and his Partisan Army
Yugoslavia, 1941-45


Read this First:
The rules of this SPI simulation game are organized in a format known as the Case System. This system of organization divides the rules into Major Sections (each of which deals with an important aspect of play). These Sections are numbered sequentially as well as being named. Each of these Major Sections is introduced by a General Rule, which briefly describes the subject of the Section. Many times this General Rule is followed by a Procedure which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of Cases. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth Primary Case of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into Secondary Cases. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organization aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

How the Section and Case Numbers Work:

<table>
<thead>
<tr>
<th>Major Section Number</th>
<th>Primary Case Number</th>
<th>Secondary Case Number</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the rules.

How to Learn to Play the Game:
Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the titles of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but for the fastest and most entertaining way to learn the rules, it is best to have a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible—there are no sentences that are not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available) and since SPI has published thousands of games, no one individual is capable of answering all questions.

Write to:
SPI
Rules Questions Editor for Tito
257 Park Avenue South
New York, N.Y. 10010

[1.0] INTRODUCTION

Tito is a simulation of guerrilla warfare in the Balkans during the Second World War. The game portrays all of the elements of this dynamic partisan campaign, which successfully tied down large numbers of Axis troops on occupation duties and eventually helped liberate Yugoslavia and Albania from Axis domination.

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[1.0] INTRODUCTION

Tito is a simulation of guerrilla warfare in the Balkans during the Second World War. The game portrays all of the elements of this dynamic partisan campaign, which successfully tied down large numbers of Axis troops on occupation duties and eventually helped liberate Yugoslavia and Albania from Axis domination.

REMOVING THE RULES FROM THIS ISSUE:
Open the magazine to the center, bend the staples with a penknife or screwdriver; lift out the rules and close staples.
[2.0] GAME EQUIPMENT

CASES:

[2.1] THE GAME-MAP AND CHARTS

The map is a 22" by 34" representation of Yugoslavia and most of Albania during the Second World War. Various charts and visual aids are printed on the map as an aid to play.

[2.2] THE PLAYING PIECES

The cardboard pieces (called "counters") represent the actual military units that participated in the campaign. Each counter contains certain information that is vital to the play of the game.

[2.2.1] How to Read the Counters

Each countermix includes forces from various European nationalities. Each nationality is portrayed by a color unique to that force.

[2.2.2] Sample Units

INFANTRY DIVISION (GERMAN)

Front

<table>
<thead>
<tr>
<th>Size</th>
<th>Designation</th>
<th>Type</th>
<th>Combat Strength</th>
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</thead>
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Back

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<th>Combat Strength</th>
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<tr>
<td>104</td>
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</tr>
</tbody>
</table>

GUERRILLA GROUP (PARTISAN)

Front

<table>
<thead>
<tr>
<th>Size</th>
<th>Designation</th>
<th>Type</th>
<th>Combat Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>30</td>
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<td></td>
<td>4</td>
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</tbody>
</table>

Back

<table>
<thead>
<tr>
<th>Size</th>
<th>Designation</th>
<th>Type</th>
<th>Combat Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td>30</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

[2.2.3] Summary of Unit Types

Combat

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parma Infantry (Italian)</td>
<td>Parma Infantry (Partisan)</td>
</tr>
<tr>
<td>Infantry (Parisan)</td>
<td>Infantry (Partisan)</td>
</tr>
<tr>
<td>Mechanized Infantry</td>
<td></td>
</tr>
<tr>
<td>Mountain Infantry</td>
<td></td>
</tr>
</tbody>
</table>

[2.2.4] Unit Size Symbols

A unit's size plays an important role in the game:

- II = Battalion; III = Regiment; X = Brigade;
- XX = Division; XXX = Corps. Guerilla groups possess no size symbol.

[2.3] PARTS INVENTORY

- 22" x 34" map
- 200 die-cut counter sheet
- 12 page rules booklet
- 6-sided die (not included in S&T edition)
- Game-box assembly (not included in S&T edition)

If any of these parts are missing or damaged, please fill out the enclosed Complaint Card and return it to SPI. SPI can supply replacement parts only in cases of gross manufacturing error or illegibility.

Note: The front and reverse-side of certain units are sometimes employed for entirely different purposes in terms of the game.

[3.0] GLOSSARY

Anti-Guerrilla Operation: Special form of combat that allows Axis units to enter Yugoslav Moun-

tains and Hide-aways and attack at more advantageous ratios.

Axis: The Axis Player controls German, Italian, Crot, Serbian, Bulgarian (before Game-Turn 15), and sometimes Chetnik units.

Combat Strength: A quantification of a unit's strength in attack and defense.

Guerrilla: A Partisan or a Chetnik unit.

Objective Display: A rectangle, divided into two boxes of equal size, representing key cities, towns, market towns, villages, and industrial sites.

Occupation Zone: The map is divided into 12 areas, known as "Occupation Zones," which represent the historical zones delineated by the Axis High Command in 1941.

Yugoslav: The Yugoslavian Player controls Partisan, Soviet, Bulgarian (after Game-Turn 14), and sometimes Chetnik units.

Zone Display: Each Occupation Zone possesses a single Zone Display. This is simply a collection of three triangles (known as "Mountain triangles") and three circles (known as "Hideaway circles").
A. Planning Segment: The Axis Player declares if none, one, or two Anti-Guerrilla Operations will take place. If operations are declared, the target Zones are secretly written down and up to 7 divisions per operation are chosen to participate.

B. Yugoslav Reaction Segment: The Yugoslavia Player rolls a single die if operations have been declared — the result indicating the number of Yugoslav units that may conduct a ‘bonus’ Movement Phase.

C. Deployment Segment: All participating Axis units are placed in the Mountains and/or Hide-aways of the Zone for which their operation was targeted.

D. Combat Segment: Axis units attack Yugoslavia units in corresponding triangles or circles in the target Zone Display(s).

B. YUGOSLAV PLAYER-TURN

1. Movement Phase: The Yugoslavia Player may move all of his eligible units (see 6.4) and receives pre-determined reinforcements.

2. Combat Phase: The Yugoslavia Player attacks Axis units occupying corresponding locations in Objective or Zone Displays (see 8.0).

C. VICTORY POINT STAGE

The Yugoslavia Player accumulates or deducts Victory Points according to the instructions of Section 14.0.

D. AXIS PLAYER-TURN

1. Movement Phase: The Axis Player may move all of his eligible units (see 6.3).

2. Combat Phase: The Axis Player attacks Yugoslavia units occupying corresponding locations in Objective or Zone Displays (see 8.0).

E. TERMINAL STAGE

1. Guerrilla Reinforcement Phase

A. Recruitment Segment: The Yugoslavia Player deploys guerrilla reinforcements created due to the occupation of Objective or Zone Displays (see 7.43).

B. Tito Segment: The Yugoslavia Player deploys Partisan reinforcements created due to the presence of Tito within a Zone (see 7.46).

C. Uprising Segment (Game-Turns 3 and afterward): The Yugoslavia Player deploys guerrilla reinforcements created due to a successful Guerrilla Uprising (see 7.47).

2. Guerrilla Status Phase: The Yugoslavia Player determines if Partisan and/or Chetnik units have achieved brigade or division strength (see 7.6).

3. Axis Anti-Guerrilla Operations Redeployment Phase: Axis units that participated in Anti-Guerrilla Operations during the current Game-Turn are placed back on the map (see 8.47).

4. Game-Turn Indication Phase: The Game-Turn marker is advanced one space on the Turn Record Track, indicating the start of a new Game-Turn.

[5.0] THE GAME MAP

GENERAL RULE:
The Tito map is a representation of Yugoslavia and most of Albania during the Second World War. The map is divided into 12 Occupation Zones (hereafter referred to as “Zones”), each of which portrays cities, towns, market towns, villages, and industrial sites. Each Zone bears the name of a Balkan region. Note: Occupation Zone borders do not correspond exactly with historical provincial borders. The name of each Zone is used only for the Players’ convenience.

CASES:

[5.1] OCCUPATION ZONES

There are 12 Zones on the map: Albania, Baranya, Bosnia, Carinthia, Croatia, Dalmatia, the “Islands,” Istria, Macedonia, Montenegro, Serbia, and Slovenia.

[5.2] OCCUPATION ZONE DISPLAYS

Each Zone contains a single Occupation Zone Display, subdivided into three triangles and three circles. The triangles are called Mountains and the circles are called Hide-aways. The left-hand-most triangle and circle are meant for the deployment of Yugoslavia Partisan units. The middle triangle and circle are meant for the deployment of Yugoslavia Chetnik units. The right-hand-most triangle and circle are meant for the deployment of Yugoslavia Chetnik units. Note that each triangle and circle is portrayed in a color unique to the nationality of the units that may be deployed in it. If two triangles or two circles physically touch one another, they are called corresponding.

