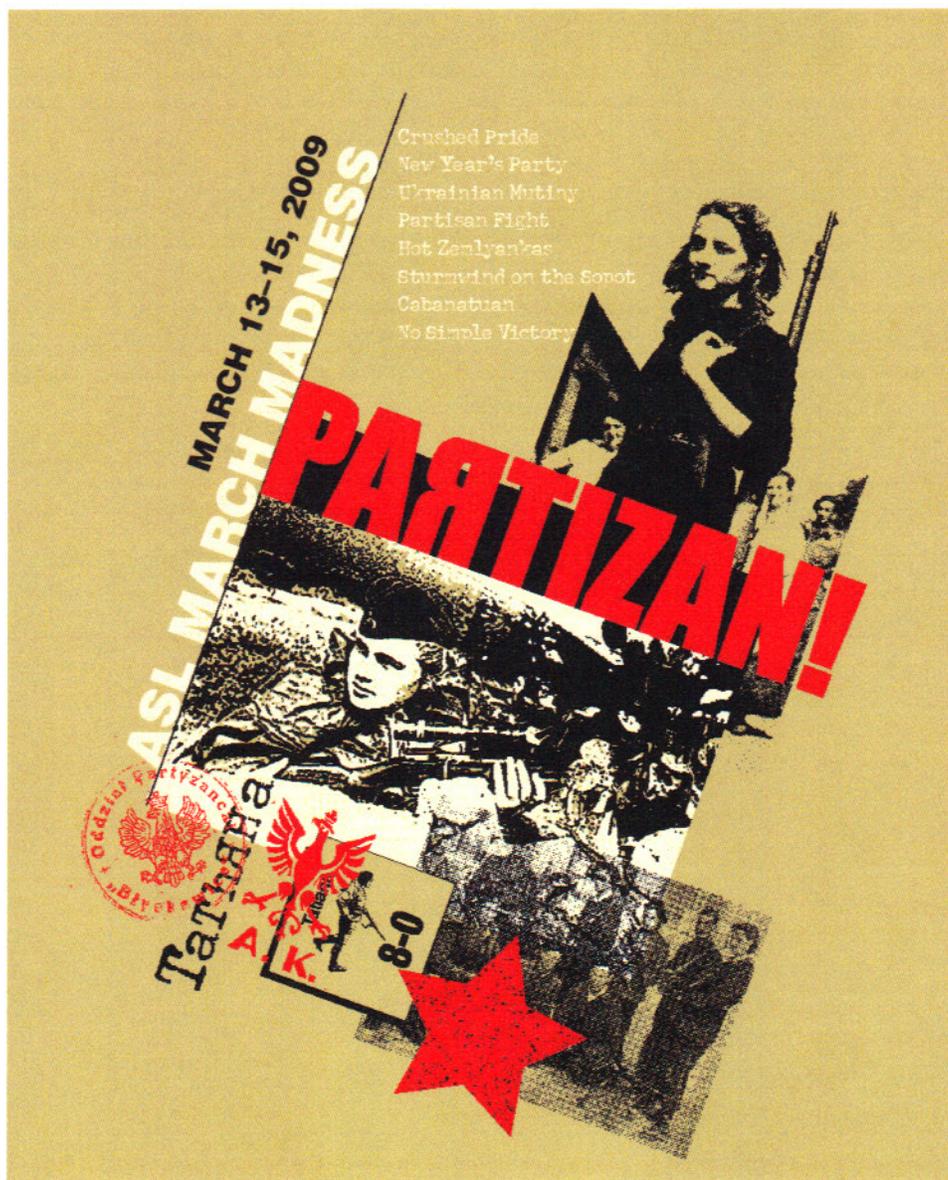


ASL March Madness Partisan Pack

March Madness
13-15 March 2009



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March Madness 2009

Partisan Pack



PP01 Crushed Pride

Gorgopotamos Bridge, Greece, 25 November 1942. Greek Partisans supplied by the Allies attempt to destroy a railroad bridge.



PP02 New Year's Party

Rozvazhev, Ukraine, 1 January 1943. Escaped Jewish Partisans raid a combined German and Ukrainian base for weapons and supplies.



PP03 Ukrainian Mutiny

Near Auschwitz Death Camp, Poland, 4 July 1943. German SS camp guards pursue Ukrainian SS rebels.



PP04 Partisan Fight

Near Przebraze, eastern Poland/western Ukraine, 6 July 1943. Polish Partisans protect the fortified perimeter around Przebraze from the Ukrainian Insurgent Army.



PP05 Hot Zemlyankas!

East of Angara, Crimea, 2 January 1944. Romanian mountain troops must find and destroy Partisan hidden fortifications in the forested hills of the Crimea.



PP06 Sturmwind on the Sopot

Osuchy, Poland, 25 June 1944. Polish Partisans must break out through a German encirclement to escape an anti-partisan dragnet.



PP07 Cabanatuan

Cabanatuan Prison Camp, Luzon, Philippines, 30 January 1945. U.S. Rangers and Filipino Guerrillas combine to liberate Bataan Death March survivors in a spectacular operation.



PP08 No Simple Victory

Kurylowka, Poland, 7 May 1945. Polish anti-communist Partisans ambush Soviet NKVD border guards in the waning days of the war in Europe.

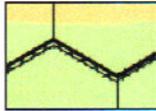
MM09. CABANATUAN SPECIAL TERRAIN RULES

1. Prison Camp Fence
2. Guard Towers
3. Camp Buildings
4. Camp Pond
5. Road-Terrain Hexes

MM09.1 CABANATUAN (Cb) TERRAIN: These Special Terrain rules apply to ASL scenarios that take place on March Madness Overlay MM03, comprising the Cabanatuan Prison Camp, Luzon, Philippines during WWII and other prison camps of a similar nature. The various rules in Chapters A-J apply unless specifically stated otherwise.

1. PRISON CAMP FENCE

1.1 CAMP FENCE: The Prison Camp was surrounded by a high barbed-wire fence, interspersed with wooden posts.



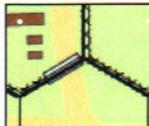
1.11 LOS: A Camp Fence hexside is a Level 1 Hindrance [EXC: the maximum possible Hindrance DRM is +1, no matter how many Fence hexsides a LOS crosses].

