



EASTERN FRONT PARTISANS 1942-45

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THE PARTISAN PLATOON

Partisans were organised in military-style formations, but there was no set standard for what a "platoon" or a "battalion" would have. Partisan leaders had to draw from the manpower and weapons they had available, and the forces used would change depending on the mission.

The Partisan list is designed with a core of Green rifle-armed troops, and a generous list of options to "bolt on" to build your force.

PLATOON FORCE RATING:

Green: -12

Command Dice: 4 (5 with professional officer upgrade)

Platoon Headquarters

Leytenant, *Senior Leader*, with pistol

Sniper team

Squads One and Two

Serzhant, *Junior Leader*, with SMG

9 Riflemen (or women, Reg)

PARTISAN SUPPORT LIST

List One

Satchel Charge

Two extra SMGs (max one per squad)

Two semiautomatic rifles

DP-28 LMG for one squad (two men become crew)

One Molotov cocktail per squad

Stolen German car

Medic

Runner

Partisan demolition team

Partisan wire clearing team

Entrenchments for one team

List Two

Roadblock

Upgrade CO to professional officer

Green partisan squad

Green partisan LMG squad

Looted MG34 for one squad (two men become crew)

Single panzerfaust

50mm RM-38 mortar team, two regular crew

PTRD anti-tank rifle team, two regular crew

Regular tank killer team, 3 men

Sniper team

Horse mount one squad

List Three

Regular partisan squad

Regular partisan LMG squad

Commissar

Regular Maxim "tripod" MG with 5 crew

M1937 45mm AT gun, JL and 5 regular crew

List Four

Partisan engineering squad (two teams plus JL)

Regular partisan assault team

Regular infantry squad (same as regular army infantry squad of same period)

M1927 76mm infantry gun, JL and 5 regular crew

L46 45mm AT gun, JL and 5 crew

List Four

Elite scout squad

NOTES:

Partisan Weapons and Equipment

The partisans were equipped with a bewildering array of small arms, but the bolt-action Mosin-Nagant "Three line rifle" was common. Many also had captured Kar-98s, or other obsolete ex-military rifles from the civil war or Tsarist days.

SMGs were in relatively short supply, and mostly PPSH or German MP38s and 40s, although unique weapons were clandestinely produced. Machine guns were mostly DP-28s the same as the army, although captured German belt-fed guns are available, and German rear-echelon units also used a lot of mag-fed LMGs such as the Czech ZB-26 and ZB-30 (a close relative of the Bren) many of which found their ways into partisan arsenals.

In general, early partisan forces had to make do with whatever they could scrounge up, so MGs and artillery should be very rare. After the summer of '42 supply from Moscow started to improve things, and by summer '44 many partisan groups were fairly well-equipped miniature armies.

In snow all partisan infantry can be equipped with skis for free, and support weapons can be sledge-mounted. This removes any penalty for snow.

Any regular troops also have frag grenades, green ones do not. No troops have rifle grenades, and only specialist AT teams have AT grenades.

Partisan Tank Killer Team

Three men with rifles or SMGs and molotov cocktails or AT grenades

Partisan Assault Team

Junior leader plus five men all with SMGs and Molotov cocktails. Aggressive. Molotovs can be used against AFVs as per the rules, or against softskins where they roll three dice.

Runner

Runners work like an Adjutant. Every time a runner is used roll a d6: 1 or 2 means that the unit deploys but the runner has been diverted or killed and cannot be used again. There is no limit on the number of runners.

Professional Officer Upgrade

This upgrades the platoon commander to an army or NKVD officer. This increases the platoon's command dice to 5.

Partisan LMG Squad

Two DP LMGs with two crew each, plus two riflemen and a JL with rifle or SMG.

AT and infantry guns

These were rare, and ammunition was scarce. Dice for each gun before the game, you will have 2+d3 rounds of ammunition. Once the gun is out of ammo it can be retired off-table without penalty by being activated while unpinned within 12" of a JoP. Only one gun can ever be fielded.