[5.3] OBJECTIVE DISPLAYS

Each Zone possesses a number of Objective Displays. An Objective Display is simply a rectangle, sub-divided into two boxes of equal size. The left-hand box is meant for the deployment of Yugoslavia units — either Partisan or Chetnik, but never both at the same time (this box is printed half in the Partisan color and half in the Chetnik color). The right-hand box is meant for the deployment of Axis units and is colored accordingly. The name of the Display and its terrain type (either city, town, market town, village, or industrial center) is printed across the top of the rectangle. In addition, each Display portrays two Values in the Axis box. These are the Yugoslavia Recruitment Value and the Yugoslavia Victory Point Value, in that order. The Yugoslavia and Axis boxes within a given Objective Display are called corresponding boxes.

[5.4] NEUTRAL CETNIK BOXES

All Zones possess a Neutral Chetnik box. During the Chetnik Collaboration Phase, Chetnik units that have become neutral are placed within this box signifying that they are controlled by neither Player (see 7.2).

[6.0] MOVEMENT

GENERAL RULE:
After their deployment on the map, Axis and Yugoslavia units may move either within the Zone or from one Zone to an adjacent Zone. At all times during the game, units on the map must occupy either the Zone Display or an Objective Display. Exception: See 5.4.

CASES:

[6.1] HOW TO MOVE A UNIT

During a Movement Phase, the Phasing Player may move his units in any order he wishes. Eligible units are moved individually; once a Player begins to move a given unit, he must complete its movement before any other unit is moved. During a Movement Phase, all, some, or none of a Player’s units may be moved.

[6.2] MOVEMENT LIMITATION PHASE

A. Yugoslav Turn: The Yugoslav Player moves one battalion, regiment, and brigade in any order he wishes.

B. Axis Turn: The Axis Player moves one battalion, regiment, and brigade in any order he wishes.

[6.3] MOVEMENT PHASE MODIFIERS

A. Season: During the First Season, the Yugoslavia Player may move only one battalion, regiment, and brigade in any order he wishes. During the Second Season, the Yugoslavia Player may move up to two battalions, regiments, and brigades in any order he wishes. During the Third Season, the Yugoslavia Player may move up to three battalions, regiments, and brigades in any order he wishes.

B. Axis: The Axis Player may move all battalions, regiments, and brigades in any order he wishes.

[6.4] MOVEMENT PHASE RISK MODIFIERS

A. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.5] MOVEMENT PHASE REWARDS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.6] MOVEMENT PHASE COMBINATION MODIFIERS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.7] MOVEMENT PHASE COMBINATION RISK MODIFIERS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.8] MOVEMENT PHASE COMBINATION REWARDS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.9] MOVEMENT PHASE COMBINATION RISK MODIFIERS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.10] MOVEMENT PHASE COMBINATION REWARDS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.11] MOVEMENT PHASE COMBINATION RISK MODIFIERS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.12] MOVEMENT PHASE COMBINATION REWARDS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.13] MOVEMENT PHASE COMBINATION RISK MODIFIERS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.14] MOVEMENT PHASE COMBINATION REWARDS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.15] MOVEMENT PHASE COMBINATION RISK MODIFIERS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.16] MOVEMENT PHASE COMBINATION REWARDS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

[6.17] MOVEMENT PHASE COMBINATION RISK MODIFIERS

A. Yugoslavia: During the Yugoslavia movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.

B. Axis: During the Axis movement phase, the Phasing Player may move one battalion, regiment, and brigade in any order he wishes.
[6.32] Pro-Axis Chetnik units (see 7.2) are moved exactly like Yugoslav units (see 6.4).
[6.33] When the final Zone an Axis unit enters in a Movement Phase has been decided upon, the unit must be positioned in the Zone Display or any Objective Display of that Zone.
[6.34] Axis units may never enter a Hide-away of a Zone Display except when on Anti-Guerrilla Operations (see 8.4).

[6.4] YUGOSLAV MOVEMENT RESTRICTIONS
[6.41] All Yugoslav units (including Tito, Partisan, pro-Yugoslav Chetnik, Soviet, and pro-Yugoslav Bulgarian units) are permitted to move within the Zone they currently occupy or to any adjacent Zone during each Yugoslav Movement Phase.

Example: A Partisan unit occupying Macedonia could move within Macedonia or to Montenegro or Serbia.
[6.42] When a Yugoslav unit enters a Zone during the Yugoslav Movement Phase, it must enter this Movement Phase in the Mountains or the Hide-away of the Zone Display — it may not move directly into an Objective Display. Exceptions: See 6.43 and 10.36.

Example: A Yugoslav unit moving from Macedonia into Serbia must end the Movement Phase in the Mountains or Hide-away of the Serbian Zone Display. It could not move directly into a Serbian Objective Display.

[6.43] Soviet and pro-Yugoslav Bulgarian units are not subject to the restrictions of Case 6.42. When such a unit enters a Zone, it may be positioned in the Zone Display or any of the Zone's Objective Displays. However, note that Soviet and pro-Yugoslav Bulgarian units are subject to specific movement restrictions (see 6.65).

[6.44] Soviet and pro-Yugoslav Bulgarian units should be considered Partisan units for movement and combat purposes. When occupying a Zone Display, they must stack in the Yugoslav/Partisan triangles or circles. They may stack freely with Partisan units and may participate in combat without restriction. Soviet and pro-Yugoslav Bulgarian units, however, may never stack with Chetnik units.

[6.5] ISLANDS
A unit may enter the Islands Zone only from Istria, Slovenia, Croatia, or Dalmatia. The Islands Zone consists only of a single Zone Display — it does not possess any Objective Displays.

[6.6] OCCUPATION ZONE MOVEMENT RESTRICTIONS

Units of different nationalities may be restricted in the Zones that they may enter or move through during the course of the game. If a unit is prohibited from entering a given Zone, it is also prohibited from exiting that Zone. For a summary of these restrictions, see the Occupation Zone Table.

[6.61] Between Game-Turns 1 and 14 (inclusive), Partisan and Chetnik units may enter any Zone on the map except Carinthia and Barany. Exception: See 6.63. Starting with Game-Turn 15, they may enter any Zone on the map.

[6.62] Each Axis nationality has a "sphere of influence" limited to the Zones listed below. An Axis unit may never enter a Zone outside of its sphere of influence. Exception: See 6.64 and 6.66. However, beginning with Game-Turn 15, all movement restrictions are lifted for German units — they may enter any Zone on the map.

A. German: Serbia, Bosnia;
B. Italian: Albania, Croatia, Dalmatia, Islands, Istria, Montenegro, Slovenia;
C. Bulgarian: Macedonia (see also 6.65);
D. Croatian: Bosnia, Croatia (see also 6.66);
E. Serbian: Serbia;
F. Pro-Axis Chetnik: See Case 6.61.

[6.63] On Game-Turns 1 and 2, all units of both Players must remain in the Zone in which they started the game or in which they entered the game as reinforcements.

[6.64] During all Axis Movement Phases following the Game-Turn in which the Yugoslav Player first accumulates 45 Victory Points (or in which the first Yugoslav brigade has been placed on the map), the following movement restrictions are lifted:
A. German units may enter all Zones in the Italian sphere of influence;
B. Up to three Italian divisions may enter Serbia or Bosnia on an Anti-Guerrilla Operation (see 8.4), but only if an Italian Pullback has occurred (see 10.2). However, if Italian units participate in an Anti-Guerrilla Operation in Serbia or Bosnia, they must redeploy to Croatia (where they are considered part of the Axis garrison; see 7.5).
C. The Yugoslav 25th and 27th Divisions may enter any Objective Display in Serbia labeled with a "Bulgarian Occupation" in the Axis box. In addition, these units may participate in an Anti-Guerrilla Operation in Serbia, but are obligated to redeploy after the Operation into a box labeled with a "Bulgarian Occupation."

[6.65] Soviet and pro-Yugoslav Bulgarian units may not move out of Serbia or Macedonia on Game-Turn 15.

[6.66] In all Axis Movement Phases following Italian Surrender (see 10.3), Croat units may include Dalmatia as part of their sphere of influence.

[6.67] Between Game-Turns 1 and 13 (inclusive), there may be no more than four Partisan and four Chetnik units (of any allegiance) in Macedonia. The Players may not move Partisan and Chetnik units into this Zone in excess of these limitations, nor may guerrilla reinforcements (see 7.4) be created in Macedonia that would violate this restriction.