1.12 MOVEMENT: A Camp Fence hexside may not be crossed by Infantry without using a Fence Gate (1.121) or a Fence Breach (1.222). Partially- and fully-tracked AFV are the only vehicles that may cross a Camp Fence hexside without using a Fence Gate and do so at a cost of 4 MP + COT. Each vehicle that enters a new hex by crossing a Camp Fence hexside must undergo a Bog DR, in addition to any other Bog Check required for entry of that Location. If it Bogs, it is left in the hex it was attempting to enter. If it Bogs twice, due to the crossing of the Camp Fence hexside and the other terrain in the hex, mark it with a Mired, rather than a Bog, counter. The only DRM that can apply to a Camp Fence Bog Check are:

- +4 Vehicle is not fully-tracked;
- +3 Vehicle is fully tracked.

A Camp Fence hexside that is crossed by a vehicle is marked with a Fence Breached counter (1.122)

1.121 FENCE GATE: A Fence Gate represents a large opening in the Camp Fence that is secured with a heavy wooden and wire gate that is typically locked. A Fence Gate is represented by a blue bar crossing under the Camp Fence graphic.



1.1211 OPEN/CLOSED: A Fence Gate is either in an Open or Closed status; mark an Open Gate with a "Gate Open" counter, otherwise the Gate is assumed to be Closed. A Good Order, unpinned, armed MMC (or two SMC moving in a combined stack) in a Location containing a Fence Gate hexside may change the status of that Fence Gate by expending 3 additional MF in its current hex [EXC: Fence Gate status may *not* be changed if a Good Order, armed enemy unit is currently on the opposite side of the gate]. If Open, the Fence Gate allows movement across that Camp Fence hexside with no penalty. If Closed, that hexside functions as a Camp Fence (1.1 – 1.12). Changing Fence Gate status is considered Hazardous Movement.



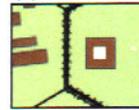
1.122 FENCE BREACH: A Fence Breach can be created in a Camp Fence hexside (to include a hexside containing a Fence Gate) using one of three methods:

- a) A Good Order, unpinned, armed MMC (or two SMC moving in a combined stack) may cut an opening by becoming T1 during the MPH in a Location containing a Camp Fence hexside. The unit(s) is considered to be using Hazardous Movement until the end of the MPH. Should the unit(s) survive all Defensive Fire unbroken and unpinned, a Fence Breached counter is placed on that hexside at the start of the AFPH.
- b) By firing a BAZ or ≥ 37 mm HE To Hit vs. the Camp Fence and achieving a K/KIA result on the IFT.
- c) By a partially- or fully-tracked AFV crossing that hexside (a Fence Breach is created even if the vehicle Bogs/Mires). (see 1.12)

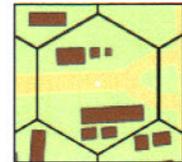
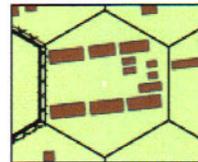
1.1221 BREACH EFFECTS: A Camp Fence hexside marked with a Fence Breached counter may be crossed (during MPH/APH) by Infantry at a cost of 1 MF + COT. A vehicle ignores the Fence Breach, treating the hexside per other Camp Fence rules.

1.123 BYPASS: Camp Fence artwork (i.e., the bars and small black Xs) along a hexside has no effect on a unit's ability (if any) to Bypass along that hexside.

2. GUARD TOWER: A Guard Tower is a form of Tower (B34). All Tower rules pertain unless otherwise noted. Each Guard Tower hex contains a Tower Hindrance with a single Tower Location 2 Levels above ground level. The Level 2 Location provides a +1 TEM to its occupant(s).



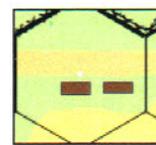
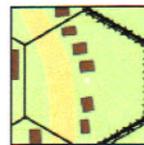
3. CAMP BUILDINGS: All buildings are considered Huts (G5; even those with a single building represented in the hex). All hut rules pertain unless otherwise noted. G5.31 is NA (i.e., a hut *is* considered a building vs. HEAT (C8.31) ammunition). G5.4-.41 does not apply *only* to the huts in the hex within which vehicles set up (i.e., these huts were built to accommodate vehicles).



4. CAMP POND: The Pond (B21.13) depicted on the overlay was a shallow body of water. All Pond rules pertain unless otherwise noted. The Pond hexsides are not Water Obstacles; instead, Infantry movement is allowed across hexsides fully covered by the Pond artwork at a cost of 2 MF + COT (vehicles cross at a cost of 2 MP + COT and undergo a Bog Check) while Infantry/vehicular movement across hexsides partially covered by the Pond artwork is unaffected.



5. ROAD-TERRAIN HEXES: Several hexes depict one or more Huts and/or Grain within the same hex as a Road. All rules for multiple terrain types within the road hex pertain (A2.4, B.1, B3.2-.3, and B3.43).





PP01

CRUSHED PRIDE

Scenario Design: Steve Swann
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Gorgopotamos Bridge, Greece, 25 November 1942. Guerrilla operations in Greece were not restricted to ambushes. Sabotage, particularly along the vital Athens-Salonika rail line, also played an important part in hampering the supply of the occupation forces and tying down units to perform security duties. The most significant sabotage operation was conducted 25 November 1943 when a small guerrilla force, after overpowering the Italian Guards, blew up the Gorgopotamos Bridge, some one hundred miles north of Athens.

BOARD CONFIGURATION:

40	50



Only hexrows A-P are playable.

BALANCE:

 Add a 3-3-7 squad to the Greek OB.

 Add an 8-0 leader to the Italian OB.

VICTORY CONDITIONS: The Greeks win immediately upon the destruction of either the 40J1 or the 40K2 span of the RR Bridge.

