

Banditen!



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1 INTRODUCTION

Banditen! is a tactical wargame intending to simulate the fight which took place during 1944-45 between Italian partisans and the forces of the Italian Social Republic.

Attention: *Banditen!* Employs a similar but not identical game system as *Unternehmen Rösselsprung*. Our advice is to carefully read this rulebook even to those who have already played the former game.

1.1 Scale

The scale of the game is about 15-20 men for strength point and every turn is about 2 hours.

1.2 Map

The two maps (Tarnova e Gravelloa Toce) depicts the places where the battles took place and the surrounding areas.

2 PLAYING PIECES

In **Banditen!** there are three types of counters:

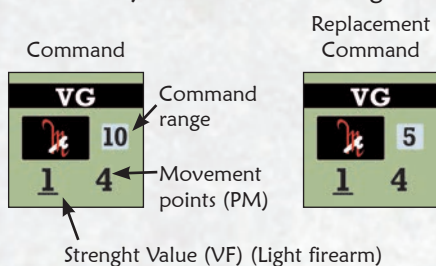
- Command,
- Combat units,
- Informative Markers.

2.1 Command

The Command units represent the officers of the Combat units.

2.1.1 Command units have a Movement Allowance of 4 points (PM) and a Command Range, expressed in hexes, indicated on the counter.

Friendly combat units are in command if deployed within the number of hexes indicated by the Command Range.



2.1.2 Command units can assault only if stacked with friendly combat units (this is an exception of 13.1.1).

2.1.3 If a Command unit is eliminated, a Replacement Command unit is created in the hex of the nearest friendly combat unit. Just turn the Command unit upside-down. If the Replacement Command unit is eliminated, the counter is removed from the game.

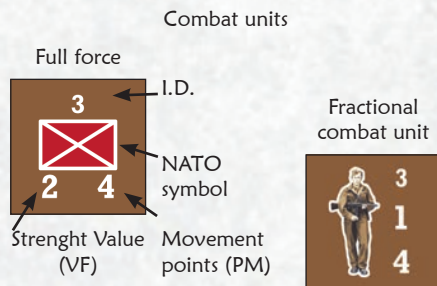
Exception: Some Command unit have a blank backside; if eliminated, their counter is immediately removed from the game.

2.2 Combat units

Combat units represent soldiers grouped in operative units.

Full force combat units have: a background color, a NATO symbol which identifies the type of military unit and a number which represents its Strength Value (VF).

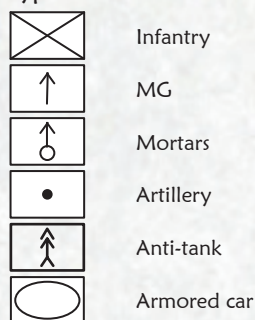
*Note: Light firearms units have their Strength value underlined (see 13.1); units with automatic firearms are indicated by a * (see 13.4).*



2.2.1 Each time a combat unit reduces its Strength Value, the unit must be replaced with a Fractional combat unit with the actual VF value.

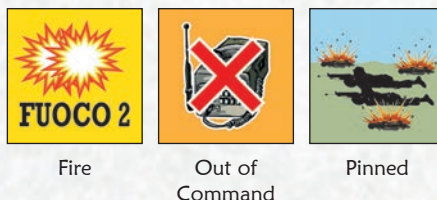


2.2.2 Type of combat units:



2.3 Informative Markers

Informative Markers are Fire (Fuoco) 1 and 2, Out of Command and Pinned. Their use is explained throughout the rules.



3 SEQUENCE OF PLAY

Banditen! is played in turns of 2 hours each.

3.1 Turn

Each Turn follows this sequence:

a. Determinate Activation Points and Initiative

The player who has the Initiative (see 4.2) becomes Active and chooses which Combat Unit activate and what action to perform (see 5), spending required Activation Points (5.1), or decides not to activate any unit and pass.

Once the action has finished, the opponent player will become Active and will choose which Combat Unit to activate and what action to perform, spending the Activation Points needed or decides not to activate any unit, passing in turn.