[6.68] OCCUPATION ZONE DISPLAY (see mapsheet)

[7.0] GUERRILLA UNITS

GENERAL RULE:
Throughout the game, the Yugoslav Player controls three types of units: guerrillas, Soviets, and pro-Yugoslav Bulgarian units. Soviet and Bulgarian units are available only as reinforcements on Game-Turn 15. Thus, from Game-Turns 1 through 14, the Yugoslav Player controls only guerrilla units. Guerrilla units are of two types: Partisan (those guerrillas controlled by Tito and pro-Yugoslav Chetnik (Serbian royalists). It is possible that Chetnik units will be pro-Yugoslav, pro-Axis, or neutral (see 7.2). Guerrilla units come in four sizes: groups, brigades, and Partisan divisions. However, there are specific restrictions concerning the time in which brigades and divisions may be first created by the Yugoslav Player. At the beginning of the game, all guerrilla units operate in groups.

CASES:

[7.1] PARTISANS

Partisan units (including the Tito counter) are always under the control of the Yugoslav Player.

[7.2] CHETNIKS

[7.21] During each Chetnik Collaboration Phase between Game-Turns 2 (inclusive) and the Game-Turn in which Allied Support Withdrawal takes place (exclusive; see 7.20), the Yugoslav Player must roll a single die for each box, triangle, or circle currently occupied by at least one Chetnik unit (including the Neutral Chetnik boxes):
A. If the die roll is 2 or less, the Chetnik units become (or remain) pro-Axis (see 7.24);
B. If the die roll is 3 or 4, the Chetnik units become (or remain) neutral (see 7.24);
C. If the die roll is 5 or more, the Chetnik units become (or remain) pro-Yugoslav (see 7.24).

[7.22] During each Chetnik Collaboration Phase between the Game-Turn in which Allied Support Withdrawal (inclusive) takes place and the end of the game (inclusive), the Yugoslav Player must roll a single die for each box, triangle, or circle currently occupied by at least one Chetnik unit:
A. If the die roll is 2 or less, the Chetnik units become (or remain) pro-Axis (see 7.24);
B. If the die roll is 3 through 6, the Chetnik units disband (they are immediately removed from the map);
C. If the die roll is 7 or more, the Chetniks become Partisan. They are immediately replaced by an equal number and type of Partisan units, which are placed in the Yugoslav/Partisan Hide-away of the occupied Zone. If an equal number and type of Partisan units are not available for use, the Chetniks are considered disbanded (see 7.22B).

[7.23] The following modifiers are applied to all Chetnik Collaboration die rolls (all modifiers are cumulative):
A. +1: If the Chetnik stack is currently pro-Yugoslav
B. +1: If an Italian Withdrawal has taken place (see 10.2)
C. +1: In all Game-Turns after and including the Game-Turn in which Allied Support Withdrawal takes place (see 7.26)
D. −1: If the Chetnik stack is currently pro-Axis
E. −1: If Tito has been eliminated (see 9.4).

[7.24] If Chetnik units become pro-Axis, they pass to the control of the Axis Player at the end of the Phase by being transferred to the Axis Mountain triangle of the occupied Zone's Zone Display. If Chetniks become pro-Yugoslav, they pass to the control of the Yugoslav Player at the end of the Phase by being transferred to the Yugoslav/Chetnik Mountain triangle of the occupied Zone's Zone Display. If Chetnik units become neutral, they are placed in the occupied Zone's Neutral Chetnik box at the end of the Phase. Here they remain, uncontrolled by either Player, until future die rolls make them pro-Axis or pro-Yugoslav.

[7.25] If Chetnik units remain pro-Axis, pro-Yugoslav, or neutral, they are not moved from their current location.

[7.26] At the beginning of the Chetnik Collaboration Phase of Game-Turn 9 through 13, the Yugoslav Player must determine if Allied Support Withdrawal has taken place. Allied Support Withdrawal occurs only once per game, and after its initiation, it is in effect for the remainder of the game (i.e., it is unnecessary to calculate its occurrence again in succeeding Game-Turns).

A. On Game-Turn 9, Allied Support Withdrawal occurs if less than 20% of the Chetnik units currently on the map are pro-Yugoslav;
B. On Game-Turn 10, Allied Support Withdrawal occurs if less than 40% of the Chetnik units on the map are pro-Yugoslav;
C. On Game-Turn 11, Allied Support Withdrawal occurs if less than 60% of the Chetnik units on the map are pro-Yugoslav.
D. On Game-Turn 12, Allied Support Withdrawal occurs if less than 80% of the Chetnik units on the map are pro-Yugoslav.
E. On Game-Turn 13, Allied Support Withdrawal occurs if it has not occurred already.

[7.27] It is not necessary to perform Chetnik Collaboration die rolls when there are no Chetnik units on the map.

[7.3] GUERRILLA MOVEMENT AND COMBAT RESTRICTIONS

[7.31] Partisan and pro-yugoslav Chetnik units may never occupy the same box, triangle, or circle. They may never participate in an attack together and may never be attacked as a combined force.

[7.32] Pro-Axis Chetnik units may stack freely with other Axis units. When stacked with Axis units that are performing combat, they must participate. Exception: See 7.33.

[7.33] Pro-Yugoslav Chetnik and pro-Axis Chetnik units may never perform combat against one another. Pro-Yugoslav and pro-Axis units are ignored when stacked with Axis units that are performing combat against pro-Yugoslav Chetniks. Pro-Yugoslav Chetniks may attack Axis units stacked with pro-Axis units (although the pro-Axis Chetniks are ignored in the attack).

[7.4] GUERRILLA REINFORCEMENTS

During the course of the game, new guerrilla units may be created through pre-determined reinforcements or variable reinforcements.

[7.41] The Yugoslav Player receives pre-determined Partisan reinforcements (including Tito) at the beginning of the Yugoslav Movement Phase of Game-Turn 2. These units are placed according to the instructions of Case 13.92.

[7.42] During all Guerrilla Reinforcement Phases, the Yugoslav Player must determine if variable reinforcements are available. In each of the 12 Zones, the Yugoslav Player must determine if reinforcements are available through recruitment (see 7.43), due to Tito (see 7.46), or through a Guerrilla Uprising (see 7.47). Reinforcements are expressed in groups (see 7.6) of Partisans and/or Chetniks.

[7.43] There are two means by which the Yugoslav Player can obtain reinforcements through recruitment by occupying a Objective Display (see 7.44) or by occupying a Mountain triangle (see 7.45). Note that reinforcement may be affected by Tito's removal from the map or his elimination (see 9.32) or by weather (see 11.0).

[7.44] Each Objective Display currently occupied by at least one Yugoslav unit (including Soviets and pro-Yugoslav Bulgarians) is eligible for recruitment during the Recruitment Segment. In order to determine the number of groups created due to a Yugoslav Objective Display, the Yugoslav Player rolls a single die and multiplies this die roll by the Display's Recruitment Value (round down if a fraction is created). The result is the number of reinforcing groups created. These reinforcements are Partisan if the Display is currently occupied by a Partisan (or Soviet or pro-Yugoslav Bulgarian) stack, or Chetnik if the Display is currently occupied by a Chetnik stack. The number of reinforcements created on a Display is subject to the following modifications:

A. No more reinforcing groups may be created than the number of Yugoslav Strength Points currently occupying the Display.
B. If a drought is in effect (see 11.2), the number of groups created in market town Objective Displays is halved (round fractions down).

C. If a Winter Game-Turn is in effect (see 11.1), the number of groups created in village Objective Displays is halved (round fractions down).
D. If a Zone's Alignment Value is Partisan (see 7.5), the number of reinforcing Chetnik groups created by recruitment in all Objective Displays within that Zone is halved (round fractions down).

[7.45] Each Mountain triangle currently occupied by at least one Yugoslav unit is eligible for recruitment in the Recruitment Segment. In order to determine the number of groups created due to this cause, the Yugoslav Player should total the number of Yugoslav Strength Points occupying given Mountain triangles (round divide by four (round fractions down). The result is the number of reinforcing groups created within that Mountain. Reinforcing groups are Partisan if the Mountain triangle is occupied by Partisan (or Soviet or pro-Yugoslav Bulgarian) units. Reinforcing groups are Chetnik if the Mountain triangle is occupied by Chetnik units. The number of reinforcements created within a Mountain is subject to the following modifications:

A. No more groups may be created than the number of Yugoslav units currently occupying a given Mountain triangle.
B. If it is a Winter Game-Turn (see 11.1), the number of groups created in each Mountain triangle is halved (round fractions down).
C. If a Zone's Alignment Value is Partisan (see 7.5), the number of reinforcing Partisan groups created by recruitment in the Mountain triangle within that Zone is halved (round fractions down).
D. If a Zone's Alignment Value is Chetnik (see 7.5), the number of reinforcing Chetnik groups created by recruitment in the Mountain triangle within that Zone is halved (round fractions down).
E. If a Zone is not listed above, only one group is created.

