

“Woodland Pursuit”



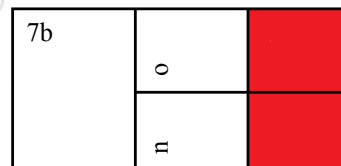
Near Bol’shoe Kosarevo, Russia — April 21st, 1943

In April 1943, German Anti-Partisan operations were in full swing as part of Operation Spring Clean. Various German Security Units were deployed to attack Soviet Partisan strongholds. The affected partisans were members of the 2nd Kalinin Partisan Brigade. Despite fierce resistance the Brigade was slowly forced deeper in the woodlands and German encirclement. With food and ammunition dwindling...the Partisans had to find a way out of the encirclement. With Germans in pursuit, they made their way to local villages to re-equip and possibly escape the German noose.

VICTORY CONDITIONS: The Partisan Player wins immediately if he exits 16 or more EVP off the west board edge between hexes Q6 and Q15. Prisoners are doubled for EVP purposes and additionally, the Partisan Player receives 1 EVP for each LMG exited off the map. Any other result is a German victory.



Board Configuration:



Boards 7b, n, o (only Rows A—P are playable on Boards n & o)

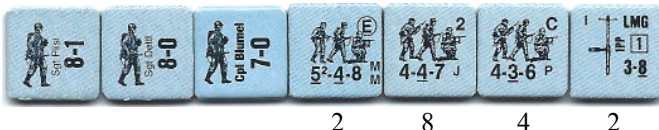
German Player Sets up first	1	2	3	4	5	6	↗
Russian Player moves first							



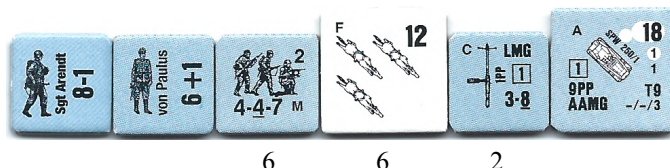
Elements of the 2nd Kalinin Partisan Brigade (ELR 5) (SAN 3) (Set up: per SSR 2 on Boards n and o east of Hex Row H)



Elements of Gruppe Gallas, 111/SichRgt. 107 (ELR 3) (SAN 2) (Set up: on any non woods hex of Boards n and o)



Elements of Gruppe Spemann, 1/SichRgt. 94 (ELR 3) (Set up: on any Road/Trail hex of Board 7b)



Special Rules/Notes:

- EC are moderate with no wind. Kindling is N.A.
- Partisans begin the scenario HIP only if setup in a woods location. Partisans are stealthy.
- Partisans begin the Scenario with all Squads under Ammo Shortage.
- Partisans have Molotovs.
- Partisans only pay 1 MP per Wood Hex.
- Germans do not gain concealment at setup.
- German 5-4-8's are equipped with Dogs. Any HIP or concealed Partisan Unit moving adjacent to these units automatically loses HIP/concealment.
- Each of the 7 individual Buildings on Board 7b contains an AMMO Counter. Upon entering the building (regardless of phase) the Partisan Player makes dr. On 1-3 all Units entering the location are removed from Ammo Shortage. On a 4-5 all Units are removed from Ammo Shortage and a single Russian LMG is found. On a 6 all units are removed from Ammo Shortage and a German LMG is found. The Partisans utilize German support weapons with no penalty. Following the dr, the Ammo Counter is removed from play.
- German Units may attempt to destroy Ammo Counters by searching any of the buildings. Upon entering the building, the German Player pays 1 MP and rolls a dr. On a 1-2 the Ammo Counter is discovered and eliminated. On a roll of 3-4 the counter is not located, on a roll of 5 the German unit triggers a 6FP no terrain modifier booby trap attack. On a roll of 6 the Germans are locked in melee with a newly created 1-2-7 Partisan Half-Squad representing the local inhabitants allied with the Partisans. The German player may make only one attempt per building. The Partisan 1-2-7 Half-Squads may not leave the building location and play no role in Russian EVP.



Aftermath: With multiple German security forces covering the local roads and combing the woods, the Partisans found themselves hounded at every turn as they tried to break out of the German encirclement. The Germans would inflict heavy losses on the Partisans, but by the night of April 23rd, many of the Partisans had successfully rearmed and escaped to fight another day.