



OCESTOVO , Yugoslavia, April 13th 1941 : Part of the garrison of the Adriatic Italian-controlled port of Zara, a Bersaglieri cyclist battalion, supported by light tanks, sappers and artillery, entered Yugoslavia on 12 of April. Its objective was to take the Croatian city of Knin before the German panzerdivisionen. The first day went with no real opposition, apart from some minefields and a few frontier guards. The next day, under orders to speed up movement, the column came closer from Knin. But some Yugoslavian troops from the "Jadranska" division had set up an ambush near the village of Ocestovo.

Playing Time:
3,5 Hour



Only hexrows A-P are in play.

VICTORY CONDITIONS :

The Italian player wins at game end if he Controls ≥ 4 Level3 Hexes.

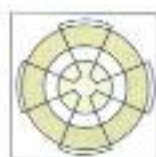
BALANCE :

- In the Yugoslav OB, replace 1 7-0 by a 8-1.
- In the Italian OB, replace the 8-0 by a 9-1.



Yougoslavs Set-Up First	1	2	3	4	5	6	END
Italians Move First							

Elements of the "Jadranska" division [ELR : 2] set up on Board 2 (SAN : 4):



4-5-7 4	4-3-7 3	2-2-8 2	7-0 2	4-11 2	2-5 2	7 Morale 7	37* 37*	80* 80*	18 OVR, OBA: +4 Others: +2 7
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Elements of the "Jadranska" division enter on Turn 4 by the West Edge, on skis :

4-5-8 3	8-1 3	2-5 2	CC: +2/-2 3
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See SSR3

Reinforced Elements of the Battaglione Bersaglieri "Zara" [ELR: 3] set up on the Road 46A5-II2-L4 [See SSR 4] (SAN: 3) :



3-4-7 12	2-2-7 2	8-1 2	8-0 2	7-0 2	4-1 2	2-5 4	47* 4	75* 2
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Scenario design : Philippe Naud

Special Rules:

- 1- EC are Wet with Ground Snow and no Wind at start. Orchards are not in season. Place Overlays Wd5 in 46E3-D2 and Wd3 in 46I4-J4
- 2- Yugoslavian Units in Concealment terrain or with Height Advantage may set up concealed, and the Dummy may be used.
- 3- Yugoslavian have Air Support in the form of 1 FB39 with bombs. The presence of the aircraft is limited to 1 Turn. It enters according to E 7.3 but on turn 5 at the latest.
- 4- The Italians Set Up on the Road with a maximum of 2 Squads per hex. The Guns are in Tow and the Crews are Passengers. The Vehicles are in Motion.
- 5- A TL 37 is recalled when the Gun it tows is unhooked. L3/35 MG repair attempt (if Malfunctioned) is mandatory. Voluntary Vehicule (L3/35) Abandonment is NA.

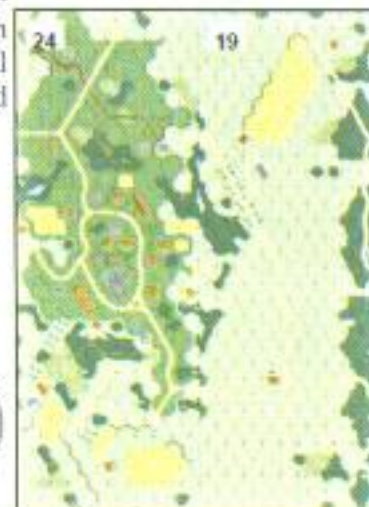
Historical Result:

The head of the Italian column ran into the trap but the enemy fire was more frightful to the troops than lethal. Shouting "Savoia !", the bersaglieri repulsed the Yugoslavian infantrymen. Despite some strafing from a light bomber and the threat of ski-mounted skirmishers, the Italian hold their position 'til dusk. The next day, most enemy soldiers surrendered and the bersaglieri battalion "Zara" finally entered Knin, before the "tedeschi" allies.



KUPRES, Yugoslavia August 13th 1942 : On the beginning of the spring of 1942, Axis forces launched a large anti-partisan drive against Tito's forces in Bosnia Herzegovina southeast of Sarajevo. The Partisan leader cunningly moved his army north, away from the main enemy forces. The two large guerilla columns overran Croatian garrisons along the way gaining weapons, supplies and even recruits. The besieged troops generally quickly surrendered with the exception of the fanatical Ustachi fascist units. One particular hard nut to crack was the small town of Kupres. The Ustachis of the infamous "Crna Legija" (black legion) fortified it with the support of the local population. The place was defended by a garrison which included peasant militia, an artillery battery and even an armored car, with a grand total of 1500 men. The first attacks by local guerilla forces were easily repulsed and the Partisans had to send their elite Proletarian brigades.

