

Partizan! Rules clarifications

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Combat

- **Do you apply column shifts before or after rounding down any attacks to either the 7:1 or 5:1 column?**
- After. Shifts are always applied last.
- **Can you decide to attack at very low odds (ie: 1/8 for example)**
Yes.
- **19.2.3 refers to Axis units being "forcibly retreated" due to combat with amphibiously invading Allies, but as I read the rest of the rules, only partisan units can ever use any kind of retreat, that otherwise combat results are step losses only.**
"Forcibly" retreated meaning a retreat caused by a combat result, not a 'voluntary' retreat (which only the partisans can do).
- **If the Axis have the initiative 5 times in a turn, can they use their bomber 5 times?**
Yes. See 5.2 The Axis player may fly the Axis bomber unit to any combat hexes during each occurring combat encounter that is "Axis Initiative" (see [11.4]).
- **11.6 does the "Re" result cancel any step losses required?**
Yes, a retreat cancels any step-loss. This is also a bad edit: Disregard the phrase "from the attacked hex": The target hex is NOT attacked yet (because the retreat occurs during the initiative phase before any attack actually occurs. That is the whole purpose of the rule.
- **11.9 & 13.3 Are eliminated partisan units returned to the pool of "unknown partisans" which haven't entered play yet, or to a dead pile where their strengths could be checked before deciding to rebuild them? Assume to unknown partisans. Is this correct?**
The rule says: "The Partisan player may use his allotted RP(s) to build or rebuild any Partisan and/or Allied unit(s), which may include the E.I.S. partisan land units."

Partisans and Target Objectives

- **Can partisan units destroy Target Objectives (and receive VP for so doing) either at the end of their movement (thereby defending at half strength against any subsequent Axis attacks) or during the End Segment if they survive Axis attacks while defending at full strength?**
Yes. The rules now incorrectly state that Target Objectives are destroyed during the "Target Objective Removal Phase". In fact, the objectives can be destroyed at the moment they are occupied.
- **If the Partizan play attacks Axis units in a hex containing an objective and are able to advance into the hex due to retreat or elimination of the Axis unit, can they then destroy the objective that turn?**
Yes; insofar as the Victory Check Phase is the last phase of a turn, a partisan unit that is in a hex with a Target Objective, by whatever means, can declare that objective as being 'destroyed'.
- **Destroying an objective halves the units offensive and defensive capacity for the rest of the turn. If the destruction doesn't occur until the end of the turn, then that effect is lost? Don't you mean the destruction is immediate in either the movement or combat phase (if it advances into an objective hex)**

and the points are recorded until the Victory Check Phase?

In essence, yes. Because the VP "check" (for a destroyed objective) is the last event of the turn, all partisan movement occurring during the turn effectuates a target objective's destruction (regardless of how the partisan unit got there).

In other words, a target objective can only ever be destroyed when a partisan unit enters the hex (so it can be counted at the end of the turn).

- **Furthermore, if more than one partisan unit is in a hex with an objective are all units halved (i.e. they destroyed it together) or can the partisan player chose which unit did the destruction and takes the effect?**

Yes; the qualifier is the destruction of the Target Objective in that hex, not partisan unit that enters there. In effect, it represents that these partisan units (whether there already or just moved in) aren't hiding in the hills and woods, but are known to be in the area because of the destruction of the Target Objective there.

- **Some "objective destroyed/strength halved" markers would be neat. I've been rotating the units 90 degrees, but markers would be better.**

The idea was to flip the Target Objective over to its reverse side in that hex (to the VP side), to indicate such hexes and such units.

Reinforcements and Replacements

- **Am I correct inferring from 13.3 that partisan reinforcements cannot actually appear on the map until purchased with RP? I also assume all partisan units to so appear are picked randomly?**
- **How Croatians arrive is not mentioned in Section 6. Also, there are six Croatian 0-2-6 and a Croatian 1-2-8 that have no turn of arrival, and as well are not mentioned in the initial setup.**

- Yes, the Partisan units must be built with RPs, although you need not randomize them when actually purchasing them.

Those units don't arrive; they must be built with available RPs.

The Croatian units not printed with an arrival turn must be purchased with Axis RPs to be placed onto the map.

- **I'm still not sure how the Croatian units with no turn of entry number on them and also not in the initial setup can enter the map. Croatians receive no RP, and the rules state that RP must be used by listed nationality only. (13.5)**

Under the Axis Operations Segment (rule [5.2]), it mentions the KG Kampfgruppe, which can be built in addition to the order of battle. The Croatian 0-2-4 units may be built in the same way (since the rules state that eliminated Croatian units may not be rebuilt). The paragraph should read as follows:

RP Phase

Tally the total number of RPs (Replacement Points) received by Germany, Italy, Bulgaria and Hungary (refer to the Replacement Chart on the map). Then, rebuild any depleted and/or eliminated Axis units accordingly (if any). If there are no depleted or eliminated Axis units, no RPs are accrued, although the Axis player is provided with three KG (Kampfgruppe) units (and up to six Croatian militia units, numbered 1, 2, 3, 4, 5 and 6) to build if there are no depleted or eliminated units to rebuild.