This alternation continues until:

Both players decide to pass in sequence (in this case, any unused Activation Points are added to those available next turn);

A player finishes his Activation Points and the other one decides to pass (in this case too, any unused Activation Points are reported in the next turn);

Both players finish the Activation Points;

If one of these events occurs, the round ends and you move on to step b:

b. Control

Victory Conditions and any violations of Stacking (see 7) are verified.

c. Turn

All Informative markers are withdrawn, the TURN record marker advances one position along the track and all the sequence starts again from step a. of the Sequence of Play.

3.1.1 Each player during the turn will become active and inactive several times.

4 ACTIVATION POINTS AND INITIATIVE

Each turn both players have a certain number of Activation Points (PA) at their disposition, which are necessary to perform the Actions of the combat units (see 5).

4.1 Activation Points

Activation Points are determined at the start of each Turn; see scenario rules (15.2 and 16.2).

Add any saved, unused PA from the

previous turn, up to a maximum total of 12.

4.2 Initiative

The player with the greatest amount of PA will get the Initiative in the current turn; in case of tie, the player who had it in the previous turn will retain it.

4.2.1 Place the Turn record marker on the side with the symbol of the player with the Initiative.



5 ACTIONS

The Action Table shows all the possible actions that can be performed by the units and their cost in PA.

The Active player can choose one Action only, but it is possible to combat units stacked in the same hex to perform this Action at the cost of the single Action. If more than one unit perform the same Action being in the same hex, they must move and Fire as they would be a unique unit (cannot move in different hexes and Fire different enemy combat units). The same combat unit can, during the same turn, perform as many Actions as many PA are available to the player.

5.1 Active player Actions

There 8 possible types of Actions; among them 6 are available to the active player only, and 2 are available to the Inactive player only (5.3).

All the Actions cost 1 PA, except Opportunity Fire (5.2.1) and Recovery (5.1.6).

5.1.1 Movement. This Action let combat units and command to move using their Movement allowance.

5.1.2 Fire. This Action let combat units to fire against a hex containing enemy units within the range of its weapons.

5.1.3 Movement and Fire. This Action let combat units to Fire with a -1 modifier and move with half of its PM before or after the Fire.

5.1.4 Assault. This Action let combat units to move and enter a hex occupied by enemy combat units and perform an Assault.

5.1.5 Divide and Regroup units. This Action let combat units to be divided into Fractional units or to regroup combat units into Full force combat units.

Example: Two Redi units in the same hex with a VF of 2 which receive an

order to Divide/Regroup can be substituted by one 3 VF unit and one 1 VF unit.

5.1.6 Recovery. This Action costs 2 PA and let the owning player to recover combat unit(s) stacked with a Command unit, by removing a “Pinned” marker.

5.2 Inactive player Actions

There are two Actions that let the Inactive player to react to the actions of the Active player.

5.2.1 Opportunity Fire. This Action let the Inactive player to Fire into a hex, within its weapons’ range, occupied by moving active combat units during their movement.

5.2.2 Opportunity Assault. This Action let a Inactive player’s combat unit to enter an adjacent hex containing moving active combat units and perform an Assault.

6 IN COMMAND UNITS

Anytime a combat unit is to be activated, the owning player must check if it is in command.

A combat unit is in command, if it is within the command range of its Command unit. Otherwise it is said to be Out of Command (mark it with an “Out of Command” marker).

6.1 Limits

Out of command combat units can perform these Actions only and at a doubled cost of PA (but 0 remains 0): Movement, Fire and Opportunity Fire.

7 STACKING

Stacking limit is 6 (six) FP per player per hex. This limit cannot never be exceeded during play. Informational Markers do not count towards the Stacking limit.

8 MOVEMENT AND TERRAIN

In **Banditen!** the cost in movement points depends on the type of terrain; compare the Chart for the Terrain Effects Table (TEC). A unit that moves should still have enough movement points to enter the terrain in the hex; if it does not have enough, it cannot enter.



8.1 Movement allowance

Commands and every type of combat units have a movement allowance of 4 MP except Armored car (12 MP) and Artillery (1 MP).