[7.46] During the Tito Segment, the Yugoslav Player receives a number of Partisan groups as reinforcements according to the following schedule:

A. If the Zone is Croatia, 3 groups are created.
B. If the Zone is Baranja, Bosnia, Carinthia, Dalmatia, or Slovenia, 2 groups are created.
C. If the Zone is not listed above, only 1 group is created.

[7.47] During the Uprising Segment, the Yugoslav Player determines if Tito (in any state) is present anywhere within this Zone, including the Hideaway area. If Tito is present, the Yugoslav Player receives a number of Partisan groups as reinforcements according to the following schedule:

A. If the Zone is Croatia, 3 groups are created.
B. If the Zone is Baranja, Bosnia, Carinthia, Dalmatia, or Slovenia, 2 groups are created.
C. If the Zone is not listed above, only 1 group is created.

[7.48] Variable guerrilla reinforcements are deployed as follows:

A. If they are created by recruitment in an Objective Display, they are immediately placed in the Yugoslav box of that Display.
B. If they are created by recruitment in a Mountain triangle, they are immediately placed directly on top of the Tito counter.
C. If they are created by Tito's presence within a Zone, they are immediately placed directly on top of the Tito counter.
D. If they are created by a Guerrilla Uprising, they are immediately placed in the appropriate Hide-away circle of the Zone in which the uprising occurred.
E. Anytime the number of reinforcing guerrilla groups created by recruitment is halved more than once in a given Objective Display or Mountain triangle, no reinforcements are created at all during the current Recruitment Segment for that Display or triangle.

Example of Variable Reinforcements:
During the Guerrilla Reinforcement Phase, the Yugoslav Player is calculating reinforcements in Slovenia. One Partisan Division (Strength of 12) plus Tito occupies the Partisan Mountain triangle.

Nine Chetnik groups (each with a Strength of 1) occupy the Chetnik Mountain triangle. In addition, one Partisan group occupies Ljubljana. During the Recruitment Segment, the Yugoslav Player rolls a single die for Ljubljana, obtaining a 6. Multiplied by Ljubljana's Recruitment Value (2), a 12 results. However, only one Partisan group is created, because only a single Strength Point occupies this Display (see 7.44A). This group is immediately deployed in Ljubljana (if available). For the Mountains, only a single Partisan group is created due to the Partisan division (12 divided by 4 equals 3; since there is only one Partisan unit in the triangle, the only single group is created) and Tito (see 7.45). Similarly, one Chetnik group is created by the Chetnik Mountain group in the Mountain triangle (9 divided by 4 equals 2 1/2, dropping fractions leaves 2; 2 is halved because Slovenia is aligned to the Partisans — see 7.45C). Both of these reinforcing groups are deployed in their respective Mountain triangles. During the Tito Segment, the Yugoslav Player receives 2 Partisan groups due to Tito's presence in the Zone (see 7.46), both of which are placed on top of Tito in the Partisan Mountain triangle. During the Uprising Segment, the Yugoslav Player determines if an uprising takes place in Slovenia. However, the Axis garrison is sufficient to prevent its occurrence (see 7.5).

[7.5] GUERRILLA UPRISINGS

A Guerrilla Uprising may take place within a Zone if the Axis Garrison falls below the minimum strength required to keep the Zone pacified. On the map, the name of each Zone is followed by the figure [0]. The figure [0] or [0] is the Garrison Value, the Second (a letter) is the Alignment Value, and the Third is the Uprising Modifier.

[7.51] If, at the beginning of the Uprising Segment of all Game-Turns between 3 and 17 (inclusive), the Axis Player currently has fewer divisions (or their equivalents; see 6.22) within a Zone than that Zone's Garrison Value, a Guerrilla Uprising automatically takes place.

[7.52] In each Zone in which a Guerrilla Uprising takes place, the Yugoslav Player immediately rolls a single die. The Zone's Uprising Modifier is immediately subtracted from this die roll. A modified die roll of 1 or more indicates a successful Guerrilla Uprising (see 7.55). A modified die roll of less than 1 indicates an unsuccessful Guerrilla Uprising. If a Guerrilla Uprising is unsuccessful, nothing further is done.

[7.53] If a Guerrilla Uprising is successful, the following procedure is performed:
A. The Axis Player determines the difference between the Garrison Value of the Zone and the actual number of divisions currently occupying this Zone (drop fractions of divisions).
B. The figure determined in Step A is multiplied by the Yugoslav Player's original modified die roll which created the successful uprising (see 7.52). This product is the number of reinforcing groups created as a result of the uprising.

[7.54] If a Guerrilla Uprising is successful, the following procedure is performed:
A. The Axis Player determines the difference between the Garrison Value of the Zone and the actual number of divisions currently occupying this Zone (drop fractions of divisions).
B. The figure determined in Step A is multiplied by the Yugoslav Player's original modified die roll which created the successful uprising (see 7.52). This product is the number of reinforcing groups created as a result of the uprising.
C. The Yugoslav Player rolls a single die and compares this roll with the Zone's Alignment Value (either P - Partisan; or C - Chetnik; or N - Neutral). If an even number is rolled, all of the reinforcing groups created as a result of the uprising are of the same type as the Zone's alignment. If the Zone is neutral, no die roll is necessary and half the groups are Partisan (round fractions up) and the other half are Chetnik. If an odd number is rolled, half the reinforcing groups are Partisan (round fractions up) and the other half are Chetnik, regardless of the Alignment Value of the Zone.

[7.54] Axis units on an Anti-Guerrilla Operation within a Zone (see 8.4) may be fully counted as part of that Zone's garrison, even though they are not currently deployed on the map.

[7.55] No Guerrilla Uprisings may take place if there are no guerrilla units on the map.

[7.56] Reinforcements created by a Guerrilla Uprising are placed in the appropriate Hide-away circle of the Zone in which the uprising occurred.

Example of Guerrilla Uprising:

In Bosnia, the Axis Player has nine Croat brigades. This is equal to 4⅔ divisions — below Bosnia's Garrison Value of 6. Thus, a Guerrilla Uprising takes place. The Yugoslav Player rolls a single die and obtains a 2. Bosnia's Uprising Modifier is 1, so the modified die roll is 1 — a successful uprising. The Axis Player is two divisions short of the Garrison Value, so a 2 multiplied by 1 yields 2. The Yugoslav Player again rolls the die, obtaining a 4 (even). Thus, the two reinforcing guerrilla groups created in Bosnia are both Partisan (Bosnia's Alignment Value is P). These groups are placed in the Partisan Hide-away in Bosnia.

[7.6] MAXIMUM SIZE OF GUERRILLA UNITS

Guerrilla units come in three sizes: groups, brigades, and divisions (Partisan only). Brigades and divisions are created from smaller guerrilla units. When creating brigades and divisions, any unused brigade or division counter may be employed.

[7.61] At the beginning of the game and in all succeeding Game-Turns until brigade-strength is achieved (see 7.62), the maximum size of any guerrilla unit on the map is the group.

[7.62] At the end of each Guerrilla Status Phase, the Yugoslav Player must total the number of Partisan and the number of Chetnik groups currently on the map:

A. If there are 30 Partisan groups on the map at this time, the Yugoslav Player has achieved brigade-strength for the Partisans;

B. If there are 25 Chetnik groups of any allegiance on the map at this time, the Yugoslav Player has achieved brigade-strength for the Chetniks.

Note: There are 30 and 25 Partisan and Chetnik groups provided in the countermix, respectively. Thus, when all of the groups of a particular guerrilla type are on the map, brigade-strength has been achieved for that type.

[7.63] If the Partisans (or Chetniks) have achieved brigade-strength, the Yugoslav Player may build Partisan (or Chetnik) brigades and divisions, subject to the restrictions of Cases 7.64 and 7.67:

A. Immediately (and in every succeeding Guerrilla Status Phase), the Yugoslav Player may create brigades from groups of the same guerrilla type that currently occupy the same box, triangle or circle. 3 groups are the equivalent of 1 brigade. In each Guerrilla Status Phase, the Yugoslav Player may perform as many of these substitutions as he desires. The substituted units are removed from the map and are replaced by an unused brigade counter.

B. In ensuing Guerrilla Reinforcement Phases, the Yugoslav Player may bring reinforcing Partisan or Chetnik groups onto the map in brigade-size. Groups are the equivalent of 1 brigade. Example: If in Zagreb the Yugoslav Player were due 7 Partisan groups as reinforcements, 2 brigades and 1 group, or 1 brigade and 4 groups, or simply 7 groups could be deployed.

[7.64] Only Chetnik units that are controlled by the Yugoslav Player may be built into brigade-size. Partisan and Chetnik units may never combine to form any higher level of organization.

[7.65] At the end of each Guerrilla Status Phase after brigade-strength has been achieved for the Partisans, the Yugoslav Player should total the number of Partisan brigades currently on the map. If this number is 25 or more, division-strength has been achieved by the Partisans.