Italian Sets Up First	1	2	3	4	5
Greek Moves First					



Italian Bridge Guard Detachment [ELR: 3] set up anywhere within three hexes of 40I1 and/or within three hexes of 40L3 (see SSR6): (SAN: 3)

3-4-6	2-2-7 crew	8-1	7-0	LMG	MMG	45* MTR Brixia	1S Foxholes	1+3+5 Pillbox
8	2			2			6	



Greek Resistance Group [ELR:5] set up more than 5 hexes from 40I1 and 40L3 (see SSR 7): (SAN: 3)

3-3-7	1-2-7 crew	9-1	8-0	LMG	DC
9	2			2	2

SPECIAL RULES:

- EC are Dry with no Wind at start. Night (E1) Rules are in effect; the Base NVR is 3 with No Cloud Cover and a Full Moon. The Greek is the Scenario Attacker and the Italian is the Scenario Defender.
- The river is dry, treat as Open Ground.
- Place Overlays as follows: **RR1** on 50G10/H10 and **RR3** on 40O4/N3. Overlay hexes 40J1 and 40K2 are wood RR Bridge hexes (B6.33). The Railroad is a GLRR (B32). A span of the RR bridge is destroyed with any K# result (or better) generated by a DC Attack Resolution DR.
- No Quarter (A20.3) is in effect. All CC is automatically Hand-to-Hand (J2.31).
- All Italian units are Lax. MMC may not set up in/on any bridge entrance hex. The Pillbox CA *must not* include either Bridge location. Two Italian Squads may be Deployed prior to start of play (A25.61 is NA for setup only).
- Greek Resistance Group units (including crews) are Partisans (A25.24) and are immune to Straying (E1.53). The Partisan 1-2-7 crews

- (cont.)** may use DC without incurring non-qualified use penalties; additionally, a -1 DRM is applied to the Attack Resolution DR for any DC operably placed by a Partisan crew.

AFTERMATH: This successful operation not only halted the flow of supplies until repairs could be completed, but led to severe criticism of the Italian forces by the Germans. Shortly thereafter, the Germans determined that it was necessary to take over security of a long stretch of this rail-line in Italian occupied territory, a strain on the already insufficient German forces and a rebuff to Italian pride.



Rozvazhev, Ukraine, 1 January 1943. In September, 1942 Misha Gildenman and 16 other Jews escaped from the Koretz Ghetto as it was being liquidated by the SS and Ukrainian Auxiliary Police. They started a Jewish partisan unit in the forest region of Zhitomir. More and more Jews showed up to join the partisan unit; they soon numbered in the hundreds. However, they lacked weapons and especially supplies for the winter. So they planned an attack on the town of Rozvazhev and its storage warehouses stocked by the Germans. They decided to attack on New Year's Eve in order to catch the Germans and their Ukrainian allies celebrating. The weather was perfect for the partisans, snowing and 25 degrees below zero Celsius. At 0100 on 1 January, Uncle Misha Gildenman gave the signal for the Jewish Partisans to attack.

VICTORY CONDITIONS: The Partisans win immediately upon exiting 2 ammo counters off any board edge, provided the Partisans have inflicted more CVP than the Germans/Ukrainians.

BALANCE:

BOARD CONFIGURATION:

☆ Add a DC to the Partisan OB.

⊕ Add a HMG to the German Garrison set up OB (in building cH4).



c	
	d
b	
	e

German/Ukrainian Sets Up First	1	2	3	4	5	6
Partisan Moves First						



Elements of Rozvazhev Garrisons [ELR 2/1] set up as follows (see SSRs 6 and 7): {SAN: 2}

Elements of German Garrisons set up in building cH4:

4-6-7	4-4-7	4-3-6	9-1	8-0	LMG	MMG
5	12	3			4	2

Elements of German Gendarmerie set up in any of the following buildings: aK1, aK2, aN1 and aN2 :

4-4-7	4-3-6	8-1	7-0	LMG	MMG
7	3				

Elements of Ukrainian Police set up in building bE2:

3-4-7	8-0
6	



Elements of Diadia Misha Jewish Partisans [ELR:5] set up concealed in any hex not adjacent to a German or Ukrainian unit (see SSRs 2-5): {SAN: 4}

5-2-7	3-3-7	9-2	8-1	8-0	7-0	LMG	DC	?
5	16					3	3	12

Appropriation Group sets up HIP in any concealment terrain greater than two hexes from any German or Ukrainian unit (see SSR 4):

1-(0)-6 unarmed
6

SPECIAL RULES:

- EC are Ground Snow (E3.72) and Falling Snow (E3.71) with no Wind at start. Set up a wire counter in hex aO2. Because of lights from celebrations, night rules are not in effect; however, a Night LV Hindrance (E1.7) is in effect [EXC: for LOS traced entirely within a building] in addition to the effects of the falling snow. Building aK2 is a Factory (B23.74) with Rooftop locations (B23.8). All walls on Board a are treated as the black bar on a row house (B23.71) and are one-level Obstacles.
- All Diadia Misha units are Partisans (A25.24), may not Deploy, and may not form multi-location fire groups. The Partisans have MOL (A22.6) capability. The 5-2-7 squads (/2-2-7 HS) retain their printed strength factors and broken Morale Level, but are otherwise treated as Partisans for all purposes. Partisans use Russian SW. Only SMC and 5-2-7 squads (/2-2-7 HS) may use DC without non-qualified use penalties. During Turn 1, Partisan units may Assault Move in open ground without losing concealment. All Partisans units may set up concealed regardless of terrain; OB-provided "?" counters may be used as dummy counters.
- Set up an ammo counter (representing various supplies) in hex cH3, bE2, and aJ1. Ammo counters may be moved by three squads as if each squad was portaging 5 PP worth of SW. Squads moving an ammo counter must move as a stack.
- Unarmed units represent unarmed Jewish Partisans and are treated as abandoned Partisan prisoners [EXC: their basic MF allotment is six].

- (cont.)** They may not re-arm but may move the ammo counters.
- Any Partisan unit on board at game end is considered eliminated with full CVP awarded to the German player. Partisans may exit any board edge anytime without counting as CVP. Prisoners [EXC: uncaptured Appropriation Group units] exited from a board edge count double for CVP determinations. Once exited, a Partisan unit may not re-enter the playing area.
- Use Axis Minor counters for Ukrainian Police.
- All German units have ELR 2 and all Ukrainian units have ELR 1. All German and Ukrainian units in building aK2 are Fanatic (A10.8). All German and Ukrainian units are Lax unless Fanatic. All German and Ukrainian units are considered Pinned throughout *Game Turn 1*.

AFTERMATH: Uncle Misha divided his forces into four groups. The first group attacked the Ukrainian Police Station taking most of the policemen prisoner and gathering their weapons and ammunition. The second group attacked the post office and destroyed the telegraph and telephone communications. The third group set up a blocking position around the German garrison barracks to keep them from reinforcing and rescuing other areas of town. The fourth group attacked the German Gendarmerie (military police) station and warehouse area. This group was held up by a high stone wall surrounding the warehouse area and German machine gun fire. Several holes were blown in the wall with explosives and the partisans rushed in to close with the Germans. The building was cleared and the "appropriations groups" were able to move in and haul off supplies of blankets, food, fuel, medical items and other much needed supplies. Within an hour the Partisans left town with their supplies and returned to their forest base while the falling snow covered their tracks, a very successful New Year's Party.