8.1.1 Units with a movement allowance of 1 can always move 1 hex ignoring the terrain costs.

8.1.2 It is possible to move through friendly combat units, provided that stacking limits are respected and the entered hex is not adjacent to enemy combat units.

8.1.3 If a moving unit subject to Opportunity Fire receives a “Pinned” result while in a hex with another combat unit(s), it is immediately retreated into the hex where it came from, before entering the fired hex.

8.2 Types of Terrain

The cost in Movement Points for each of the available terrains and the Assault and Fire Modifiers are explained in the Terrain Effects Chart (TEC).

All and only the numbered hexagons on the map can be played.

8.2.1 When two terrains are present in a hex, the defender will employ only the one more favourable.

8.2.2 During an Assault, the Stream bonus is in addition to other terrain modifiers (exception to rule 8.2.1 above).



8.3 Line of Sight

There must be a line of sight (LOS) clear of obstructions between the firing unit and the target. Trace the LOS as an imaginary line between the center of the firing hex and the center of the target hex. A line of sight can enter a hex with terrain that blocks it, but can not pass through.

8.3.1 The line of sight is blocked if it passes through a hex containing other combat units or through terrain hexes that blocks the LOS (see the TEC).

8.3.2 The line of sight is blocked if it passes along the side of the hexagon between two hexagons and both contain terrain that blocks the LOS.

8.3.3 In **Banditen!** there is no Fog of War and it is always possible to check the enemy stacks.

9 FIRE

Units wishing to Fire must be within the firing range of their weapons and must have a free LOS to the target. They cannot have a 2 Fire marker on them.

9.1 Procedure

Check the type of terrain occupied by the target enemy combat unit and count the hexes between the units involved (count the hex occupied by the target and not the one of the Firing unit); this number must be equal or less than the range of the weapons of each Firing unit. Roll as many d6 as the Strength Value of the Firing units, apply the modifiers and verify on column Att. on the Terrain Effect Table how many Hits has been obtained.

9.2 Effects

If it is scored 1 Hit, the enemy target units must perform a Morale Check (10.1). If more than one Hit are scored, enemy target units lose one SP per Hit scored after the first (enemy player decides which units lose SP) and all remaining units must perform a Morale check.

9.2.1 Once the Fire has been resolved, the Firing combat unit receives a Fire

marker (a 2 Fire marker if it has already performed a Fire during the same turn). This marker will be removed during the next Administrative Phase.

9.3 Fire Markers

Combat units which receive in the same turn a 2 Fire marker (Fuoco 2) cannot perform other Fire Actions in the turn and suffer a modifier in Assault Actions.

10 MORALE

Fire and Assault may result into a Morale Check.

10.1 Procedure

The target combat unit rolls a d6 and if the result is equal or less to the Morale Value of its side, the test is passed, otherwise it is failed and the unit receives a Pinned marker.

Only one die is rolled per hex and the result applies to all Units present in the hex.



10.1.1 Combat units with a Pinned marker cannot move and receive a -1 modifier to the die roll in case of Assault and Fire.

10.1.2 Each time a Pinned unit fails a Morale check, it loses a Strength Point, reducing its Strength Value.

10.1.3 Pinned markers can be removed by friendly commands in the same hex with the Pinned unit by the Recovery action, otherwise the marker is removed during the next administrative phase.

10.1.4 The morale value of the units is indicated in the scenario rules.

11 ASSAULT

When a moving unit(s) enters a hex occupied by enemy unit(s) during an Assault action, An Assault is immediately resolved.

11.1 Procedure

Each player calculates the total Melee value of (MCC) of the respective units by adding together:

- 1 - the Strength value of the unit
- 2 - modifiers to the die roll (cumulative)
- 3 - the result of a d6.

Compare both MCC and apply the results:

Same value: the active player retreats into its starting hex.

MCC difference between 1 to

3: the side with the lower MCC makes a Morale check; if it passes, the active player's unit retreats into its starting hex;

if it fails, it retreats 1 hex and receives a Pinned marker.

MCC difference greater than 4 and up to and including twice the opponent: the unit with the lower MCC receives a hit (losing a Strength point), retreats one hex and makes a Morale check.