Playing Time :
4 Hours



VICTORY CONDITIONS :

The Partisan player wins at game end if he controls ≥ 2 Multihexes Buildings on board 24.

BALANCE :



In the Partisan OB, delete the two 3-2-8.



Add an Axis Minor HMG to the Partisan OB.



Croations Set-Up First	1	2	3	4	5	6	END
Partisan Move First							

Reinforced Elements of the Crna Legija [ELR : 3] set up on board 24, between hexrows L and V included {SAN : 4} (see SSR 2) :



8	4	3			2	2	10			8	4

Partisans of the 2nd proletarian Brigade [ELR: 5] set up on Board 19 {SAN: 3} (See SSR 3):



20	2	2		2	2	4

Scenario design : Philippe Naud

Special Rules:

- 1- EC are Moderate, with no Wind at start. Kindling is NA. Place Overlays X22 in 24O6, X12 in 24Q5-Q6, and X13 in 24 T2-U2. All overlays are at Valley level (-1).
- 2- The Croatian Player may Fortify Four Building Locations. Tunnels are NA.
- 3- All MMCs of the Partisan OB are Partisans. The Partisans use Axis Minor SWs with no Penalty. The 3-2-8s use the DCs with no non Elite Penalty.

Historical Result:

Even the experienced fighters of the shock troops of the partisan army were stopped cold by the Ustashi, ably led by Jure Prancetic. Devoided of heavy weapons, the attackers nevertheless won a footstep in the town but were repulsed by a counterattack. Nevertheless did Tito try again in throwing other units in a new attack two days later. The outcome was even more catastrophic with one hundred guerillas killed and more than 150 wounded. The battle for Kupres was one of the few successes of the Croatian forces of the year 1942.



OBOROVA Yugoslavia March 29th 1944 :The Kosaken-Kavallerie-Division, led by General Pannwitz, was the last large Axis unit sent to Yugoslavia to fight Tito's Partisans. But, despite their experience and the good mobility offered by the horses, the Cossacks at first failed to successfully engage and destroy the elusive guerillas in Croatia. The large operations launched encountered only sniper fire, obstacles and mines. The partisans, well informed, fall back in time only to ambush and harass the Axis troops when they retired to their bases. Pannwitz so decided to divide his command in six kampfguppen, each built around a cavalry regiment with an artillery battery in support, sent them against the Partisans in Croatia and Herzegovina with the engineer battalion keeping watch on the railway in the Save valley. The division also formed a small reconnaissance group, probably using ex-Italian vehicles. The autumn and winter saw no major success but only hard fighting. The well equipped Partisans, with mainly Italian captured weapons and Allied supplies, often accepted combat with the Axis units.

VICTORY CONDITIONS :

The Player who has amassed more VPs [SSR 5] at Game end wins.

BALANCE :

☉ Add one It. LMG and one ATR to the Partisan OB.

✚ In the Partisan OB, exchange the It. HMG for an It. MMG



✚ Partisans set up first	1	2	3	4	5	6	7	END
☉ Germans move first								

Playing Time :
5 Hours

Only hexrows A-P
on 16 & 19 and H
-GG on 46 & 43
are in play



Partisans of the 10th (Zagreb) Corps [ELR: 5] set up on Board 46, West of Hexrow V included {SAN 4} See SSR 2:

16						3		2	20



Elements of Aufklärungs Abteilung 55 [ELR : 4] set up on Board 43, north of the road 43 GG5-Z5-R1 {SAN : 2} (See SSR 3):

7				2		2		

Reinforced Elements of Siberian Kosaken Reiter Regiment 2 [ELR: 4] enter on turn 1 by the West Edge with the Infantry Mounted / Passenger and the Guns in Tow :

10					2	2	10	2	2

Scenario design : P. Naud

SPECIAL RULES :

- 1- EC are dry, with no wind at start. Kindling is NA.
- 2- All 3-3-7 / 1-2-7 are Partisans (A 25.24). They use the Italian SW without penalties. They may trade a Leader for a Commissar.
- 3- The German Vehicle crews use Italian Vehicles with no penalties.
- 4- All 5-4-8 / 2-3-8 are Cossacks. They have an underlined Morale [A 19.132 is NA] and are treated as Russians for Heat of Battle/Leader creation/deployment only. They do not possess Infantry Smoke Grenades nor Panzerfausts and use German MGs with no penalty. ☉ or ☉ in ion Ir ro wi oss nls n non ossack nls, a Leader s rsn in o ion o is
- 5- Each side earns CVPs as normally.
Each Single Hex Stone Building Controlled on Board 46 earns 1VP and each Multihex Stone Building earns 2 VPs (each hex of a rowhouse earns 1 VP). In addition, from turn 5 onwards, the Partisan may exit troops by the Eastern edge of board 46 and earns the corresponding Exit VPs.