[7.66] If the Partisans have achieved division-strength, the Yugoslav Player may create Partisan divisions according to the restrictions of Case 7.67. Chetniks may never form into divisions.

A. Immediately (and in every succeeding Guerrilla Status Phase), the Yugoslav Player may create divisions from groups and/or brigades that occupy the same box, triangle, or circle. 2 brigades or 6 groups are the equivalent of 1 division. In each Guerrilla Status Phase, the Yugoslav Player may perform as many of these substitutions as he desires. The substituted units are removed from the map and are replaced by an unused division counter.

B. In ensuing Guerrilla Reinforcement Phases, the Yugoslav Player may bring Partisan groups onto the map in division-size. 6 groups or 2 brigades are the equivalent of 1 division.

[7.67] The first Partisan brigade and division that is placed on the map must be created in the box, triangle, or circle that Tito currently occupies. After this requirement is fulfilled, Partisan brigades and divisions may be created for the remaining Partisans on the map. If Tito is removed from the map (see 9.4) at the time brigade or division-strength is achieved, brigades or divisions may not be created until Tito's redeployment on the map.

[7.68] The number of Yugoslav groups, brigades, and divisions provided in Tito is an intended limitation. If no more counters of a given type are available for use, then no more units of this type may be created by any means of reinforcement. However, all guerrilla units that are eliminated immediately become available for use again upon their elimination. Note that all Yugoslav groups and divisions are back-printed with brigade-size units. As Italian units are eliminated from play or are withdrawn from the map, the Yugoslav Player may employ the reverse side of these counters as divisions become available for employment.

[7.69] Once the Yugoslav Player is permitted to build brigades or divisions, he may continue to do so for the remainder of the game, even if conditions for their creation have already fallen below their original "triggering" point. However, once a Yugoslav brigade or division is created, it may never be broken-down again for any reason (including combat loss) for the remainder of the game. Note: The achievement of brigade-strength for Partisans or Chetniks may trigger a number of key events (see 6.64 and 9.4).

[8.0] COMBAT

GENERAL RULE:

Each unit in the game possesses a Combat Strength (or simply "Strength") expressed in points, which is employed when attacking or defending. Only opposing units occupying corresponding boxes, triangles, or circles may participate in combat. Combat is mandatory between opposing units in corresponding Objective Display boxes and voluntary between opposing units in corresponding Mountain or Hide-away triangles or circles. Only the Phasing Player may initiate combats. If a combat is initiated, the Phasing Player is the attacker and the non-Phasing Player is the defender. Combat results will obligate the losing Player to lose Strength Points and/or retreat his units. The outcome of a combat may be influenced by terrain.

CASES:

[8.1] HOW COMBAT OCCURS

[8.11] Combat may occur only under the following circumstances:

A. Opposing units occupy corresponding boxes of an Objective Display (see 5.3).

B. Opposing units occupy corresponding Mountain triangles or Hide-away circles on a given Zone Display (see 5.2).

C. Opposing units occupy corresponding Hide-away circles on a given Zone Display (see 5.2). Combat is voluntary in this situation; i.e., the Phasing Player is not obligated to initiate it during his Combat Phase.

[8.12] If the Phasing Player has initiated a combat within an Objective or Zone Display, all of both Players' units occupying these corresponding boxes, triangles, or circles must participate. Exceptions: See 7.33, 8.25, and 8.48. No units may be voluntarily withheld from this combat.

[8.13] No unit may attack more than once per Combat Phase and no unit may be attacked more than once per Combat Phase. If an Axis stack in a Mountain or Hide-away has Partisan and Chetnik units in corresponding Mountain triangles or circles, this stack may attack only the Partisan or the Chetnik stack in a given Combat Phase, never both.

[8.2] HOW TO RESOLVE COMBAT

[8.21] If an attack has been declared by the Phasing Player, it is resolved in the following manner:

A. The Phasing and the non-Phasing Player total the Strength Points of their respective participating units;

B. The Phasing Player's total is compared to the non-Phasing Player's total, and this comparison is subject to the modified Combat Strength of the defender. This ratio is rounded down in favor of the defender to conform to the simplified ratio columns found on the Combat Results Table (CRT). Note: Terrain may affect the Strength of the defender (see 8.3);

C. The Phasing Player rolls a single die and cross-references this die roll with the appropriate ratio column. The result is applied immediately (see 8.22).
[8.22] Combat results are read as follows:
A. (an attacker) or D (a defender) followed by a number: The affected player loses a unit(s) equal to the numerical result. If it is impossible for this player to lose a unit exactly equal to the numerical result, he must eliminate as many Strength Points as possible from the affected stack without exceeding the numerical result. If it is impossible to lose any units that would yield a total of eliminated Strength Points less than the numerical result, nothing is lost. Regardless of how capable a player's forces are in fulfilling a loss result, this force must retreat after combat (see 8.24).
B. DE or AE: The defender's or attacker's force is eliminated from play entirely.

Example: A Partisan brigade (Strength of 4) receives a D2 result. It is impossible for the Yugoslav player to lose the brigade without suffering a Strength Point loss of less than 2. Thus, no less is taken, but the brigade must retreat.

[8.23] Yugoslav brigades and divisions may never be broken down in order to fulfill combat loss results.

[8.24] Retreats are conducted as follows:
A. Yugoslav units always retreat into the Hide-away circle of the Zone they currently occupy. However, in all adverse results suffered in Axis Anti-Guerrilla Operations (see 8.4), Yugoslav units must retreat into the Hide-away of any adjacent Zone (Axis Player's choice, subject to the restrictions of Case 6.6);
B. Axis units retreat into the Mountain triangle of the Zone they currently occupy. However, Axis units suffering an adverse combat result in a Mountain triangle are optionally moved to the Mountain triangle of any adjacent Zone (Axis Player's choice, subject to the restrictions of Case 6.6).

Note: Axis units on Anti-Guerrilla Operations are never obligated to retreat.

[8.25] Units that are retreat may not participate in combat again for the duration of the Combat Phase, even if the box, triangle, or circle they are retreated into possess units that are attacking or defending. If units retreat into a box, triangle, or circle that subsequently suffers an adverse combat result in the same phase, these units are immediately eliminated. (Since stacking limitations apply only at the end of a Friendly Movement Phase, units may be retreated into a location in excess of these limitations.)

[8.26] Units may never "advance" after combat.

[8.27] The Phasing Player conducts combats in any order he wishes.

[8.28] If units are unable to retreat due to the restrictions of Case 6.6, they are eliminated.

[8.3] EFFECTS OF TERRAIN ON COMBAT

[8.31] Yugoslav units occupying Hide-away circles are doubled in Combat Strength when defending.

[8.32] The numerical loss result following the letters A or D on the CRT is modified according to the following schedule:
A. It is tripled if the combat is taking place in a city (i.e., a D1 would become a D3);
B. It is doubled if the combat is taking place in a town or market town;
C. It is doubled in all combat taking place during an Anti-Guerrilla Operation (see 8.4).

[8.4] ANTI-GUERRILLA OPERATIONS

Between Game-Turns 3 and 14 (inclusive), the Axis Player may conduct up to two Anti-Guerrilla Operations per Game-Turn. However, the number of Anti-Guerrilla Operations that may be performed during the course of the game is limited (see 15.3). Anti-Guerrilla Operations allow Axis units to enter the Hide-away circles of the Zones the operations are being conducted in and permit more favorable attacks to be performed by the Axis Player.

[8.41] At the beginning of each Axis Anti-Guerrilla Operations Phase between Game-Turns 3 and 14 (inclusive), the Axis Player must state if he is performing none, one, or two operations in the current Game-Turn. If an operation(s) is declared, the Axis Player secretly writes down the name of a single Zone in which this operation will be conducted. (If two operations are declared, two Zones are listed — but the same Zone may not be chosen twice in the same Game-Turn.) If no operations are declared, the rest of this Phase is skipped.

[8.42] For each declared operation, the Axis Player may choose up to 7 divisions (or their equivalents; see 6.22) during the Planning Segment to participate. These choices are made openly but may only include units that would normally be able to reach the Zone through normal movement in a hypothetical Movement Phase. In addition, the Axis Player must retreat any units into a Hide-away of any adjacent Zone (Axis Player's choice, subject to the restrictions of Case 6.6).

[8.43] During the Yugoslav Reaction Segment, the Yugoslav Player rolls a single die (or two numbered results on the CRT) to determine the number of Anti-Guerrilla Operations that may be performed. The number is the number of Yugoslav units that may be instantly permitted a "bonus" Movement Phase, subject to all normal movement rules. The units chosen to move must be able to reach the Zone through normal movement from any area on the map, although the Yugoslav Player is not obligated to move any units if he does not wish to. The movement of Tito counts against the Yugoslav Player's allotment of bonus moves. Units chosen to make a bonus move may move normally in the ensuing Yugoslav Player Turn.