Think of the RPs as Italian weapons, not soldiers - the Croatian nation had little trouble keeping its formations full.

Where on the map are built Croatian units (ie those numbered 1, 2, 3, 4, 5 and 6) placed?

Anywhere available to set-up Axis units.

- **5.1 & 13.1 appear to be in conflict - 5.0 doesn't mention "as yet un-built units" as does 13.0 - assume 13.0 prevails. Is this correct?**

The "as yet un-built units" is a bad edit: The original wording in 13.0 is simply "non-built", so the two rules actually agree if you ignore "as yet un-built" and instead assume that you can build any units (even eliminated units) unless specifically prohibited by a specific rule (such as the Croatians).

Misc

- **19.2 implies an amphibious invasion can take place as early as turn 5, but the Allied units that can take part are printed as arriving on Turn 7.**
- **Map - 6 rail lines leading out of Yugoslavia don't have Axis USS hex markers - Is this correct?**

Well, turn "5" is the turn in which the Allied player must decide to conduct Operation Armpit, not the first turn of the units arrival.

Yes, the only USS hexes are those printed in Germany and Italy. There is also one in Backa, actually, as well. In other words, the map is correct.

- **Only the partisans get VP's? No German VP for killing partisan units?. how do the Germans prevent the Partisan from running away with game by just moving onto every target hex in sight and racking up the points?**

The Partisan player loses 10(!) VPs per each partisan unit that is not on the map when the game ends, so killing partisan units is extremely lucrative for the Axis side. The upshot of this from the partisan player's perspective is that he is unwise to try to use his units like a conventional army, taking on the German army directly. Of course, it would be ahistoric for the game to encourage the partisan player to play that way, so that is why eliminated partisan units deduct VPs.

To be clear, eliminated and not re-built, right?

Yes. If it's not on the map at the end of the game, it counts against the Partisan.

Partisan units built, later destroyed and not built again don't cause a -10 victory points ?

Any partisan unit that has been on the map and then eliminated is counted as -10 VPs...unless it is built and back on the map again.

...minus VP for the Partizans eliminated (or not built) units in the dead box

Partisans that weren't killed (never built) are not counted against the partisan player's VP total.

- **Why does the VP track only go up to 33? Was there once a different VP scheme? Perhaps changing the numbers to a "units, tens and hundreds" triple track would fix it.**

The VP track is intended as a sort of glorified count-on-your-fingers track as you counted up VPs throughout each turn, but the net running total of VPs was meant to be recorded with pencil and paper. But yes, a x10 and x100 marker would have been a good idea.

- **9.5 Which regions are in Serbia, Croatia & Montenegro? - map doesn't show.** Montenegro is "Sandzak" and "Highlands". Serbia is Podrinje, Banal, Sumadija, Podunavlje, N. Macedonia and S. Macedonia. Croatia is Eastern Bosnia, Herzegovina, Central Bosnia, Srem, Krajinis, S. Dalmatia, Western Bosnia, Slavonia, Central Croatia, Central Dalmatia.

Some of the frontiers of Hitler's "new order" were suppressed from the map to avoid cluttering and confusion with the region borders. The 1941-44

frontiers would look like this, more or less



Fixes

- fixed* **Possible typos: I assume the reference in the last paragraph of 11.11 should be to 10.0, not 6.0, and the fourth line of the left column on page R10 should begin "NO weapons cache chits..."**
 Yep, you're right...both are definitely editing typos.
- **Misprint in Target Objective Axis Table, column 2? The placement hex for the second rail line there is listed as 2615, which is not a rail hex; I used 2618 instead.**
 Yes, that's correct.
- **In Axis Target Objectives col 5, both viaducts are listed in the same hex (2610), and the weapons warehouse is listed in hex 2026--there are no hexes numbered higher than xx23 on the map.**
 I think the second Viaduct is supposed to be 2620 (not 2610), and the warehouse should be 2022 (not 2026).
- **Map errata - North and South Slavonia should be North and South Slovenia.**
 Yes.

*Fixed in Partizan! updated rulebook as of Jan 16, 2011

Sources

- Updated rulebook https://strategyandtacticspress.com/WaW_16_Partizan_Rules.rtf (or in BGG game links section)
- ConsimWorld <http://talk.consimworld.com/WebX?13@54.LDD2bSkbOCq.86@.1dd4fe7d/0>
- BGG game page <http://www.boardgamegeek.com/boardgame/73361/partizan>