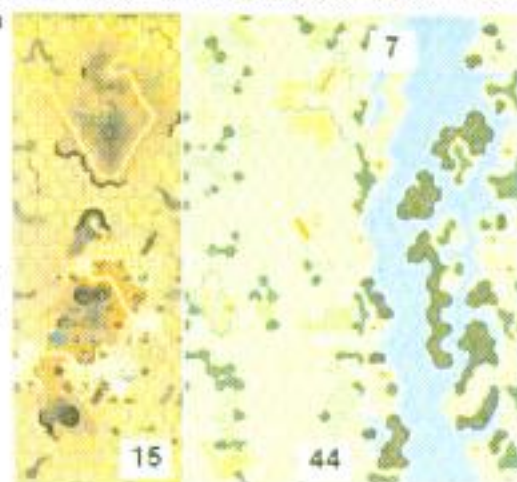
AFTERMATH:

The Cossacks "duck" was broken late in March. South of Zagreb, the reconnaissance group engaged a large - maybe 400 fighters - partisan unit and pinned it around the small village of Oborova. The timely arrival of the Siberian-Kosaken-Reiter-Regiment 2 sealed the fate of the guerillas. Encircled in the hamlet, back to the Save river, they tried to sell their lives dearly, but the firepower of the Cossacks and German forces proved too much for them and the besieged detachment was annihilated. That first victory was mentioned in the Wehrmacht bulletin, giving pride for Pannwitz and his men. In the following months, the Cossack division became known as the "Croatia fire brigade", winning many fights, but without preventing the final Axis defeat.



GABELA, Yugoslavia, January 27th 1945: As part of the ongoing defence of the important city of Mostar, on 27th January 1945, Kampfgruppe Becker (comprising first and third battalions of 370th Infanterie Regiment, and two battalions of 369th Artillery Regiment, all from 369th Infanterie Division, together with units from 9th NDH – Independent State of Croatia – Mountain Division) was committed in "Operation Bura". The goal of this operation carried out from Mostar and Listica was to cut communications for NOVJ (People's Liberation Army of Yugoslavia) forces moving south of Mostar towards the west, potentially cutting off the German-Croatian defenders of Mostar from the remaining Axis-held territories in Croatia and Bosnia.

Playing Time :
6 Hours



VICTORY CONDITIONS :

The German player wins at game end if he controls all level ≥ 3 hexes of hill 783 and there is no Yugoslavian Good Order MMC/APV ≤ 3 hexes of 7AA8, west of the river (for this purpose, bridge hexes are NOT considered west of the river).

BALANCE :



The German OBA has normal Ammunition.



Add one M3A1(a) to the Partisan OB.