[8.44] During the Deployment Segment, all Axis units participating in an Anti-Guerrilla Operation must be placed in the Mountain triangle and/or Hide-away circle of the Zone Display declared as the object of this operation. Participating units may be placed in these two locations in any combination the Axis Player desires — all may be placed in one or the other or in any other conceivable combination. If two operations have been declared in the current Game-Turn, the Axis Player must resolve the first fully before proceeding to deploy the participating units of the second (i.e., performing Steps C and D of this Phase).

[8.45] During the Combat Segment, Axis units in a Mountain triangle or Hide-away circle may attack Yugoslav units in any triangle and circles subject to normal combat rules. If no Yugoslav units are present in the corresponding locations, the Axis units are immediately removed from the map (see 8.47).

[8.46] The following special rules apply to combat during Anti-Guerrilla Operations:
A. The ratio is shifted two columns to the right (i.e., a 3-1 becomes a 5-1);
B. All numbered results on the CRT are doubled (i.e., a D1 becomes a D2);
C. If the Yugoslav Player is forced to retreat, his units are retreated into the Hide-away circle of an adjacent Zone;
D. Axis units are never obligated to retreat.

[8.47] After each combat is resolved, participating Axis units are immediately removed from the map. During the Anti-Guerrilla Operations Redeployment Phase (of the Terminal Segment), these units are placed back on the map. At this time, the Axis Player may place each of these units in any Axis box or triangle of the Zone in which the operation was conducted — Exception: see 6.44B — including those with corresponding Enemy units.

[8.48] Axis units that are not participating in an operation may not be included in any attacks during this Phase, even if they occupy the same location as participating Axis units.

[8.49] Immediately before the start of the game, the Axis Player must determine the number of Anti-Guerrilla Operations that he is limited to for the duration of the game (see 15.3).

[8.5] INTRINSIC DEFENSE STRENGTHS OF AXIS TOWNS AND CITIES

Trieste, Pola, Fiume, Zara, and Belgrade possess intrinsic Defense Strengths which are printed in parentheses within the Axis box of these Objective Displays.

[8.51] The Yugoslav Player is not eligible to receive guerrilla reinforcements (see 7.4) or Victory Points (see 14.0) when occupying any of the above Objective Displays unless the intrinsic Defense Strength of the Display has been eliminated (see 8.53).

[8.52] An Intrinsic Defense Strength is equivalent to a normal Combat Strength, but it may never be used to attack. It may only be employed when the Yugoslav Player is conducting an attack against one of the above Displays. It may be employed by itself or in conjunction with Axis units currently occupying the Display. It may not be moved and may never be considered part of an Axis garrison.

[8.53] An Intrinsic Defense Strength is considered eliminated in any attack against the Display that results in a "D" outcome. The elimination of a Display's intrinsic Defense Strength must be kept track of on a separate piece of paper.

[8.54] The elimination of an Intrinsic Defense Strength may never be used to satisfy Strength Point losses for Axis units that were affected by a "D" result in this Display.

[8.55] The intrinsic Defense Strengths of Trieste, Pola, Fiume, and Zara are permanently eliminated at the instant of Italian surrender (see 10.3).

[8.6] COMBAT RESULTS TABLE

(see mapsheet)

[9.0] TITO

GENERAL RULE:

Marshall Tito is represented by a single, back-printed counter that is controlled by the Yugoslav Player at all times. Tito may provide the Yugoslav Player certain advantages in combat and guerrilla reinforcement. However, the Axis Player may attempt to identify, locate, and eliminate Tito.

PROCEDURE:

Tito is made available to the Yugoslav Player as part of the Partisan reinforcements of Game-Turn 2 (see 13.92). When initially placed on the map, Tito is always placed with his unidentified counter-side showing.

CASES:

[9.1] MOVEMENT OF TITO

The Tito counter is subject to all normal movement rules, and moves as if it were a Partisan combat unit. However, Tito must end each Yugoslav
[9.2] TITO AND COMBAT

[9.21] If Tito (in any state) is stacked with Partisan units that are attacking, the ratio is shifted one column to the left on the CRT. If Tito is stacked with Partisan units that are attacking, the ratio is shifted one column to the right on the CRT. Tito may provide a maximum of one shift per Combat Phase.

[9.22] If Partisan units stacked with Tito are obligatory to retreat, Tito must retreat with these units. However, Tito may never be eliminated due to normal combat. If a Partisan stack containing Tito is eliminated, Tito is simply placed on top of any Partisan unit in the same Zone, or if this is impossible, on top of any Partisan unit on the map. If there are no Partisan units currently on the map, Tito is placed aside for the time being, but may return to the game with Partisan replacements (see 13.6).

[9.23] Tito may only be eliminated according to the procedure described in Case 9.4. If Tito is eliminated, the Axis Player may shift the ratio one column to the right in all Axis attacks against any Partisan units, and one column to the left in all attacks made by Partisan units. In addition, Chetnik Collaboration die rolls are affected (see 7.22).

[9.3] TITO AND YUGOSLAV REINFORCEMENTS AND VICTORY POINTS

[9.31] If Tito is present within a Zone during the Guerrilla Reinforcement Phase, the Yugoslavia Player receives a variable number of reinforcing Partisan groups (see 7.46).

[9.32] During each Game-Turn in which Tito is withdrawn from the map (see 9.43), the number of Partisan groups available by recruitment in Objective Displays or Mountain triangles is halved (round fractions down; see 7.44 and 7.45). If Tito is eliminated, this condition is in effect for the remainder of the game. (Also, see 7.49).

[9.33] The Yugoslav Player loses 5 Victory Points for each Game-Turn during which Tito is withdrawn from the map (see 9.43). If Tito has been eliminated, the Yugoslav Player immediately loses 25 Victory Points in the ensuing Victory Point Stage and loses 5 Victory Points in each succeeding Victory Point Stage.

[9.4] IDENTIFYING AND ATTACKING TITO

The Axis Player may make a specific attack against Tito, but only after he has been identified and located. However, no identification, location or attack attempt against Tito may be made after Game-Turn 14.

[9.41] The Axis Player may attempt to identify Tito during the Tito Phase of each Game-Turn following the one in which the first Partisan brigade is placed on the map (see 7.6) or in which the Yugoslav Player has first accumulated at least 45 Victory Points (see 14.0). The Axis Player rolls a single die at this time, a 6 indicating that Tito has been identified and a 1 through 5 indicating no effect. If Tito is identified, his counter is flipped over to the appropriate side.

[9.42] The Axis Player may attempt to locate Tito during the Tito Phase of each Game-Turn following the one in which he is identified. The Axis Player rolls a single die at this time, a 6 indicating that he has been located and 1 through 5 indicating no effect. When Tito has been located, the German 501st SS Parachute Battalion becomes available as a reinforcement in the ensuing Axis Reinforcement Phase.

[9.43] The Axis Player may attempt to eliminate Tito during any Axis Combat Phase or Segment following the Tito Phase in which Tito is located. However, only one elimination attempt against Tito may be made per game. In order to eliminate Tito, the Axis Player must conduct an attack against a Partisan stack of units containing Tito. The 501st SS Parachute Battalion must participate in this attack. However, before resolving normal combat, the Axis Player rolls a single die. A 6 indicates that Tito is eliminated and a 1 through 5 indicates that Tito is "withdrawn" from the map for a number of full Game-Turns equal to this die roll (see 9.45). After this die roll, the normal combat must be resolved, and the 501st SS must participate (it remains on the map and functions as a normal unit for the remainder of the game).

[9.44] As long as the 501st SS participates, an Axis elimination attempt against Tito may be performed during an Anti-Guerrilla Operation.

[9.45] If Tito must be withdrawn from the map, his counter is picked up and placed aside for the time being. However, he automatically becomes available as a Partisan reinforcement after a number of full Game-Turns equal to the Axis Player's elimination attempt die roll (see 9.43). Example: If Tito were attacked on Game-Turn 7 with a die roll of 2, he would become available as a Partisan reinforcement in any Partisan-occupied Objective Display during the Guerilla Reinforcement Phase of Game-Turn 10.

[9.14] Allied Progress Track (see map sheet)

[9.15] ITALIAN PULLBACKS AND WITHDRAWALS

[9.21] When the Allied Progress marker enters Box #3 on the Allied Progress Track, the Axis Player is immediately subject to an Italian Pullback for the remainder of the game. When an Italian Pullback is in effect, Italian units in Yugoslavia may not enter the Zone Display for any reason, and may only occupy Objective Displays labeled "Italian Pullback." In the Axis box, Italian units currently occupying a prohibited location at the moment an Italian Pullback comes into effect must move out in the ensuing Axis Movement Phase. Note: Once an Italian Pullback has occurred, Italian units are not permitted to participate in Anti-Guerrilla Operations in Bosnia or Serbia (see 6.64B).