PP03

UKRAINIAN MUTINY

Scenario Design: Daniel Best
©March Madness Development Team



Near Auschwitz, Poland, 4 July 1943. As the SS implemented the final solution at Auschwitz, some members of the camp guard, especially the Ukrainian SS, began to get paranoid. They reasoned that as foreign witnesses to the murders, they too would be liquidated one day. On the night of 3 July some of the Ukrainian SS broke into the camp armory, armed themselves with automatic weapons and fled the camp. The German SS gave chase.

BALANCE:

-  Add one 4-4-7 squad to the German OB.
-  Add one 1-4-9 Hero to the Partisan OB.

BOARD CONFIGURATION:



Only hexrows A-P are in play.

VICTORY CONDITIONS: The Germans win by eliminating/capturing all Partisan units, provided the Germans have inflicted more CVP than the Partisans (prisoners count double, per A 20.1).

Ukrainian Partisan Sets Up First		1	2	3	4	5
German Moves First						



Ukrainian Partisans [ELR: 2] set up in any hexes with a hex number ≤ 10 (see SSRs 2-5): {SAN: 0}

5-2-7	3-3-7	2-2-7	8-1	7-0	LMG(g)	MMG(g)	?	Fortified Building Location	Sanger	Cave
2					2		9		3	6



KL Auschwitz SS Guards [ELR: 2] enter Turn 1 along south board edge (see SSR 6): {SAN: 0}

4-4-7	8-1	8-0	7-0	LMG	MMG
11				3	2

SPECIAL RULES:

1. EC are moist, with no Wind at start. Kindling is NA.
2. Ukrainian units are Partisans (A25.24) [EXC: No Quarter is not in effect and Partisan units will surrender in the Rout Phase as per A20.21], may not Deploy, and may not form multi-location fire groups. The 5-2-7 squads (/2-2-7 HS) retain their printed strength factors and broken Morale Level but are otherwise treated as Partisans for all purposes. All Partisans units have an ELR of 2 and are Lax. The Partisans use German SW without captured use penalties.
3. Two Partisan MMC and any SMC that set up with them may set up HIP. All Partisan SW may set up HIP. All Partisan units may use Caves as if Japanese. Cave complexes are NA. Broken Partisan units in a Cave will surrender to an Accessible enemy unit during the Rout Phase.
4. The fortifications may set up HIP, however all fortifications (including caves and the fortified building) are revealed when a German unit gains LOS to that Location. All fortifications are considered concealment terrain for concealment loss/gain purposes.

5. At the start of every Rout Phase, broken Partisan units (even if currently in melee) may attempt suicide as if Japanese subject to a capture attempt (G1.641). Use the unit's broken Morale Level for the NTC.

6. All German MMC are SS (A25.11) and have their broken Morale Level increased by 1. Unit substitution from a 4-4-7 squad (/2-3-7 HS) to a 4-3-6 squad (/2-3-6 HS) and vice versa is in effect. SMC and 4-4-7 squad (/2-3-7 HS) MMC subject to Battle Hardening become Fanatic instead. All German units are Lax.

AFTERMATH: The chase led to a quarry near Chelm Wiek (modern day Chelm Slaski), where the Ukrainian SS had barricaded themselves in defensive positions. The German SS, used to murdering unarmed civilians, had a firefight on their hands. The German SS attacked and in the resulting battle, eight mutineers were killed, six committed suicide, four (wounded) were captured and few escaped. The prisoners were later executed. As a result of this mutiny all Ukrainian SS were transferred to duties in other camps.

PP04

PARTISAN FIGHT

Scenario Design: Daniel Best
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Near Przebrazze, eastern Galicia, 6 July 1943. During 1942, the Soviet high command ordered partisan units to target people collaborating with Germans and other groups opposed to the Soviet Union. Other partisan organizations began to follow this lead and in 1943 many partisans spent more time fighting each other than the Germans. This was especially true in the disputed border lands. In the areas of southeastern Poland and northwestern Ukraine the UPA undertook ethnic cleansing of Poles from the areas annexed in 1939. In the town of Przebrazze, Poles began to organize defenses, collecting weapons left from the 1941 battles and getting a permit from the Germans to raise a militia. The Poles even started manufacturing and repairing weapons by setting up a gunsmith factory. Over 28,000 poles came to the town for protection in the spring. Using barbed wire and entrenchments the Poles built a perimeter area of 6 km by 7 km around the town. On the night of 5/6 July the UPA attacked all villages outside the perimeter and made some attacks on the fortifications. The morning of 6 July saw the UPA make a determined attempt to break into the perimeter with simultaneous attacks at multiple points on the perimeter.

VICTORY CONDITIONS: The UPA wins immediately upon exiting ≥ 10 EVP off the south board edge.

BALANCE:

 Exchange the 8-0 for an 8-1.

 Add an 8-0 leader to the set up OB.

BOARD CONFIGURATION:



	44
EE	

Polish Sets Up First		1	2	3	4	5	6 	7	8
UPA Moves First									



Elements of Przebrazze Bataliony Chlopskie [ELR: 5] set up south of hexrow T on Board 33 and/or hexrow N on Board 44 (see SSR 2): {SAN: 3}

3-3-7	1-2-7 HS	7-0	LMG	ATR	40* MTR Type 27	?	1S Foxhole	Wire
5						6	6	12

Reinforcements enter Turn 6 along south edge:

3-3-7	8-1	MMG
2		



Elements of UPA [ELR:5] enter Turn 1 along north edge (see SSR 3): {SAN: 2}

5-2-7	2-2-7 HS	3-3-7	1-2-7 HS	8-0	7-0	6+1	LMG	ATR
2		8					2	

SPECIAL RULES:

1. EC are Wet, with no Wind at start. Kindling is NA.
2. Use Chinese G.M.D. counters for Polish Bataliony Chlopskie units and SW. All Polish units are Partisans (A25.24), may not Deploy, and may not form multi-location fire groups. Polish units retain printed G.M.D. strength factors but are otherwise treated as Partisans for all purposes. A Polish unit possessing a functioning SW is Fanatic (A10.8).
3. All UPA units are Partisans (A25.24), may not Deploy, and may not form multi-location fire groups. Use Partisan/Russian counters and Russian SW for UPA units. The 5-2-7 squads (/2-2-7 HS) retain their printed strength factors and broken Morale Level, but are otherwise treated as Partisans for all purposes.
4. No Quarter (A20.3) is in effect for both sides.