★ Yugoslavs Set-Up First

✚ Germans Move First

1

2

✚ 3

4

5

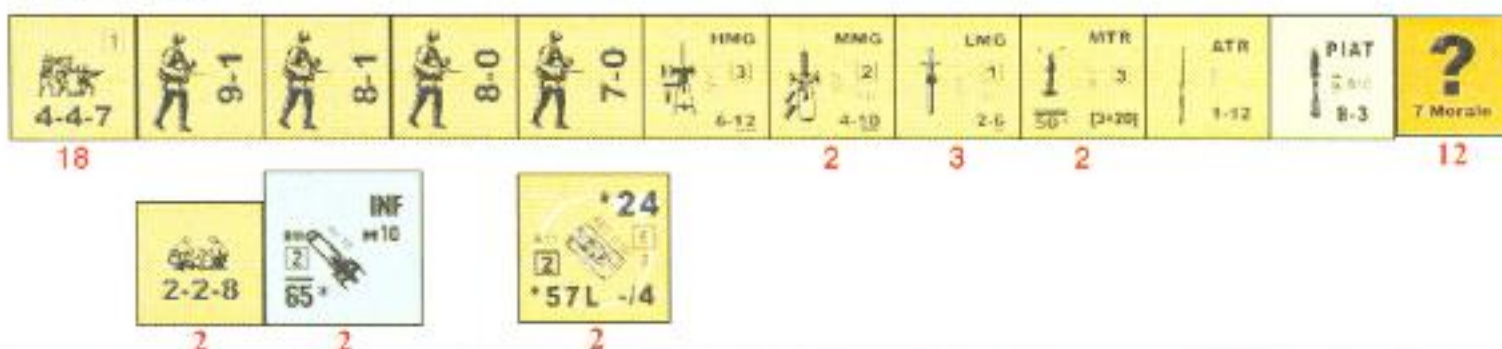
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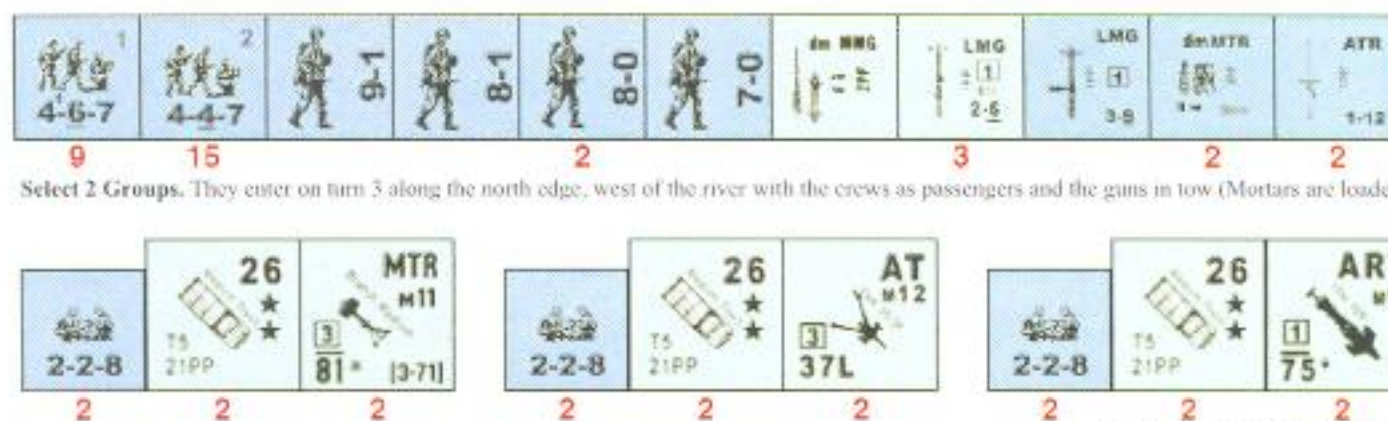
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END

Elements of the 4th Split Brigade NOVJ and elements of the 3rd Bat. First Tank Brigade [ELR : 3] set up west of the River, South of 15U1-7M10 [SAN : 4] :



Elements of 370 Infanterie Rgt. 369 Infanterie Div. (Kroat) [ELR: 3] set up West of the river, on/north of hexrow 15Y1-7I9 [SAN 3] :



Select 2 Groups. They enter on turn 3 along the north edge, west of the river with the crews as passengers and the guns in tow (Mortars are loaded dismantled).

Scenario design : Laurent « Hulk » Closier

Special Rules:

1-EC are Wet with a Mild Breeze from North-East. Place the following overlays: FT6 and FT7 on board 15, X13 in 15J10-44J1 OWI in 44G2-H2 and OG5 in 44H9-1110. A two-lane stone bridge exists between 7AA6 and 7AA8. Kindling is NA.

2- German units may use Allied Minor SW / Guns / Vehicles with no Captured Equipment penalties. PF and ATMM are NA.

3- Treat Yugoslavian units as Russian units [EXC: Human Wave is NA]. Yugoslavian units may use Allied-Minor SW/Guns and British SW with no Captured Equipment penalties.

4- Vehicular Crews may not voluntarily abandon their vehicle.

5- Trucks are Recalled as soon as their original Passengers are unloaded and Guns are unloaded/unhooked.

6- The Germans receive one module of 105mm OBA (Scarce Ammo, HE only) directed by an Offboard Observer at level 4 in any hex along north edge west of the river (secretly recorded before Yugoslavian setup).

Historical Result:

The operation appears to have taken NOVJ forces by surprise, and the three bridges over the Neretva river were captured and destroyed at Capljina, Gabela and Metkovic. This temporarily cut NOVJ communications East-West, as the Axis forces immediately retreated back to their lines around Mostar. This action was just a break in the general withdrawal of German forces to homeland.



East of BLAGAJ, Yugoslavia May 15th 1943 : On May 15th operation Shwarz began, aimed at encircling and eradicating thousands of partisans operating around the Mostar area. After discussion with the Italian commander of the area, who, having received no orders to participate in the operation, wanted to deny their German allies the transit through his area, the Prinz Eugen forward elements eventually reached the Narenta at 0430 am

The 1st Regiment, advancing southeast of Mostar, reached the eastern edge of Blagaj at 0815 am with the II / 1 (Ilahn). While pushing forward, the first defenders started to show up.

Playing Time :
3 Hours



Only hexrows A-P are playable

VICTORY CONDITIONS :

The German player wins at game end if there is no Unbroken Partisan MMC On / Adjacent to the Road A5-P4.

BALANCE :



Replace one 8-0 by one 8-1 in the german OB.



Add a 50mm Mtr and a 1-2-7 Crew to the partisan OB.