[9.22] When the Allied Progress marker enters Box #6 on the Allied Progress Track, the Axis Player is immediately subject to an Italian Withdrawal. In this event, the Axis Player immediately rolls a single die, the resulting number indicating the number of Italian units (Axis Player's choice) which must be immediately and permanently removed from the map. This die roll takes place only once per game. In the ensuing Axis Reinforcement Phase, German reinforcements due as a result of Italian Withdrawal (see 13.91) become available to the Axis Player. In addition, Chetnik Collaboration die rolls are affected (see 7.2).

[9.23] No Italian unit may participate in an Anti-Guerrilla Operation once an Italian Withdrawal takes place.

[9.10] ITALIAN UNITS AND ALLIED PROGRESS

GENERAL RULE:

Certain events outside the scope of the Balkans campaign trigger pullbacks, withdrawals, and surrender of Italian units, as well as the entry of special German reinforcements. These events are measured on the Allied Progress Track.

CASES:

[10.1] ALLIED PROGRESS

Starting with Game-Turn 6, the Yugoslav Player rolls a single die during the Allied Progress Phase and applies the result to the Allied Progress Track (10.14). There are several events displayed on this Track, which, as they occur, may trigger events affecting Italian units.

[10.11] At the beginning of Game-Turn 6, the Allied Progress marker is placed in the upper-half of Box #1 (Amar Halfa) on the Allied Progress Track. When the Yugoslav Player rolls the die during the Allied Progress Phase, a roll of 1 through 5 indicates that the marker is advanced to the upper-half of the adjacent Objectives Display, or the next Allied Progress Phase. A roll of 6 indicates that the marker is not advanced but is simply shifted to the lower-half of the box it currently occupies, indicating that the Allied campaign has been temporarily stalled.

[10.12] If the Allied Progress marker currently occupies the lower-half of a box, one is added to the Yugoslav Player's die roll during the next Allied Progress Phase. A roll of 6 indicates that the marker is not advanced but is simply shifted to the lower-half of the box it currently occupies, indicating that the Allied campaign has been temporarily stalled.

[10.13] If the Allied Progress marker currently occupies the lower-half of a box and it is rolled by the Yugoslav Player during the Allied Progress Phase, the marker is not moved at all; it remains in the lower-half of the box it currently occupies (see 10.12). Whenever the Marker is advanced, it is always placed in the upper-half of the next box.

[10.14] Allied Progress Track (see map sheet)

[10.15] ITALIAN PULLBACKS AND WITHDRAWALS

[10.21] When the Allied Progress marker enters Box #3 on the Allied Progress Track, the Axis Player is immediately subject to an Italian Pullback for the remainder of the game. When an Italian Pullback is in effect, Italian units in Yugoslavia may not enter the Zone Display for any reason, and may only occupy Objective Displays labeled "Italian Pullback." In the Axis box, Italian units currently occupying a prohibited location at the moment an Italian Pullback comes into effect must move out in the ensuing Axis Movement Phase. Note: Once an Italian Pullback has occurred, Italian units are not permitted to participate in Anti-Guerrilla Operations in Bosnia or Serbia (see 6.64B).

[10.22] When the Allied Progress marker enters Box #6 on the Allied Progress Track, the Axis Player is immediately subject to an Italian Withdrawal. In this event, the Axis Player immediately rolls a single die, the resulting number indicating the number of Italian units (Axis Player's choice) which must be immediately and permanently removed from the map. This die roll takes place only once per game. In the ensuing Axis Reinforcement Phase, German reinforcements due as a result of Italian Withdrawal (see 13.91) become available to the Axis Player. In addition, Chetnik Collaboration die rolls are affected (see 7.2).

[10.23] No Italian unit may participate in an Anti-Guerrilla Operation once an Italian Withdrawal takes place.

[10.3] ITALIAN SURRENDER AND OPERATION KONSTANTIN

When the Allied Progress marker reaches Box #7 on the Allied Progress Track, Italian Surrender takes place. As a result, all Italian units on the map either disband or defect. This determination is made during the Italian Surrender Phase. This Phase occurs only once per game in the Game-Turn in which Box #7 is reached. After Italian Surrender, the Allied Progress Phase is omitted for the rest of the game.

[10.31] The Axis Player receives reinforcements in the Axis Reinforcement Phase following the Allied Progress Phase in which Italian Surrender occurs (see 13.91).

[10.32] In the Italian Surrender Phase, the following procedure is performed:

A. All Italian units on the map either disband (see 10.33), defect (see 10.34), or remain in place (see 10.35).

B. All German units perform Operation Konstantin (see 10.36).

C. All Partisan units respond to Operation Konstantin (see 10.36).

D. All Italian units that remained in place according to the procedure in Step A either disband, defect, or continue to remain in place.

E. All remaining Italian units on the map are permanently removed.

[10.33] During Steps A and D of Case 10.32, a given Italian unit disbands if it occupies an Axis box, triangle, or circle containing an equal amount of non-Italian Axis Strength Points plus Partisan Strength Points in a corresponding box, triangle, or circle. A disbanded unit is immediately removed from the map.

[10.34] During Steps A and D of Case 10.32, a given Italian unit defects if it occupies an Axis box, triangle, or circle with fewer non-Italian Axis
Strength Points than Partisan Strength Points in a corresponding box, triangle, or circle. If an Italian unit defects, it is immediately removed from the map and replaced with a Partisan brigade (if available), which is placed in the Yugoslav box, triangle, or circle corresponding to the one formerly occupied by the Italian unit.

[10.35] During Steps A and D of Case 10.32, a given Italian unit remains in place if it occupies an Axis box, triangle, or circle without any other non-Italian Axis units in a corresponding location.

[10.36] When Operation Konstantin comes into effect (see 10.32B), the Axis Player is permitted a bonus Movement Phase for German units only. This bonus Phase is identical to a normal Movement Phase. As soon as all German units have completed this movement, the Yugoslav Player is permitted an identical bonus Movement Phase for all Partisan units. This is also considered a normal Movement Phase, except the Yugoslav Player is not subject to the restrictions of Case 6.42 (i.e., a Partisan unit may move into a Zone and enter one of its Objective Displays immediately). Bonus Movement Phases are in addition to normal movement permitted during Axis and Yugoslav Movement Phases.

[11.0] WEATHER

GENERAL RULE:
Game-Turns 4, 8, 12, and 16 are automatically Winter Game-Turns. In addition, during the Weather Phase of Game-Turns 2, 6, 10, and 14, the Yugoslav Player must determine if drought will exist in the ensuing year (the current and the three successive Game-Turns).

CASES:

[11.1] WINTER

[11.11] During a Winter Game-Turn, the number of reinvigorating guerrilla groups that are created by recruitment in Mountain triangles or village Objective Displays is halved (rounding fractions down). Exception: See Case 11.12.

[11.12] Yugoslav units occupying the Mountain triangles in the Islands Zone Display are not affected by Winter Game-Turns in terms of recruitment.

[11.2] DROUGHT

[11.21] During the Weather Phase of Game-Turns 2, 6, 10, and 14, the Yugoslav Player must roll a single die in order to determine if drought is created during the current Game-Turn and the following three Game-Turns.

[11.22] There are two possible weather results: drought and normal:

A. On Game-Turn 2, a die roll of 1 through 3 indicates drought, and a die roll of 4 through 6 indicates normal.

B. On Game-Turns 6, 10, and 14, a die roll of 1 through 5 indicates a drought and a die roll of 6 indicates normal.

[11.23] If drought is created, the Game-Turn marker should be flipped over to indicate this condition. If drought is in effect during a Guerrilla Reinforcement Phase, the number of reinvigorating guerrilla groups created by recruitment in market town Objective Displays is halved (rounding the fractions down).

[11.24] Normal weather has no effect on any game function.

[12.0] MOUNTAIN UNITS

GENERAL RULE:
The Axis Player possesses a number of mountain units. These are considered normal combat units for all purposes, except that when any stack containing at least one mountain unit (German and Italian only), not Croatia) conducts an attack in any Mountain triangle, a Hide-away circle, or village box, the ratio is shifted one column to the right on the CRT. There is a maximum of one shift to the right per combat.

[13.0] REINFORCEMENTS, REPLACEMENTS, TRANSFERS, AND UPGRAADING

GENERAL RULE:
Both players receive reinforcements and replacements during the course of the game. In addition, both players may transfer units at predetermined times. Similarly, the Axis Player is permitted to upgrade certain units at specific times during the course of the game.