AFTERMATH: The multiple UPA attacks were driven off throughout the day. Patrols from the perimeter found over 550 Poles had been massacred outside the perimeter. For the next two months attacks continued and the local militia had to escort the farmers out to collect the harvest in order to have food for the winter. The Home Army (AK) sent a unit from Lwow to help break the siege and drive the UPA into the forest. The AK stayed and absorbed the Local Militia troops to form the AK 27th Infantry Division. This Division helped in the liberation of Lwow in July 1944. After the area was "liberated" by the Red Army, the Soviets cleared the UPA from the forests. Later in 1947 the Soviets moved all Poles in the area west to lands near Germany as they re-drew the map of Eastern Europe.

PP05

HOT ZEMLYANKAS!

Scenario Design: Daniel Best
©March Madness Development Team



VICTORY CONDITIONS: The Romanians win immediately when all pillboxes are eliminated or at game end if they have inflicted ≥ 105 CVP. In addition to normal CVP, each pillbox eliminated is worth 3 CVP (see SSR 7).

East of Angara, Crimea, 2 January 1944. Zemlyanka is Russian for "dugout". Partisans usually built their shelter deep in the forest and carefully camouflaged them from ground and air observation. They called the shelters Zemlyankas and they became home. Marching songs were written for the ubiquitous Zemlyankas. Anti partisan operations did not always find the dugouts especially in areas where local villages became the focus of the axis forces. In late 1943 the Romanian Mountain Corps undertook a particularly successful anti partisan operation in the Yaila mountains. The Corps reinforced with elements of the 2nd Motorized Calvary Division created a 65 square kilometer perimeter encircling much of the local partisan brigade. On 29 December 1943, the 2nd Mountain Division began the assault sweep through the encircled area. Right away the division began finding partisans and their dugouts in the forests. On 2 January, the Romanians attacked a series of forested hills.

BALANCE:

☠ All 4-4-7 MMC (and their HS) are Fanatic (A10.8).

★ Game length is shortened to 8 turns.

BOARD CONFIGURATION:



	39
	36

Partisan Sets Up First	☠	1	2	3	4	5	6	7	8	9
Romanian Moves First										

Elements of the Yaila Muntains Partisan Brigade [ELR: 5] set up as per SSR 2 (see also SSR 3): {SAN: 4}

5-2-7	3-3-7	9-1	8-1	8-0	7-0	LMG	MMG	HMG	ATR	AP Mines
5	25			2	2	5			3	60
										factors

Trench	1+3+5 Pillbox	Wire
10	20	20

SPECIAL RULES:

1. EC are Wet with no Wind at start. Place Overlay 2 on 36T2/T1. All streams are frozen (B20.7), all bridges are fords (B20.8). All buildings are crag. Forest rules (B13.7) are in effect; brush is considered woods for purposes of determining forest hexes *only*. All marsh is crag at Level -1. All roads on Board 36 are paths (B13.6).
2. All Trenches must set up in forest hexes with no more than 6 Trenches on any one board. All Pillboxes must set up as Bunkers (B30.8). All fortifications may set up HIP as per A12.33; all units/SW that set up in a Pillbox or a Trench may set up HIP. Pillboxes, if set up in woods, forest, or brush, are discovered/revealed only by searching or when the occupants of the Pillbox lose HIP status. AP mines may not be exchanged for AT mines or for booby traps.
3. Yaila Muntains Partisan Brigade are Partisans (A25.24), may not Deploy, and may not form multi location fire groups. All Partisan units have a basic MF allotment of five. The 5-2-7 squads (/2-2-7 HS) retain their printed strength factors and broken Morale Level, but are otherwise treated as Partisans for all purposes. Partisans use Russian SW. Partisans surrender rather than be eliminated for failure to Rout (A10.5), however Partisans will still risk Interdiction rather than surrender in the Rout phase. The Partisans have MOL capability (A22.6).
4. The Romanian player may secretly record the location of a total of two "offboard" mortars along any board edge(s) during set up. These two mortars are considered to be in those recorded hexes and at Level 5. These mortars use Romanian 120mm MTR (PM obr. 38) counter characteristics (to include ROF, min/max range, and B/X#) and may fire as if on-board, although all fire from each of these mortars is considered to be ranged from 10 hexes farther than counted on board. These mortars may not be attacked nor hindered in their ability to fire even if an enemy unit occupies their set up hex.
5. The radio represents one Module of 81mm Battalion MTR OBA (HE and SMOKE).

6. All Romanian units have Scaling (B23.424) ability. Romanian units may conduct an Abrupt Elevation Change (B10.5) within woods/forest using a Minimum Move cost of 6 MF. Romanian 4-4-7 squads/HS are Assault Engineers (H1.22) and Sappers (H1.23). The Romanians may not declare No Quarter (A20.3).
7. A Romanian unit may attack an unoccupied Pillbox in CC. Pillboxes have a defense strength of 1. A successful attack (that causes a CR or greater) eliminates the Pillbox. Pillboxes may not attack in CC and do not hold any Romanian unit in Melee. An eliminated Pillbox is treated as a wreck blaze (B25.2) that cannot spread to terrain in the hex.

PP05

HOT ZEMLYANKAS! (cont.)



Elements of Romanian 2nd Mountain Division [ELR:3] enter as follows (see SSRs 4-7): {SAN: 3}

Elements of 1st Battalion with attached Pioneer Platoon enter Turn 1 along west edge:

4-4-7	5-3-7	3-4-7	9-1	8-1	8-0	7-0	LMG	LMG(g)	MMG	DC	60* MTR <i>Brandt M35</i>	FT
6	8	4	2	2	2	4	2	2	6	2		2

Elements of 2nd Battalion with attached Motorized Cavalry Platoon enter Turn 1 along north edge:

4-4-7	5-3-7	3-4-7	9-2	8-1	8-0	7-0	LMG	LMG(g)	MMG	DC	60* MTR <i>Brandt M35</i>	Radio
2	12	4	2	2	2	2	2	4	2	2		

8-1 Armor Leader	LT vz 38(t)A
	4

AFTERMATH: The Vanatori de Munte (Romanian for "mountain hunters") methodically attacked each partisan camp on hills numbered 1004, 1279, 909 and 884. The mountain troops quickly climbed the hills and sappers cleared the wire and mines. The Romanians burned the Zemlyankas and killed or captured the defenders. By 4 January, the encircled partisan brigade had been eliminated with 1147 partisans killed or wounded and 2559 captured. Over 29 partisan camps were razed and over a hundred Zemlyankas burned. The Romanian Mountain Corps continued anti-partisan operations until the end of February. The partisan problem in the rear areas of Fortress Crimea was greatly reduced.