★ Partisans Set-Up First	1	2	3	4	5	6	7	END
☛ Germans Move First								

Rearguard Elements of the 7th Proletarian Division [ELR : 5] set up on/East of hexrow F nSAN : 45



7th SS Gebirgs Div. Prinz Eugen, II/1 8th Kompanie [ELR: 5] enter on/after turn 1 by the West Edge nSAN 25



Scenario design : Xavier « 658 » Vitry & Jean « 5+2 » Devaux

Special Rules:

- 1- EC are Clear with no Wind at start. Ground Snow is in effect.
- 2- For Set Up purposes, Crags and Levels 3 and 4 are considered Concealment Terrain.

Historical Result:

The attack didn't catch the partisans by surprise. Nevertheless, the serpentine road east of Blagaj was pretty difficult to defend and despite fierce fighting, the partisans could offer no better than a fighting withdrawal.

At 1015 am, the road was secured by the Germans.

Mini « Prinz Eugen » CG:

Play this scenario and then refer to page 45 before playing the next scenario, FT 64 « Savnik ».

If the German wins, read the



German victory

box. If the Partisan wins, read the



Partisan victory

box.



SAVNIK, Yugoslavia May 27th / 28th 1943 : A few days after Operation Schwarz was launched, the next attack objective for Division Prinz Eugen, the Savnik area, became even more significant. General Phleps deployed several units in order to reinforce the attack forces in this sector. A prisoner of war statement indicated that the Vth Brigade wanted to break out of the Orah area through Gornje Polje to the West with 15 companies of 90 men each. All companies were placed on highest alert. Battalion Dietsche was then ordered to seize the village of Savnik.

Playing Time :
3 Hours



Only Hexrows A-P on board 50 and R-GG on board 47 are playable.

VICTORY CONDITIONS :

The German Player wins at scenario end if he controls ≥ 9 buildings, or immediately if he controls the 13 buildings. The partisan wins immediately if he earns ≥ 16 CVPs. Prisoners do not count double and an AFV counts 2 CVPs (4 CVPs if the Crew is eliminated).

BALANCE :



In the VC, replace 16CVPs by 19 CVPs



Exchange the 7-0 Partisan leader by an 8-1

★ Partisans Set-Up First	1	2	3	4	5	6	END
🛡️ Germans Move First							

Elements of the 5th Proletarian Division [ELR : 5] set up On/West of hexrow 50N0-47T0 [SAN : 4]



3	7					3	2	10		2

Elements of Bat Dietsche, 7th SS GebirgsDivision Prinz Eugen [ELR: 5] enter on turn 1 by the East edge of board 50 or by the East edge of board 47 [SAN : 3]



12						3	2		2

Scenario design : Xavier « 658 » Vitry & Jean « 5+2 » Devaux

Special Rules:

- 1- EC are Clear with no Wind at start. Ground Snow is in effect.
- 2- The Partisan may designate two buildings as Fortified (Tunnels NA). The Partisans may not deploy nor form multilocation firegroups. The Partisan may set up 2 Squads and any Leader /SW which stack with them HHP. Bore Sighting is NA. The 5-2-7 Squads do not have Assault Fire.
- 3- No quarter is in effect for both sides and both sides may declare Hand to Hand.
- 4- The 5-2-7, 5-4-8 Squads and their derived Half Squads are Sappers and may use DCs without Non Qualified Use penalties.
- 5- The Crews may not voluntarily abandon their vehicles. The Radio in the German OB gives access to a 81 mm Bat mortar (HE & Smoke) with normal ammunition.

Historical Result:

Excellently supported by the Division Panzer Company, the SS Battalion fought its way to Savnik. The road was destroyed in several locations South of the village so after withdrawing to the East, the SS attacked from that direction. In spite of heavy fire from all the mountain peaks, the Germans managed to secure the village and attacked towards the mountains to the North. The last partisan resistance was broken and they withdrew to the North, in the direction of the river Durmitor.

Mini « Prinz Eugen » CG:

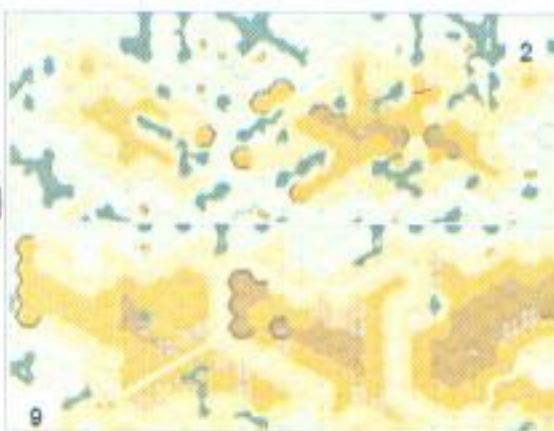
Apply the modifications displayed on page 45 and then play this scenario. At its conclusion, refer again to page 45 before playing FT 65 « Last chance breakthrough ».

