

# Scenario for: Banditen!

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# Megolo

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## INITIAL PLACEMENT

The partisan units (5 infantry platoons and 1 machine gun) are placed in the three hexes of the alpine pastures above the village of Megolo di Mezzo indicated with the symbol.



The Beltrami unit indicates the presence of the partisan commander (this has no effect in the game).

The Axis places 5 infantry platoons, 1 mortar and 1 machine gun plus the GNR unit (note that it is a unit with light armament) in the three hamlets of Megolo.

## PA AND INITIATIVE

The Partisan receives 1d6 PA, The German receives 6 PA the first turn, then until reinforcements enter 1d6 PA, from reinforcements entry he receives 1d6 PA +1.

It is possible to have maximum 9 AP. The German has the initiative in the first turn. All units are always considered in command.

## GERMAN REINFORCEMENTS

At 8.30 am (fifth turn) reinforcements, called by the German commander,



Captain Simon, enter the field from the roads on the map (01.04 or 20.07), chosen by the German player. They represent the reinforcements called from Domodossola and Gravelona. Place 3 German platoons and a machine gun on the map.

## MORALE



All units go "Pinned" whenever they suffer a first Hit.

All units can recover (5.1.6) even without the presence of a Command.

## BREDA MACHINE GUN

Whenever the firing Partisan machine gun unit rolls an unmodified 1, it must re-roll the die and with a result from 1 to 4 it jams and is replaced by the lightly armed Partisan counter.



## GROUPING (STACKING)

The stacking limit per hex is four Strength points (no matter the Unit type) per nationality/player. This limit can never be exceeded.

## TERRAINS

Terrains use the terrain effects table of Banditen!, alpine pastures have no effect on movement/combat.

## VICTORY CONDITIONS

The German must eliminate at least 4 Partisan Units by the end of the last turn, The Partisan must avoid German victory conditions.

Map and counters for this scenario are included in Para Bellum IX

SCENARIO