Scout Squad

An army scout squad as per main rule book: two four-man teams (each 2 SMG, 2 rifles) and a JL with an SMG.

Partisan Engineering Squad

One JL and two teams of 3 men each. Pick from either demolitions or wire clearing after the enemy have placed their obstacles.

EXAMPLE PARTISAN FORCES

Partisans are well motivated but lacking in fieldcraft and formal training. Small groups rated as regulars are available on the support list to represent more experienced cadres.

Partisan commanders should build a custom force around their two core rifle squads, as real-life irregular units were flexible in numbers and composition. Partisans were paramilitary but should not have the same rigid structure as professional troops. The low -12 rating should give you plenty of options to build up a viable force.

Their support list is reasonably well stocked with small arms and engineering specialists. Heavier weapons weren't unknown, but ammunition is limited. Indirect fire is not on the menu. Their limited firepower shouldn't be too much of a problem for the kind of games partisans should be fighting. Opponents will mostly be rear-echelon troops such as Ostruppen, Hiwis, Ukrainian nationalists, police units and low-grade German army units that aren't particularly well-equipped themselves. A green German army platoon rated -5 would be a suitable opponent, for example.

Example 1: Partisan roadblock ambush force vs Green Germans

Platoon HQ: SL & sniper

- Squad 1: JL and 9 rifles
- Squad 2: JL and 9 rifles
- Squad 3: Green LMG squad
- M1937 45mm AT gun
- Roadblock

With the partisans playing the defender in a Probe scenario (Germans trying to get their troops past the roadblock and off-table) an average roll for additional support might be a 3 with which they could get molotov cocktails and/or DPs for the rifle squads

Example 2: Partisan assault force vs Green Germans

Platoon HQ: SL, sniper & runner

- Squad 1: JL, DP LMG and 7 rifles
- Squad 2: JL, DP LMG and 7 rifles
- Squad 3: Regular assault team

With an average roll for support (7 points) this could be upgraded with the Regular Army CO, 2 satchel charges, a 50mm mortar and a demolition team.

PARTISAN NATIONAL CHARACTERISTICS

Razvedchiki

Partisans are experts at infiltration tactics and scouting. Their ability to survive in occupied territory depends on it! Many are local hunters and outdoorsmen who know the land and are skilled at stalking in small groups.

Partisan teams and scout squads may move with up to 2d6 while in Tactical.

Uraaaaaah!

A Partisan Senior Leader may by using all his Command Initiatives order all the sections within his Command Distance that haven't been activated yet in that Phase, to assault the enemy. Any troops so activated will move with up to 4D6 straight towards their chosen enemy, each squad dicing for its own movement. They halve their Shock for the Movement purposes (rounding up). Any Squad or Squads which gets within 4" from enemy initiates Close Combat

SPECIAL RULES

Strike Where We Choose

Partisans will only assemble to fight at a place of their choosing, so will normally have the initiative and be the attacker in a game. It is suggested that the Germans are not normally able to engage them in anything other than Patrol or Probe games, as the partisans simply won't stand and fight against a strong enemy force who may be able to attack with artillery and armour. If the partisans are the attackers, then any scenario can be used.

This rule isn't intended to be unbreakable. The Germans did occasionally locate major partisan bases where the partisans were forced to stand their ground. An attack on these with a limited German support list suitable for a rear echelon unit could make an interesting game.

"Nice tank, we'll take it!"

Often the only way for partisans to have access to heavy weapons is to take them from their enemy.

Partisans can field any weapon or vehicle off the German support list, or any other weapons available to their enemy, such as French R35 tanks in German service. The support cost is increased by 50% (rounded down, minimum extra cost is 1 point). Crew-served weapons and AFVs count as Green. Armoured vehicles also always count as uncommanded (activate on a 1), as the partisans really have no idea what they're doing!

Dirty War

While representing the worst atrocities committed by either side in a game would be in poor taste, some recognition of the harsh realities of their war is appropriate.

When fighting SS troops all partisans are diehards. When playing a campaign any troops taken prisoner by either side are executed and cannot escape to re-join their unit.