For a German victory, add a 🛡️ symbol to the CG Victory track. For a Partisan victory, add a ★ symbol to the CG Victory track



Vojnik to Maglic mountains area, May 29th 1943: Two weeks after the beginning of Operation Schwarz, the picture gradually took shape, and the Partisan forces was being compressed around the Durmitor. The Germans wanted their enemies' main body to the North, but the situation developed otherwise. The Partisans finally recognize the gravity of the situation; they had more than 40,000 men, including many typhus victims and other wounded in an area without vegetation, rations, nor shelter. It was still cold, and whatever the cost, they had to break out in any direction they could. Tito threw back his weak 7th Division with a defensive mission. His best unit, the 1st Proletarian Division, was committed to break through to the Northwest in the hope that it would make it through the 118th Jäger or the 369th Infantry Division. Thus the 118th Jäger Division first felt the massive pressure at the confluence of the Piva and Sutjeska. The II/1 (Hahn) of the Prinz Eugen was also under great pressure, on the left flank of the division. It was partially encircled and caused the German commanders a great concern. They committed the Wirtschaft Battalion, the last reserves, to attack in the Partisan's rear, which was located North of Hahn positions...

Playing Time :
4 1/2 Hours



VICTORY CONDITIONS :

The Partisan Player wins if he exits ≥ 3 Squads between 2H10 and 2Y10 and earns ≥ 18 VPs. (Casualty VPs and Exit VPs). Prisoners do not count.

BALANCE :



Add a 8-1 to the German on board Set up forces



Replace the 9-1 Partisan Leader by a 9-2

★ Partisans Set-Up First

★ Partisans Move First

1

2

3











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6

END

Elements of the 1st Proletarian Division [ELR : 5] set up on board 9 on/South of hexrow 2 {SAN : 3}

 5-2-7	 3-3-7	 1-2-7	 9-1	 8-1	 8-0	 7-0	 MMG 2 4-10	 LMG 1 2-9	 MTR 3 50' (3-20)
6	16							5	

Elements of II/1 KG Hahn, 7th GebirgsDivision Prinz Eugen [ELR: 5] set up on board 2, on / North of Hexrow 3 {SAN : 3}

 4-6-8	 2-2-8	 1-0-1	 8-0	 MMG 2 5-12	 LMG 1 3-9	 MTR M11 81★ (2-60)	 INF M10 75★	 Foxhole 5 OVR, OBA: +4 Other: +3	 Sangar 15 or Gun OBA: +3 Other: +1
11	2				2			3	3

Elements of Wirtschaft Battalion enter on turn 2 on/between 9A1 and 9A10 or on/between 9GG1 and 9GG10

 4-6-8	 1-0-1	 8-0	 LMG 1 3-9
8			2

Scenario design : Xavier « 658 » Vitry & Jean « 5+2 » Devaux


Special Rules:

- 1- EC are Clear with no Wind at start.
- 2- Place Overlay FT5 on 9DD3-DD4 (and if you don't have it, ignore the building there).
- 3- No quarter is in effect and both sides may declare Hand to Hand.
- 4- If the Partisan 50mm mortar is not served by the Crew, it suffers Inexperienced use penalties. The 5-2-7 Squads do not have assault Fire.

Historical Result:

There was no front in this theater of war, no forward, no rear. The enemy was all around and it was best if the staffs and the supply troops could see to their own security, not to talk about the wounded.

Hahn beleaguered unit was freed by the Wirtschaft Battalion, but some Partisan units managed to escape from the trap of Operation Schwarz.

Mini « Prinz Eugen » CG: For a German victory, add a  symbol to the CG Victory track. For a Partisan victory, add a ★ symbol to the CG Victory track

After completion of the 3 scenarios, the players should read the final CG victory according to the 3 Prinz Eugen and / or Partisan symbols earned during the games. The victories level are as follows: decisive, outstanding, victory, marginal, draw (can only be obtained by the special rule which follows). Nevertheless, if during FT 65 the Partisan exists NO GO MMC, raise the German final victory level by one, or in case of a Partisan final victory, lower its victory level by one. If during FT 65 the Partisan player earns ≥ 26 VPs (CVPs and Exit VPs), raise the Partisan final victory by 1 (or in case of a German victory, lower it by 1). Thus, lowering a Marginal German or Partisan victory would yield a draw as a final CG Game result.



