

1. Political Phase Axis

- » Axis Phase: Turn 5+, roll for Italian Surrender Event [7.0]
- » Axis Phase: Turn 5+, roll for Allied Landing Scares [8.0]
- » roll 6D until end of the game and check Turn Track
- » if successful, German (not Axis) army receives +3 RPs, Partisans additional +1 VP for each Landing scare Hexes occupied by Partisans/Allied

2. RP Phase Partisan/Allied Partisan

- » **Replacement/ Reinforcement Points:** roll D6 for RP points to:
 - » **rebuild eliminated Partisans** (they are NOT picked randomly!)
 - » **rebuild depleted Allied** units (not eliminated)
 - » **place newly arriving Partisan** and/or Allied units on map:
 - » add units with printed game turn entry to reinforcement pool
 - » they are drawn randomly!
 - » Tito may never be rebuilt
 - » **Placement**
 - » any unoccupied hexes within Yugoslavia
 - » place unit in separate region if possible, except up to (3) units in region with Tito
- » **Weapons Cache:** roll D6 and refer chart

2. RP Phase Axis Axis

- » **Replacement Points:** refer to the Replacement Chart
 - » rebuild eliminated or depleted Axis units
 - » nationality RPs are used to rebuild only its OWN units
 - » eliminated Croatian/Ustashi units cannot be rebuilt
 - » if no German units to rebuild, use KG, Croatian militia (marked 1-6, strength [0-2-4]) or Croatian 1k unit [1-2-8]
- » **Reinforcements**
 - » new units have turn of arrival indicated in upper right corner
 - » German Arrivals
 - » any town/city with rail path to Germany proper
 - » may be occupied by Croatian/Ustashi units
 - » Ustashi Arrivals
 - » any unoccupied hex except Serbia and Montenegro
 - » may be occupied with Croatians/Germans/Italians
 - » Italian Arrivals
 - » any town/city with rail path to Italy proper except regions bordering Hungary/ Romania/ Bulgaria
 - » not occupied by non-Italian units
 - » Bulgarian Arrivals
 - » North/ South Macedonia not occupied by non-Bulgarian units
 - » Hungarian Arrivals
 - » in Backa not occupied by non-Hungarian unit

3. Target Objective Placement Partisan

- » **Place Target Objective markers for new turn**

4. Movement Partisan / Axis

- » move any or all **Partisan/Allied** or Axis units
- » no ZOC: units have unrestricted movement
- » any unit may always move (1) hex
- » Movement column have (3) columns: Leg, Motor, Mountain/Cavalry units
- » **Roadway:** moving along rail line is 1 MP regardless of terrain
- » **Town and rivers** penalty (+1) IN ADDITION to terrain feature
- » **German Railway Movement**
 - » German (only) units may move to rail hex, disengage after any length contiguous path, and if left movement, continue off rail
- » Axis Port-to-Port Movement
 - » until Italy surrenders, any Axis unit moved to coastal port town/city may be once per turn transported to other unoccupied port
- » **National Movement Restrictions**
 - » Italian units may not enter region adjacent Hungary/Romania/Bulgaria
 - » Croatian/Ustashi units may not enter Serbia/Montenegro
 - » Bulgarian units may not leave N/S Macedonia until Italy surrender
 - » Hungarian units may not leave Backa until Italy surrender
- » **Stacking**
 - » tallied in terms of **unit steps** regardless of type
 - » Axis Restrictions: Only Croatian/Ustashi and German units may stack together. No other nationalities may mix
 - » Partisan Restrictions: Partisan units may stack with UK units
 - » Allied non-Partisan units may stack together

5. Destroying Target Objective Partisan

- » **Partisan/Allied unit must end movement in declared Objective hex**
- » **unit may attack adjacent hex after destroying Objective with normal 1/2 combat strength**
- » **Partisan Vulnerability** after Objective destruction
 - » Partisan (not Allied) units have 1/2 combat strength (rounding up) for remainder of turn **OR unit retreats** per "Initiative & Retreat" table before combat
 - » flip Objective marker to represent units half strength

9. Victory Point phase after Axis

- » **Casualty Deduction:** keep track of destroyed but not rebuild partisan units. At game end deduct (-10) VPs per Partisan (not Allied) unit eliminated and not redeployed.
- » **Destroyed Target Objectives:** for each Objective destroyed this turn
- » **Partisan-controlled Town/City:** (+1) per town, (+2) per city presently occupied each turn (mark units when entering towns for easier tracking)
- » **Line of Communication (LoC) Interdiction:** (+1) VP per resource hex which cannot trace rail line to German proper
- » **Landing Scare:** (+1) VP per "Landing Scare Hexes" currently occupied by Partisan/Allies (only if Landing Scare Event is rolled)
- » **Tito Elimination:** (-2) VP per turn after Tito is eliminated

6. Combat Phase Partisan / Axis

- » initiate combat with adjacent units. Declaration of all attacks is not mandatory. Stacking units may split attack to different hexes. Each hex may be attacked only once.
- » **Unknown Partisans**
 - » Partisan strength is reveal upon attack/defense or Objective destruction. Axis cannot disengage from attack upon revealing.
 - » After attack/Objective destruction, flip Partisans to "Unknown" side
- » **Initiative**
 - » declare attack and roll initiative
 - » check modifiers on Turn Track and hex terrain (clear/mountain)
 - » on (1,2) Partisan may retreat cancelling combat. May be attacked again same turn by unplayed Axis unit. Has normal defense.
 - » Initiative winner picks Combat Results Table and **receives support**
 - » (1) **Weapons Cache to increase Combat Strength: if available, may be placed on Partisan unit (attacker or defender)**
- » **Calculate Odds** (attacker/defender)
 - » Odd shifts
 - » **Town/ City, Terrain, river** hexside shift (check map chart)
 - » Axis/Allied Bomber (initiative only, 1 shift)
 - » 50%+ German unit **steps** (attacking only, 1» shift)
 - » Axis Motor units (Assault Table, attacking, 2» shift)
 - » **All Partisan Attack** (Close Combat Table, attacking, 1» shift)
 - » Partisan Navy (coastal hex, 1 shift)
 - » Resolve losses on selected CRT (# attacker/ # defender)
 - » if result have **Re** suffix, Partisan units may retreat (full movement) cancelling any step losses required. May be attacked again.
 - » Advance After Combat: requires no MPs, up stacking limit

7. Supply Phase Partisan/Allied Partisan

- » Allied: units must trace supply to Partisan/Allied last-controlled port
- » Partisan: roll D6 and refer to Partisan Supply Check table
 - » eliminate indicated **steps** from Partisan/Allied units

7. Supply Phase Axis Axis

- » units must trace path to Axis Supply Source
- » Supply Exemptions: 500th SS, 2nd SAS, F10 are always in supply
- » **Out-of-Supply (OOS) units:**
 - » have combat strength and movement halved (rounded up)
 - » cannot be rebuilt
 - » if OOS for 2+ consecutive turns, loses (1) step unless in town/city

8. End of Turn after Axis

- » **Destroying Target Objective:** if partisans are still in Objective hex, Objectives may be destroyed now instead at Target Objective Phase
- » **Weapon Cache Removal:** remove markers from map
- » **Target Objective Removal:** remove objective markers
- » **Victory Check Phase:** tally VPs for this turn