PP06

STURMWIND ON THE SOPOT

Scenario Design: Daniel Best
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Osuchy, Poland, 25 June 1944. The Germans launched major anti-partisan operations in the spring of 1944 to clear rear areas of the pesky irregulars prior to the summer campaign. The partisan groups in the Zamosc region of Poland were especially troublesome. Following the success of operation Sturmwind in May the Germans launched Sturmwind II in June. As is typical of anti-partisan actions the Germans would form a large perimeter to contain the suspected partisans and then have an assault group sweep the area to find and destroy the partisans. Any villages in the area were treated as partisan bases and also destroyed, with the civilians caught in the middle and often killed or shipped to Germany as slave labor. In Sturmwind II the Germans encircled all partisans within the perimeter on 15 June and the assault group started from the east side on 21 June. This left the combined Armia Krajowa (AK), or Home Army (forces loyal to the government in exile), within the perimeter. Numbering approximately 1200 partisans, the commander (a Major) suffered a nervous breakdown and shot himself, his deputy (a Captain) transferred the command to Lt. Konrad Bartoszewski and fled. During the night of 24-25 June, Lt. Bartoszewski led the units along the Sopot river toward the town of Osuchy. At dawn they attacked the perimeter to break out.

VICTORY CONDITIONS: The Partisans win by exiting ≥ 30 EVP off the north and/or west edge(s) of Board 32 on/between 32I1 and 32A10.

BALANCE:

- ☒ The Partisans basic MF allotment is four (see SSR 4).
- ☒ The German Freedom of Movement restrictions last until Turn 6 (see SSR 3).

BOARD CONFIGURATION:



German Sets Up First	☒ 1	☒ 2	3	4	5	6 ☒	7	8	9	10
Partisan Moves First										



Elements of the 213 Security Division [ELR: 2] set up as indicated (see SSRs 2 and 3): {SAN: 5}

Within 4 hexes of 34H6 and/or 32Z6:

4-4-7	8-1	7-0	LMG	MMG	?	AP Mines	1S Foxhole	Wire
6			2		4	24 factors	4	4

Adjacent to any Stream hex:

4-6-7	4-4-7	2-3-6	9-1	8-1	8-0	7-0	LMG	MMG	50* MTR <small>5cm leGrW</small>	Radio	?
3	8						4	2			8

AP Mines	Trench	1S Foxhole	1+3+5 Pillbox	Wire
36 factors	2	5		4

Within 5 hexes of 32E5:

2-4-7	4-4-7	4-3-6	8-0	6+1	LMG	MMG	?	Trench	Wire
	2	2					4	2	3

Reinforcements enter Turn 7 on any north and/or west edge on/between 32I1 and 32A10:

5-4-8	4-4-7	2-3-8	2-4-7	9-1	7-0	LMG	PzKpfw IIH
2						2	



Elements of Armia Krajowa (AK) Bilgoraj Region [ELR: 5] enter as follows (see SSR4): {SAN: 3}

1st Kompania AK Bilgoria enter Turn 1 along east edge of Board 32:

5-2-7	3-3-7	9-1	7-0	LMG	LMG(g)	ATR	DC
5	3			2			2

Bataliony Chlopskie enter Turn 1 along east edge of Board 34:

3-3-7	8-0	6+1	LMG	ATR
9				

Remaining elements of AK Bilgoria enter Turn 2 along south edge of Board 34 on/between 34A1 and 34Q1:

5-2-7	3-3-7	1-2-7 crew	9-2	8-0	7-0	LMG	MMG(g)	ATR	DC	50* MTR <i>RM obr. 40</i>
2	10					2				

SPECIAL RULES:

1. EC are moist, with no Wind at start. Kindling is NA. Forest (B13.7) is in effect. The stream is shallow, all bridges are fords (B20.8). Place a stone rubble counter in hex 32N8. There is a Night LV Hindrance DRM (E1.7) during the first four game turns.
2. The German radio represents one module of 81mm Battalion MTR OBA (HE and Smoke). The German Player may pre-register one hex.
3. All on-board German units begin the scenario with Freedom of Movement restrictions per E1.21. This restriction ends at the start of the German MPH of Turn 5 for all those units that have not already gained freedom of movement. Mines and wire may not set up in the stream or ford hexes and mines may not be exchanged for booby traps or AT mines.
4. All AK units are Partisans (A25.24), may not Deploy, and may not form multi-location fire groups. The Partisans have MOL (A22.6) capability. All Partisan units have a basic MF allotment of five. The 5-2-7 squads (/2-2-7 HS) retain their printed strength factors and broken Morale Level, but are otherwise treated as partisans for all purposes. Partisans use Russian SW and may also use German MG without captured use penalties. Only SMC and 5-2-7 squads (/2-2-7 HS) may use DC without non-qualified use penalties. Only SMC and the 1-2-7 crew may use the MTR without non-qualified use penalties (A21.13).

AFTERMATH: The AK approached the German perimeter line with the 1st company in lead. This company was the assault company for the AK. They were followed by the Bataliony Chlopskie troops from the various villages and the rest of the AK units followed. The Germans were dug in along three lines and had fortified their lines with wire and mines. The 1st company managed to break through all three lines but was engaged and destroyed by a German counterattack force. The Bataliony Chlopskie troops were stopped by artillery and machine gun fire at the second line and forced to retreat. These units were later mopped up by the German assault force from the east. Lt. Konrad Bartoszewski led the rest of the AK troops through the chaotic battle and managed to break out cleanly. However, of the 1200 AK partisans less than half managed to escape. While the AK Bilgoraj participated in the general uprising in Poland less than two months later on 1 August 1944, it was a shell of its former self.