GROHOTE (Solta Island) March 19th 1944 : The 2671st Special Reconnaissance Battalion (US Army) had been training for some time on Vis Island. On the night of March 17th, 1944 they boarded a Yugoslavian gunboat with their combat gear and were told that they would join the British #2 Commando to capture the town of Grohote, on the Island of Solta. Unit B under Captain Houlihan slowly edged its way towards the German garrison when the Spandos opened fire and pinned the rookie Americans while the British Commandos were standing. Their commanding Officer, Lt Col. Churchill shouted "Don't worry Yanks, it's a long way off!"

Playing Time :
3 Hours



VICTORY CONDITIONS :

The Allied player wins at game end if there are no Unbroken German MMC on board 46, East of row W.

BALANCE :



Reduce the area to be cleared to East of hexrow X.



Extend the area to be cleared to whole board 46.

Only hexrows A -P on board 18 and R -GG on board 46 are in play

German Set-Up First	1	2	3	4	5	6	END
	Allies Move First						

Marine Troops of the Solta Garrison [ELR: 3 - See also SSR 4] set up anywhere on board 46 vSAN: 30 :



 4-6-7 3	 4-4-7 4	 4-3-6 4	 2-2-8	 8-1	 7-0	 7-16	 5-12	 3-8	 75*	 1 - SSR 4
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Unit B 2671st Special Reconnaissance Battalion [ELR: 3] set up on board 18 on xrow vSAN: 20 :



 5-4-6 7	 8-1	 8-0	 4-10 2
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Elements of OC 2 Commando with support of Vis Artillery Company heavy weapons elements [ELR: 5] set up on hills of Board 18 :



 6-4-8 5	 9-2	 8-0	 2-2 3	 2-4-7	 6-14	 2-2-8	 76* (5-16) (3-63) 2	 150 12
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Scenario design : Jean 5+2 Devaux

Special Rules:

- 1- EC are dry, with no wind at start. Kindling is NA.
- 2- The Rowhouses do not exist and are single story only. Treat the black bars as Open Ground.
- 3- The Allied Player receive Air Support in the form of Dive Bomber with 150mm bombs, which arrives as per E 7.2. The Aircraft is automatically recalled after 2 Game Turns on board. A mistaken attack (E 7.32) occurs on a final DR = 11. The Allied player may not declare No Quarter.
- 4- The Germans may set Up Concealed in Concealment terrain. They may fortify one Building Location (Tunnel NA) [Exc : the Church AA7]. If and when this building is controlled by the Allied Player, the German ELR drops by 1. Their ELR also drops by 1 when the Allied Aircraft leave the board.
- 5- Civilian interrogation is in effect. The German are in a hostile Country, the Allies are in a friendly country.

Historical Result:

After a period of brisk firing from rifles, Machine Guns and light automatic weapons on both sides, the first dive bomber run was made, immediately followed by a second run. The advance, temporarily interrupted by the bombing resumed. After a third bombing, the German will to resist appeared to collapse and small groups commenced surrendering. Allied troops rushed into town among a heavy pall of smoke and dust and started to round up the remainder of German garrison.



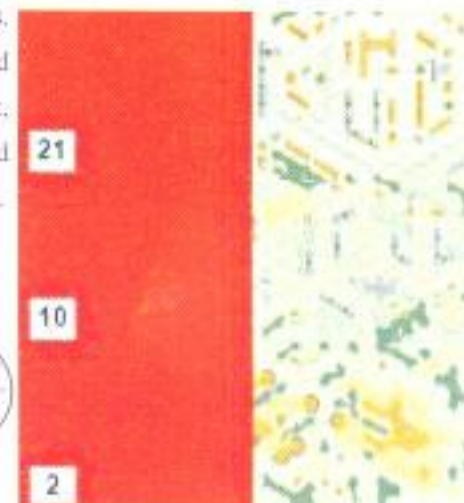
VICTORY CONDITIONS :

The Partisan player wins if he controls ≥ 6 Multi hexes Buildings [Rowhouses NA] at Game End.

BALANCE:

- ✚ Exchange the 7-0 for a 8-1 in the German OB.
- ★ The Partisan OBA has Smoke ammo.

Playing Time :
9 Hours



Only Hexrows R+ GG are playable

<div style="display: flex; justify-content: space-between;"> <div> Axis Set-Up First </div> <div> Partisan Move First </div> </div>	1	2	3	4	5	6	7	8	END
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Reinforced Elements of the 264th Infantry Division [ELR : see SSR 2] set up on boards 21 and 10 (SAN : 4) [See SSR 2 and SSR 3]:

 4-4-7 8	 2-2-8 2	 7-0 1	 7-0 1	 7-15 1	 8-12 1	 3-8 1	 7 Morale 12	 TCA 1	 MTR M11 81* (2-30)	 AT M8 75L
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 3-4-7 6	 8-0 1	 4-6 1	 2-7 1	 7 Morale 6
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 24	 1+5+7 4	 2	 MPH/RtPh: dr=MF CC: +1/-1 6	 Fortified Building Location New TEM +1 2	 12 37	 13 47
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Armor support enter on turn 1 by the North edge :

Partisans of the 26th Dalmatian Division [ELR: 5] set up on Board 2 (SAN 4) [See SSR4 and SSR5]:

 6-2-8 2	 5-2-7 3	 3-3-7 15	 3-2-8 1	 2-2-8 2	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	 7-0 1	
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Special Rules:

1-EC are Wet with Ground Snow and no Wind at start. Kindling is NA. Roads are not paved.

