

# QUICKIE PARTISAN CAMPAIGN

## Background - 19 June 1944

Soviet forces are about to unleash a major offensive on the Germans (Operation Bagration) and partisan units behind German lines have been mobilised to seize the rail lines and highways.

The Germans of 203 Security Division have nowhere near enough men to fully control the roads and rails so rely on a series of strongpoints with mobile reserves that will rush to the rescue when required. An attack on (and relief of) one of these strongpoints is where this mini-campaign is set.

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## Campaign length

3-6 games

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## Campaign Type

This is a No Map Campaign designed with Chain of Command and At the Sharp End in mind (see p6 of At the Sharp End).

However, the campaign doesn't use the standard ladder, but instead uses a flow chart. Mostly this is done to create a narrative, and to limit the length of the campaign to something short and snappy.

It can of course be used with other platoon-level rules.

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## Forces

### Soviets:

Partisan platoon (Green rated -12)

### Axis

Scenario 1&2: [Landeschützen security platoon](#) (Green rated -6)

Scenario 3&4: Motorised police reaction platoon (As regular 1944 infantry platoon, rated -1)

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## Reinforcements and replacements

The Germans have no reinforcements or replacements available.

The partisans can swap for a fresh unit on or after turn 3 of the campaign.



## Scenario 1

The partisans have mobilised in force and are moving on the German strongpoint when they bump into German patrols. If the Partisans can drive the German pickets in they can hit the strongpoint. If the Germans win they can keep the partisans at arms-length from the supply route.

This scenario is a **Patrol**. If the partisans win go to Scenario 2, if the Germans win then refight it next campaign turn. If the Germans can hold the partisans for three games they win the campaign.

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## Scenario 2

The partisans are everywhere! The Germans have pulled back to their outpost and are preparing to defend it until the reaction force arrives.

This game is **Flank Attack**, representing the surrounded outpost.

The terrain should be placed evenly across the table but with the defender able to remove two items of terrain 9" square from the table, and the attacker either remove one piece of similarly sized terrain, or replace one piece which the defender removed.

The Germans get one free entrenchment for every campaign turn that they delayed the partisans in Scenario 1.

If the game is a draw refight it. For any other result go to Scenario 3.

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## Scenario 3

The relief column is rushing to the rescue. A fresh Regular infantry platoon in transports is racing to the rescue and must push through the partisans blocking the highway. The game is a **Probe**.

Fight down the length of a 6ft table, with a road running the full length. Play the patrol phase as normal but the Germans do not place any JoPs at the end. They enter in their vehicles from the road as per normal vehicle deployment. The Germans can debus once on-table, but should bear in mind they have to reach the far end! The partisans can capture unmanned vehicles in the same way as JoPs, with the same effect on morale.

The Germans get their normal d6 support points, but also get free transports for all their squads/teams and towed weapons. The partisans get an additional 1 support point per truck/jeep or team of motorcycles (in addition to the 11 point force rating difference and their half of the d6 the Germans roll).

If the Germans don't break through, refight it giving the partisans two extra points of support. The Germans get two attempts to break through, otherwise the partisans win. If the Germans break through and also won Scenario 2 they win the campaign, as they have defended the outpost and relieved it, forcing the partisans to break off. If the Germans break through but didn't win scenario 2 then they must attempt to re-take their outpost to open the road. Play scenario 4.

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## Scenario 4

This is an Attack on an Objective. The reaction force has got through and must recapture the strongpoint to secure the supply route. They can only use the same supports that they used in Scenario 3 (and which survived the game), they cannot pick anything new. The partisans get 8 points, and can additionally field for free any on-table support choices the German player used in scenario 2, as these field defences and weapons have been captured and turned against the Germans.

Whoever wins this scenario wins the campaign.