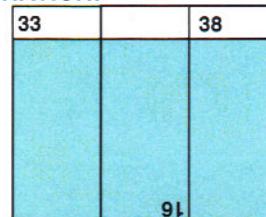
Cabanatuan Prison Camp, Philippines, 30 January 1945. As the war progressed, Japanese military authorities dispersed Allied POWs from larger camps; this process accelerated as U.S. forces neared the Philippines. Additionally, rumors abounded of Japanese brutality toward the prisoners - this was accentuated by survivor tales of the Japanese murder of 141 POWs at Princesa Camp on Palawan Island on 14 December. On 9 January 1945, U.S. Sixth Army Troops commanded by Lt Gen Walter Kruger landed at Lingayen Gulf on the west shore of Luzon. On 26 January, U.S. Army Major Robert Lapham, a survivor of Bataan and the leader of a large Filipino guerrilla force, arrived at Lt Gen Kruger's headquarters with a sobering story. He told the U.S. officers that approximately 500 survivors of the Bataan Death March remained at the Cabanatuan Prison Camp in central Luzon and he had strong intelligence that the Japanese intended to massacre all the prisoners as U.S. forces neared the camp. Within hours, Lt Gen Kruger had selected Lt Col Henry Mucci's 6th Ranger Battalion to undertake a dramatic rescue mission.

VICTORY CONDITIONS: The American/Filipino Player wins immediately upon exiting ≥ 9 U.S. Prisoners MMC (See SSR 8) off the north edge of Board 16, otherwise the Japanese Player wins.

BALANCE:

- ★ Add 3 x U.S. LMGs (total) to the U.S. (not Filipino) OB; U.S. Player chooses distribution.
- 6 x ? (total) may be used by the Japanese during set up.

BOARD CONFIGURATION:



Only hexrows F-GG on Boards 33 and 38 and hexrows A-BB on Board 16 are playable.

Japanese Sets Up First		1	2 ●	3	4	5	6	7
American/Filipino Moves First								

Japanese Forces [ELR: 3] set up as indicated (see SSRs 3-7): {SAN: 3}

Japanese Guards set up per SSR5:

1-3-7 HS	8+1	MMG	Sanger
9	6	6	6

Japanese Rear Area Guards set up in hexes 16o17/8:

4-4-7	3-4-7	LMG
2	2	2

Japanese Reinforcements from Cabu enter Turn 1 along east edge within 3 hexes of Q1 (see SSR 78):

4-4-7	9-0	8-0	LMG
6	2	2	2

Japanese Leaders set up in hexes 16oM4/oN4:

9-0	8-0	8+1
2	2	2

Japanese Tank Platoon set up Abandoned in hex 16oL4:

Type 95 HA-GO
2

Japanese Transient Troops set up in hexes 16oI4/5, oJ4, and/or oK4/5 (see SSR 6):

4-4-7	3-4-7	1-2-7 vehicular crew	8-0	LMG	50* MTR Type 89
3	7	2	2	2	2

U.S. Prisoners set up in hexes 16oC4/5, oD4/5, oE4/5, oF4/5, and/or oG4 with no more than two MMC per hex (see SSR 8):

1-(0)-6 squad
12

SPECIAL RULES:

1. EC are Dry with no Wind at Start. PTO Terrain is in effect [EXC: all Woods and Brush are Brush (rather than Jungle and Bamboo)]. MM09 Cb Special Terrain Rules are also in effect. The Stream is dry (B20.41). All Rice Paddies are Drained (G8.11). All buildings are Huts (G5). Place Overlays as follows: **3** on 16BB8/9; **MM03** on 16H9/8; **RP3** on 16oT3/oS4; **RP1** on 16oS6; **St3** on 38I9/8; **RP5** on 38U9/10; and **G5** on 38V9/8. All Fence Gates (Cb1.121) start Closed. The following dirt roads exist: all roads on Overlay MM03, 33Q10-33L5-33L4-33Q1, 38Q10-38R6-38O5-38Q1, and 16oI1-16oI10-38Z1-38Y1.
2. Night Rules (E1) are in effect; Base NVR is 3 and the NVR may not be decreased below 2. The U.S./Filipinos are the Scenario Attacker and the Japanese are the Scenario Defender. Cloaking (E1.4), Starshells (E1.92), and IR (E1.93) are NA.
3. Smoke/WP grenades (A24.1, A24.3) are NA.
4. The Japanese may not use HIP nor may they set up concealed.
5. Japanese Guards must set up one HS and one MMG per Sanger, with one Sanger placed in each of the following hexes: 16oP0, 16oQ8, 16oM8, 16oJ8, 16oH8, and 16oH3. The remaining three HS must set up one per hex in each of the three Guard Towers (Cb2): 16oH6, 16oO8, and 16oP4. The Guards leader may set up in any Sanger or Guard Tower hex, but must be in the same Location as a HS.

6. Japanese Transient Troops start play under TI and Pin counters (placed in that order, top to bottom). These units remain TI (and pinned) until the end of the first *Game Turn*, whereupon the TI counters are removed. These units then remain pinned until the end of the second *Game Turn*. No Move rules apply normally and such status is lost independently of TI/Pin status.
7. Japanese Reinforcements may not enter play concealed.
8. U.S. Prisoner units are set up by the Japanese. They may not Rearm nor make any attack. They may not Double Time (4.51). They may not move until a U.S. MMC gains control of their hex, at which point the U.S./Filipino Player takes control of the Prisoner unit(s) in that entered hex and such units may move, to include allowing movement in the current Phase.
9. U.S. 6th Rangers and Alamo Scouts are Commandos (H1.24). Alamo Scout MMC have a basic MF allotment of six; an Alamo Scout MMC provides the Leader Bonus (A4.12) to U.S. Prisoners (only) as if it were a U.S. leader. Alamo Scouts will not Stray (E1.53). Any/all U.S. units [EXC: U.S. Prisoners] may Deploy during setup. All American/Filipino units may start play concealed.
10. Filipino Guerrillas are Partisans (A25.24) and will not Stray (E1.53).