2- German ELR is 3. Croatian ELR is 1. The Axis Player may fortify two Building Locations. Tunnels are NA. 2 Axis Squads and all SMCs & SWs stacking with them may Set Up HIP. The Cupola is a PzKpfw35R (f) turret.

3- All the MMCs of the Allied OB are Partisans. The 6-2-8 and 3-2-8 are considered Elite and are Assault Engineers/Sappers. They may exchange one Leader for a Commissar. They use the British SWs/Guns/Vehicles with no penalty. Armored Assault / Riders is NA for the Partisan Player. The Radio gives access to a "Russian" 80mm (HE only) OBA module with Plentiful Ammunition.

4- Interrogation Rules, including Civilian Interrogation, apply. The Axis player is in a Hostile Country, the Partisan player is in a Friendly Country.

Historical Result:

Despite the armor support, the Partisans encountered many problems, especially from the lack of coordination between the armor and the infantry. One tank and one armored car blundered on mines. Another Stuart was lost to an anti-tank gun and one damaged. The attack finally stopped 'cause of heavy resistance. Knin garrison held fast until the end of the month when Partisan pressure forced it to retreat, suffering heavy losses in the process.

Scenario design : Philippe Naud



GRADISTE, Yugoslavia December 23rd 1944 : During fall 1944, an independent cavalry unit, the Prva Konjicka Brigada (PKB – 1st Macedonian Brigade), joined as reinforcement the People's Liberation Army of Yugoslavia (NOVJ) led by Tito. Early in December, this cavalry unit was integrated into the 21st Serbian division as regular unit and received new equipment. From 3rd to 6th of december, it was involved in the 1st Proletarian Army Corps offensive in the Srem area. The flooding of several rivers forced the Russian units to change their attack direction. Positioned on the left flank of the 21st Serbian division, the PKB used the advance of the 5th Serbian brigade to infiltrate the German defenses in this wooded and flooded area.

Playing Time :
3 1/2 Hours



VICTORY CONDITIONS :

The Yugoslavs win at game end if they control ≥19 buildings on board y, on / between hexrows H and Q and / or if there is no German Unbroken MMC in the same area.

BALANCE :



Replace the 9-1 Leader by a 9-2 leader in the Yugoslav OB.



In Victory Conditions change 19 buildings for 20 buildings.





⚔ Germans Set-Up First

★ Yugoslavs Move First

★	1	2	3	4	5	6	END
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Elements of Prva Konjicka Brigada (First Macedonian Brigade) 1st proletarian Army Corps [ELR :4] enter mounted on turn 1 along the North and / or east edge and / or dismounted between y A10 and y110 {SAN : 2} [See SSR 2].



 5-2-7	 4-4-7	 1-6	 8-1	 8-0	 2-6	 12
6	10				4	16

Elements of non identified German infantry unit [ELR: 3] set up in stone buildings hexes on board y on / between hexrows H and Q {SAN 2} [See SSR 3 & 4]



 4-6-7	 4-4-7	 8-0	 7-0	 1-1	 3-8	 2-6
3	6					

Scenario design : Laurent « Hulk » Closier

Special Rules:

- 1- EC are Wet With a Mild Breeze from North-East. Weather is Overcast. Kindling is NA.
- 2- Treat Yugoslavian units as Russian units [EXC: Human/cavalry Waves are NA]. Yugoslavian units entering as Infantry must leave their horses counters offboard (these are not in play).
- 3- German units begin the scenario TI. As soon as a German unit has a LOS to a known enemy unit at ≤ 16 hexes or is attacked, the unit loses its TI status immediately.
- 4- German Units use Allied Minors LMGs without captured equipment penalties and have no Panzerfausts.

Historical Result:

At dawn on December 23rd, a PKB detachment entered the village of Gradiste. The sudden arrival of Russian riders threw panic among German soldiers who thought it was an airborne assault. The German suffered heavy losses in street fighting which lasted for two hours, before abandoning the village. After three days spent behind enemy lines, the Prva Konjicka Brigada moved back to its initial positions on Christmas evening, before going on rest.