MCC difference greater than 4 and more than twice the opponent: the side with the lower MCC is eliminated.

11.1.1 Every unit involved in an Assault receives a Fire marker. Units with a 2 Fire marker can still perform or get involved in an Assault, but with a modifier of -1 to the d6 roll.

12 REACTION

An inactive combat unit can Fire every enemy unit which is moving into a hex within the range of its weapons (but see 13.5) or into an adjacent hex.

The inactive player cannot await to see where the movement will end before announcing the reaction.

12.1 Opportunity Fire

A unit that moves can be Fired by Inactive enemy combat units if moving into any hex with the range of its weapons.

12.1.1 During the movement of a unit, the Inactive player must notify the Active player to stop the movement, in order to so the Opportunity Fire, paying the PA required. This Fire must be resolved before the unit enters into another hex. The player doing Opportunity Fire can not wait to see where it will end the movement to announce his intention.

Units entering a hex for an Assault cannot be subjected to Opportunity Fire.

12.1.2 In cases where there are more combat units objective of the Opportunity Fire in a hex, the result of the Fire will be applied to the moving unit only.

12.1.3 Once Fire is resolved, the active combat unit can continue its movement, if possible.

12.2 Opportunity Assault

A unit that moves can be assaulted by Inactive enemy combat units if moving into any hex adjacent to them. During the movement of a unit, the Inactive player must notify the Active player to stop the movement, in order to do the Opportunity Assault, paying the PA required. This assault must be resolved

before the unit enters into another hex as a normal Melee. The player doing the Opportunity Assault can not wait to see where it will end the movement to announce his intention.

12.2.1 Opportunity Assault is not possible on units that have just entered a hex for an Assault.

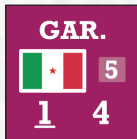
13 SPECIAL UNITS

In **Banditen!** some type of units come with special rules.

13.1 Light armed units

Some combat units were provided only personal arms or they were composed of non-combatant or ill-trained units.

13.1.1 Light armed units cannot perform these Actions: Movement and Fire, Fire, Assault and Opportunity Assault.



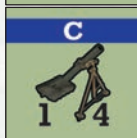
13.2 Heavy weapons

There are four type of heavy weapons: MG, mortars, light artillery and Anti-tank.

13.2.1 Machine Guns (MG) give a +1 modifier when firing against enemy in Clear hexes.



13.2.2 Mortars give a +1 modifier when firing against Fort, Bunker or against enemy infantry combat units.



13.2.3 Light Artillery

follows the same rules as other units for Fire and Assault, but cannot perform an Assault or Opportunity Assault Action.

Light Artillery gives a +1 modifier when firing against Fort, Bunker or Settlement.

If Light Artillery hits a Armored car, the latter is eliminated immediately, without rolling for the morale.

13.2.4 Anti-tank units

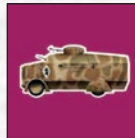
give a +1 modifier to die-roll, but they can only be used against Settlements, Fort or Bunker.



The Partrop was a partisan conception weapon based on German portable rocket launchers. The spherical projectile loaded with explosives reached a distance of about 150 meters.

13.3 Armored car

At Gravelona the partisans had a captured armored car, but it had serious mechanical problems and when they tried to use it, it was immediately immobilized by machine gun fire and abandoned.



13.3.1 The Armored car has a MA of 12 MP, but every 6 PM (or fraction) a d6 must be rolled and with a result of 1-2 it is eliminated because of a malfunction.

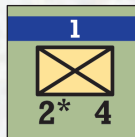
Armored car can move in Clear or Road only.

13.3.2 If an Armored car unit get an Hit, it is eliminated.

13.4 Automatic weapons

The Republican infantry units had a good supply of submachine guns, so they benefit from a +1 Fire die roll modifier.

Units equipped with automatic weapons are indicated by an asterisk after their VF.



14 REINFORCEMENTS

The scenario rules indicate the turn and the hex in which reinforcements arrive.