U.S. 6th Ranger Battalion Troops (+) [ELR:5] set up as indicated (see SSRs 8-10): {SAN: 4}

C Company (-), 6th Rangers set up on Board 16 on/north of hexrow R:

6-6-8	10-2	9-1	8-0	BAZ44
6		2		

Elements of C Company and 2nd Platoon, F Company, 6th Rangers set up a) anywhere on Board 33; and/or b) anywhere on Board 38; and/or c) on/south of hexrow G and/or within a Gully hex on Board 16. No more than 3 squad equivalents may set up on each board and no unit may set up in a hex containing ≥ 1 Camp Fence (Cb1.1) hexside(s):

6-6-8	8-1	8-0	BAZ44
6			

U.S. Alamo Scouts set up on Board 16 on/north of hexrow R:

5-5-8	8-0
2	

Elements of Captain Juan Pajota's Filipino Guerrillas [ELR:5] set up on Board 38 in hexes with hex numbers ≥ 3 and ≤ 5 (see SSR 10):

3-3-7	8-1
6	

AFTERMATH: Cpt Robert Prince's C Company and 2nd Platoon, F Company of the 6th Ranger Battalion were selected for the mission, Cpt Prince was selected to lead, with Lt Col Mucci as advisor. The Rangers set out from U.S. lines on 28 January 1945. Aided by U.S. Alamo Scouts, Filipino guerrillas, and large numbers of the local populace the Rangers moved stealthily up to and through Japanese lines, and a further thirty miles to the camp. Arriving on the morning of 30 January, the attack was quickly planned and put into execution with the assault timed to begin at 7:30 that night. The assault was executed flawlessly. Second Platoon, F Company attacked a series of fortified positions and towers from the east and south while the bulk of the Rangers attacked the main gate area from the north. Unleashing a tremendous fusillade of fire, the Rangers took the Japanese completely by surprise, quickly knocking out all the fortified positions, breaching the fence, and running madly through the camp firing into, and through, the walls of the huts housing the Japanese. A second group of Rangers gathered up the prisoners and ushered them out of the camp. Many prisoners were so shocked, confused, and/or debilitated that they had to be carried out. Once clear of the prison, the Alamo Scouts directed the train of prisoners to the north toward the Cabu River where the local Filipinos had gathered a large number of ox carts, many of which represented a family's only assets, to carry the exhausted prisoners back to American lines. As the Rangers assaulted the camp, Filipino guerrilla bands to the east and the west held bridges against attempted Japanese relief attempts. To the west, the Japanese did not attempt a crossing against the Filipino forces led by Cpt Eduardo Joson, but to the east Cpt Juan Pajota's men demolished their defended bridge with a demolition charge and fought a sharp action against a number of Japanese attempts to get infantry across. Cpt Pajota's men held firm and allowed the rescue to proceed unhindered. The results were spectacular. Suffering a large number of casualties (estimated later at over 500) and unable to organize in the camp the Japanese attempted some pursuit, but were mauled by Filipino guerrillas and P-61 Black Widows. The Rangers lost two men and a single prisoner was killed; 511 desperately weary, but grateful former POWs - survivors of some of the most brutal conditions imaginable for 2½ years - came through American lines to be greeted by thousands of cheering U.S. troops and General MacArthur himself.



Kurylowka, Poland, 7 May 1945. WWII was ending. The Soviet Union had “liberated” Poland and the Polish Home Army (AK) had disbanded. However the hated Soviet NKVD had started to hunt down, arrest and deport former member of the AK. This new occupation by the Soviets and the bitter conflicts between Soviet Partisans and the AK during the war resulted in many new anti-communist Partisan units starting up in Poland. One such unit was the National Military Alliance (NZW by Polish acronym). One of the biggest battles between the NZW and Soviet forces took place at the small town of Kurylowka. The NZW, commanded by Major Franciszek Przysiężniak, were gathering supplies and recruits in the village when the NKVD Second Border Regiment was sent to disrupt the activities in the village.

BALANCE:

-  NKVD MMC rules (VotG22) apply to (only) all 6-2-8 squads (/3-2-8 HS).
-  Add a 50mm MTR(r) to the Partisan OB.

BOARD CONFIGURATION:

10	
	42



VICTORY CONDITIONS: The Russians win immediately when they control hex 10Y5. The Poles win by avoiding the Russian victory conditions (also see SSR 3).

Polish Sets Up First		1	2	3	4	5	6	7	8
Russian Moves First [260]									



Elements of Przysiężniak Forrest Unit NZW [ELR 5] set up on/south of hexrow I on Board 10 and/or hexrow Y on Board 42 (see SSRs 4 and 5): {SAN: 4}

3-3-7	2-2-7 crew	10-2	9-1	8-0	7-0	LMG	LMG(g)	MMG	MMG(g)	HMG	ATR
20						2	2				2

DC	?	81mm MTR(g) <small>8cm GrW 34</small>	1S Foxhole	1+3+5 Pillbox	Fortified Building Location
	12		4		2



Elements of NKVD 2nd Border Regiment [ELR 2] enter Turn 1 along north edge (see SSRs 2 and 3): {SAN: 2}

6-2-8	5-2-7	10-0	9-0	8+1	LMG	DC
10	20		2		4	2

SPECIAL RULES:

1. EC are moist, with no Wind at start. Kindling is NA. Forest (B13.7) is in effect. Place a Trench counter in hex 10Z5. No other fortifications may set up in or adjacent to hex 10Z5.
2. All Russian leaders are Commissars (A22) and affect all Russian units as if the date were pre-10/1942. The Russian player may not exchange Commissars for other Russian leaders. All Russian units are Lax.
3. The Russians (only) are subject to Battlefield Integrity (A16). If the Russian ELR drops twice, the Russians will retreat and the Poles immediately win.
4. Use Chinese G.M.D. counters for the Polish NZW forces. All Polish units are Partisans (A25.24), may not Deploy, and may not form multi-location fire groups. All G.M.D. MMC retain their printed strength factors and broken Morale Level, but are otherwise treated as Partisans for all purposes.

4. (cont.) The Partisans have MOL capability. All Partisan units have a basic MF allotment of five. Partisans use German SW and MTR without captured use penalties.

5. The Partisans may use HIP for ≤ 3 squad equivalents and any leaders/SW with them. Only the 2-2-7 crew may use the MTR without non-qualified use penalties (A21.13). The Partisans may Set (A23.7) their OB-provided DC during set up; this DC may set up HIP and the +1 DRM on its Attack Resolution DR for each enemy unit in that Location (for malfunction purposes; last sentence of A23.7) is NA.

AFTERMATH: The NKVD approached the village and were ambushed by the Poles. Lacking heavy weapons, they were not able to break the ambush. After nearly 70 agents killed and many more wounded the NKVD retreated back to their base. The Poles gathered their supplies and recruits and faded into the surrounding forests. The next day the NKVD returned to Kurylowka with heavy weapons and burned more than 200 homes to the ground, over 920 people were made homeless for helping the NZW.