To enter the game, they must be

activated during the turn and perform a free Move Action (cost 0 AP) by paying the cost of the terrain of the entry hex. The turn that Units enter are always considered to be in command. If the entry hex is occupied by enemy units, the player can decide to enter the reinforcements in an adjacent hex or by performing an Assault Action in the entry hex.

15 GRAVELLONA TOCE

Gravelona Toce simulates the battle that took place on 12-14 December 1944.

15.1 Initial Setup

See table on page 34.

15.1.1 The Axis player can start with his Units already broken down but cannot exceed the counter limit provided by the game.

15.2 PA

The Partisan receives 1d6 of PA plus one for each of the following formations if present on the map: Redi, Romolo, Fanfulla, Cinquanta and Beltrami.

The RSI player receives 1d6 AP halved in excess until the 11.00 turn, 1d6 until 19.00 and 1d6 +3 on December 14th.

15.2.1 The first turn the partisan does not roll the die and starts with 9 PA.

15.3 Reinforcements

To check if the reinforcements of the first day arrive in the indicated turn, roll 1d6, with a result of 3-6 the reinforcements arrive normally, with 1-2 they arrive the next turn.

15.3.1 The partisan player may decide not to allow his reinforcements to enter.

15.3.2 First round (5.00 am) and December 14 reinforcements arrive without the need to roll the die and the latter are not subject to rule 15.7.





enthusiasm in helping the Communist formations.

15.6 German unit

The German Unit is considered lightly armed (13.1), it automatically fails its morale tests and if it suffers an Assault, before resolution, the Axis player rolls a die, with a result of 1 or 2 the German Unit surrenders, otherwise it fights normally.

German Unity practically did not participate in the action. It remained a garrison inside Gravellona, showing a certain predisposition to give up arms.

15.7 Ammunition

Before determining PA and Initiative, the Republican player rolls a 1d6 to see if

the ammo supply is still sufficient. If the die roll plus the number of turns played equals or exceeds 9, ammo is low and the RSI infantry units lose the +1 automatic weapon bonus.

15.8 Victory Conditions

The partisans must occupy the target hexes of Gravellona. The partisan player gets an automatic victory when he conquers all the objectives.

An objective is considered conquered when a partisan unit enters it, even if it is later abandoned or reoccupied by the enemy.

15.8.1 If the partisan does not obtain an automatic victory, the side with the most Victory Points (VP) wins. Each goal is worth 1PV.

The side that lost the fewest VF points earns 1PV, for this calculation only the Garibaldi and RSI losses are considered (Germans, Cinquanta, Beltrami, Valtoce and Valdossola do not count).

16 TARNOVA

Tarnova simulates the battle that took place between 19 and 21 January 1945 in Tarnova della Selva near Gorizia.

16.1 Initial Setup

See table on page 34.

16.1.1 The Axis player can start with his units already broken down but cannot exceed the counter limit provided by the game.

16.2 PA

The Partisan player receives 1d6 PA plus two for each battalion (1, 2 and 3) of the active 19th SNOB Srećko

Kosovel brigade.

The RSI player receives PA based on the number of forts occupied by RSI Units, see table.

16.2.1 The first turn starts directly with the Activations phase. The Yugoslav has the initiative and 8 PA, the Italian starts with 3 PA.

16.3 Reinforcements

Some Yugoslav units are not active at the start of the game.

16.3.1 During January 19th the 3rd Partisan Battalion cannot move / attack beyond the line that goes from 01.13 to 16.20 and does not count in the calculation of the Yugoslavians PA (it was in reserve with the order to eliminate only the stronghold 1). He will be free to cross this line from the first turn of day 20 and will count in the calculation of the Yugoslav PAs.

16.3.2 Early activation of 3rd Partisan Battalion. Starting from the

second turn of the 19th the partisan player in the turns in which he has the initiative before rolling for frost (16.6.1) can spend 2

PA to try to accelerate the full operation of the 3rd battalion. The player rolls 1d6 and on a result of 5-6 moves the 3 Batt marker one space in the Turn Record Track towards the Turn chit.

16.3.3 The two Italian partisan units (ITA) enter at 6.00 on 20 January from any hex on the map edge.

16.4 Morale

The initial morale of the RSI soldiers is 6, it is reduced by one for every two forts not occupied by RSI units, but it can never be less than one.

The Yugoslav partisans have a morale of 3 except the units of the assault company (Ass) which have a morale of 4.

16.5 Partisan formations

Units from different battalions can never be stacked in the same hex. Ass Units (but not ITA Units) can be stacked with any friendly Units.

16.5.1 The various units are in command if within range of their battalion Command. The Ass and ITA Units are considered in command if within the command range of any Yugoslav Command.

16.6 Temperature and Night

During the battle, the temperature was very low, nevertheless there were fights even during the night hours.

16.6.1 Each turn, starting from the

15.4 Morale

The initial morale of the RSI soldiers is 6, it is reduced by one for each target captured by the Partisans, but it can never be less than one.

When the Partisans have to take a morale test, they are considered to have failed automatically.

Most of the partisans, while not lacking in individual courage, had little or no military training and the formations often did not have adequate command structures, moreover they were ordered to limit losses if possible.

15.4.1 (Optional). The formations of Redi and Valtoce have a morale of three.

In the Redi there were many Georgians who proved particularly combative during the fights. Valtoce was largely made up of former members of the Royal Army.

15.5 Partisan formations

Units of different factions (of different colors) cannot be stacked in the same hex.

15.5.1 The Units of the various Garibaldi units (Redi, Romolo and Fanfulla) can be stacked in the same hex only if within range of the Garibaldi Command.

15.5.2 The non Garibaldi formations (Fifty, Beltrami, Valtoce and Valdossola) are always in command, but cannot carry out Assault or Opportunity Assault actions.

These Units did not show much



second, after calculating the AP, the partisan player rolls 1d6, with a result of 5 or more the temperature is even more rigid (place the Frost chit on the Turn Counter as a reminder). Heavy Weapons (13.2) due to cold in Frost turns do not work, these Units cannot make Fire or Fire of Opportunity actions, also all rolls to enter a minefield (16.9.1) have a modifier of - 1. In the early morning, late evening and night turns (shown in dark color in the Turn Counter), 1 must be added to the frost die-roll.



16.6.2 On night turns (N in the Turn record Track) only in command units can perform actions and the range of all weapons is 1.

16.7 Ammunition

During the battle both sides had problems with their ammunition stocks.

16.7.1 Each Yugoslav battalion has its own command which also represents the supply of ammunition for its Heavy Weapons Units; the Command Unit must be within 5 hexes of its Heavy Weapons Units to allow Fire and Opportunity Fire.

If the Command Unit is eliminated, the Heavy Weapons units of the battalion will no longer be able to carry out Fire or Opportunity Fire, as they are without ammunitions.

16.7.2 On January 20th, the RSI player must roll 1d6 each turn before determining PA and Initiative. If the result is less than the current turn (eg the 10.00 turn with 2 or less) it must ration the ammunition and the RSI

infantry units lose the +1 bonus of automatic weapons.

16.8 Artillery

Whenever an artillery unit rolls an unmodified 1 when firing, it loses 1 VF.

At about 3.00 pm on the 19th the Yugoslav artillery was almost reduced to silence: the two automatic guns and one of the 47 guns were damaged beyond repair, the other still had few shots available.

16.9 Mines

The Republican player must place 7 mine markers on the hidden side where he wants on the map (even on top of his own units), but at least three hexes (two empty) away from each other.

16.9.1 When a partisan unit enters a mine or adjacent hex it must roll 1d6, if the result is equal to or less than the number of VFs of the unit (or stack) the Mine marker is flipped and the RSI player rolls a number of dice equal to its value. Every 5 or 6 is a hit.

So the Mine gets out of the game. The stack that has suffered the attack of the mines stops in the hex and for that activation has finished movement, regardless of the die roll result.



16.9.2 If any unit entering a hex for an Assault run into a minefield, after being attacked by the Mine they must return to the adjacent hex from where they came from, regardless of the outcome of the attack.

16.9.3 There is a Mina counter of zero

value. When it is discovered it has no effect and is removed from the game.

16.10 Fortifications

The RSI player must place the 5 bunker markers on as many hexes on the map with Fort.

These positions were defined bunkers by both contenders, but in reality, they were raised shelters with masonry and dry and sandbags, with tin roof and boards. The "bunkers" were only five, the others were simple protected positions.

16.10.1 In addition to the modifiers indicated in the Terrain Effects Table, RSI Units in Forts and Bunkers automatically pass any morale tests.

16.10.2 If a Bunker is hit by light artillery units, mortars or anti-tank weapons the Bunker counter is removed. The hit has no effect on any RSI Units in the hex with the bunker.

The Bunker marker is removed even if the hex is occupied by partisan units.

16.10.3 Forts are never removed and can be reused by the Republican if he reoccupies them.

16.11 Victory Conditions

The partisans must eliminate all enemy units to obtain an automatic victory.

16.11.1 If the partisan does not obtain an automatic victory, the side with the fewest casualties wins.

All VFs lost from the two sides are counted except for HQs and eliminated artillery for 16.8.

16.11.2 At the start of the game the RSI player must place the Infirmary counter in a hex on the map where there is a settlement.

If the partisan player has a unit in the hex with the Infirmary during an activation, he can spend 1 PA to remove the wounded (flip the Infirmary marker). When checking the victory conditions at the end of the game, if the slaughter has occurred, the partisan rolls 1d6 and must add half the die roll result (rounded down) to the total VF lost by the RSI player.

During the battle the Yugoslav entered the infirmary, improvised inside a house, and massacred all the wounded and medical personnel.

ABBREVIATIONS

Ass: Compagnia d'assalto

C: Comando

GAR: Brigata Garibaldi

GNR: Guardia Nazionale Repubblicana

ITA: Italian communists

VF: Volontari di Francia

VG: Venezia Giulia

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INITIAL SETUP

GRAVELLONA TOCE

Axis

Italian: GNR (1 MG with 2 PF) in sede GNR (16.09), VG (1 Art. with 2 PF) in Scuole (15.08). VG command, I (1 Inf. with 2 PF) and IV (3 Inf. with 2 PF) in any objective hex (some units can start fractionated, see 15.1.1).

II (1 MG with 2 PF and 1 Inf. with 2 PF) enters the Turn 4 by hex 20.05.

III (Command and 4 Inf. with 2 PF) enters the Turn 9 within 5 hexes of 20.05, not in or adjacent to enemy units.

German: Verbania (1 Inf. with 2 PF) in Stazione (14.04).

In all objective hexes there must be at least one Axis unit.

Partisans

Communists: Command GAR., Redi (3 Inf. with 3 PF), Romolo (3 Inf. with 3 PF), Fanfulla (3 Inf. with 3 PF) and CV. A formation (Redi, Romolo or Fanfulla) starts in Corte Cerro (06.14, 06.15 or 06.16), all other units enter in turn 1 by hex 10.20.

Autonomi: Cinquanta (1 MG with 2 PF and 1 Inf. with 2 PF) in Corte Pitoni

(17.15).

Giustizia e Libertà: Beltrami (2 Inf. with 4 PF) enters in turn 1 by hex 14.20, Valdossola (1 MG with 2 PF) enters the Turn 5 by hex 15.01.

Monarchists: Valtoce (1 Inf. with 2 PF) enters the turn 6 by hex 11.01.

TARNOVA

Italians

Fulmine command and Infirmary in a settlement, all other RSI units in hexes of settlement of fort (some units can start fractionated, see 16.1.1).

Bunker and mine: See rules 16.9 and 16.10.

In any fort Hex (with or without bunker) there must be an Italian unit.

Yugoslavs

1° Battalion (command and 11 combat units) in any wood hex within 12 hexes of 01.01.

2° Battalion (command and 8 combat units) in any hex of 20.xx column.

3° Battalion (command and 5 combat units) in any wood hex within 3 hexes of 02.20 (see 16.3.1 and 16.3.2). Assault company (3 combat units) must be assigned to one of the three battalions and follows the set up rules of this.

Italian partisans (2 combat units) enter as reinforcement (see 16.3.3).