PROCEDURE:
A. Axis reinforcements and replacements appear on the map during the Axis Reinforcement Phase of the indicated Game-Turn. In addition, unit transfer and upgrading takes place at this time. The Axis Player may place reinforcements and replacements anywhere within a Zone that the unit would normally be allowed to move into according to the restrictions of Case 6.6 (even in a display whose corresponding box, triangle, or circle is currently occupied by an Enemy unit).

B. Yugoslav reinforcements and replacements appear on the map at the beginning of the Yugoslav Reinforcement Phase, except for variable guerrilla reinforcements, which appear in the Guerrilla Reinforcement Phase (see 7.4). In addition, transfer of Soviet and pro-Yugoslav Bulgarian units takes place at the beginning of the Yugoslav Movement Phase. Yugoslav units are placed on the map according to the requirements of Cases 13.2, 13.4, and 13.6.

CASES:

[13.1] AXIS REINFORCEMENTS

The Axis Player is due reinforcements as described in the Reinforcement, Transfer, and Upgrading Schedule (13.9).

[13.2] YUGOSLAV REINFORCEMENTS

[13.21] The Yugoslav Player is due predetermined Partisan reinforcements (including Tito) on Game-Turn 2 (see 13.92).

[13.22] The Yugoslav Player is due Soviet and Bulgarian reinforcements on Game-Turn 15 (see 13.92). In addition, there are three optional Soviet reinforcing units that are available to the Yugoslav Player at this time. However, if these units are used, the Yugoslav Player loses 15 Victory Points in the ensuing Victory Point Stage (see 14.3).

[13.3] AXIS REINFORCEMENTS TRIGGERED BY EVENTS

The Axis Player is due reinforcements as certain events are triggered during the course of the game.

A. Italian Withdrawal (see 10.2);

B. Italian Surrender (see 10.3);

C. Tito is located (see 9.42);

D. The Yugoslav Player first accumulates 45 Victory Points or the first Yugoslav reinforcement is placed on the map.

Note: The units available as a result of these events are listed in Case 13.91.

[13.4] YUGOSLAV VARIABLE GUERRILLA REINFORCEMENTS

The Yugoslav Player is due variable guerrilla reinforcements during all Guerrilla Reinforcement Phases (see 7.4).

[13.5] AXIS REPLACEMENTS

Axis replacements must be drawn from units that have been previously eliminated from play. Replacements may never be accumulated if they are not used or not available on a given Game-Turn, and they are permanently lost.

[13.51] Starting with the Phase of Game-Turn 2, the Axis Player receives one Serbian unit (Axis Player's choice) as a replacement each Game-Turn.

[13.52] Starting with the Axis Reinforcement Phase of Game-Turn 3, the Axis Player receives two Croat units (Axis Player's choice) as replacements each Game-Turn.

[13.6] YUGOSLAV GUERRILLA REPLACEMENTS

[13.61] If, at the beginning of any Yugoslav Movement Phase of Game-Turn 3 (or after), there are no Partisan units on the map, the Yugoslav Player is immediately eligible for Partisan replacements (see 13.6).

[13.62] If, at the beginning of any Yugoslav Movement Phase between Game-Turns 2 and 13 (inclusive), there are no Chemik units of any allegiance on the map, the Yugoslav Player is immediately eligible for pro-Yugoslav Chemik replacements (see 13.63).

[13.63] If the Yugoslav Player is due replacements, he rolls a single die for Partisans and/or a simple die for Chemiks. The result is the number of replacement groups of the appropriate type immediately available to the Yugoslav Player.

[13.64] Partisan replacements may be placed in the Hide-away circle of the Bosnia, Croatia, Serbia, Dalmatia, and/or Slovenia Zone Display. Chemik replacements (always placed on the map as pro-Yugoslav) may be placed in the Hide-away circle of the Montenegro and/or Serbia Zone Display.

[13.7] TRANSFERRING UNITS

[13.71] The Reinforcement, Transfer, and Upgrading Schedule (13.9) will ask the Axis Player to transfer (remove) specific units on the map at various steps during the game. In order to transfer a unit, the Axis Player simply picks it up and removes it from the map during the Axis Reinforcement Phase. A unit that is transferred may not return to play unless specified by 13.9.

[13.72] Transfer of Axis units is not mandatory. However, during the Victory Point Stage of each Game-Turn in which there are Axis units on the map whose transfer had previously been called for, the Yugoslav Player receives 5 Victory Points for each such unit (see 14.2).
TITO RULES, PAGE 10

[13.73] If an Axis unit has been eliminated when its transfer is called for, this transfer is ignored.

[13.74] The Yugoslav Player may transfer only Soviet and pro-Yugoslav Bulgarian units after Game-Turn 15. This is performed exactly like Axis transfer, except it takes place at the beginning of the Yugoslav Movement Phase. The Yugoslav Player loses 10 Victory Points for each Soviet and pro-Yugoslav Bulgarian unit on the map during the Victory Point Stage of Game-Turns 16 and 17 (see 14.5).

[13.8] UPGRAADING AXIS UNITS

[13.81] The Reinforcement, Transfer, and Upgrading Schedule (13.9) will list the times at which specific Axis units will be upgraded. In order to upgrade a unit, the Axis Player simply flips it over, revealing a new unit with a stronger Combat Strength. Abbreviations are as follows: G = Germany; C = Croatia; P = Partisan; B = Bulgaria; S = Soviet. All units listed are upgraded unless otherwise noted.

[13.9] REINFORCEMENT, TRANSFER, AND UPGRADING SCHEDULE

All reinforcements, transfers, and units to be upgraded are given by Game-Turn. Each unit’s designation is listed, followed by a letter and number in parentheses which indicate nationality and Combat Strength. Abbreviations are as follows: G = German; C = Croatian; P = Partisan; B = Bulgarian; S = Soviet. All units listed are upgraded unless otherwise noted.

[14.0] YUGOSLAV VICTORY POINTS

GENERAL RULE:
The Yugoslav Player (only) accumulates and loses Victory Points during the Victory Point Stage. The number of Victory Points accumulated by the Yugoslav Player at the end of the game will determine the winner. In addition, the accumulation of a certain number of Victory Points during the course of the game will trigger events altering the game’s flow.

CASES:

[14.1] HOW YUGOSLAV VICTORY POINTS ARE RECORDED

[14.11] Yugoslav Victory Points are recorded on the Yugoslav Victory Point Track (14.13) only during the Victory Point Stage. At this time, the Yugoslav Player should check every Yugoslav Unit格 that is currently occupying the Yugoslavia Movement Phase to see if any of the conditions of Cases 14.2 and 14.3 are fulfilled — accumulating and deducting Victory Points according to the instructions of these Cases.

[14.12] Yugoslav Victory Points are recorded with the appropriate markers on the Victory Point Track. As each condition of Cases 14.2 and 14.3 is fulfilled, these Victory Points should be adjusted appropriately. Each Victory Point marker is printed with a positive and negative side. (It is permissible for the Victory Point total to go into negative figures; if it does, simply flip the markers over to their negative side.)

[14.13] Victory Point Track
(see mapsheet)

[14.2] HOW THE YUGOSLAV PLAYER ACCUMULATES VICTORY POINTS

The fulfillment of the following conditions accumulates Victory Points for the Yugoslav Player during the Victory Point Stage of each Game-Turn:
A. The Yugoslav Player should check each Objective Display currently occupied by at least one Yugoslav (or Soviet or pro-Yugoslav Bulgarian) unit. For each occupied Objective Display, the Yugoslav Player receives the Victory Point Value of that Display (the second value printed in the Axis box).
B. The Yugoslav Player should check every Yugoslav (or Soviet or pro-Yugoslav Bulgarian) occupied Mountain triangle separately. The number of Yugoslav Strength Points in each such occupied Mountain triangle is totalled and divided by four (round fractions down). The result is the number of Victory Points awarded to the Yugoslav Player. However, no more Victory Points may be awarded per Mountain triangle than the number of units currently occupying the triangle. Example: If one Partisan division (Strength of 12) and nine Chetnik groups (each with a Strength of 1) occupy their respective Mountain triangles in Istria, the Yugoslav Player would receive 1 Victory Point for each mountain triangle and 2 Victory Points for the Chetnik groups.

C. The Yugoslav Player receives 5 Victory Points for each German unit that is currently on the map after its scheduled transfer (see 13.7).

[14.3] HOW THE YUGOSLAV PLAYER LOSES VICTORY POINTS

The Yugoslav Player should deduct Victory Points due to the fulfillment of the following conditions during the Victory Point Stage:
A. If Tito is currently withdrawn from the map (see 9.43), the Yugoslav Player loses 5 Victory Points.
B. If Tito has been eliminated (see 9.43), the Yugoslav Player loses 25 Victory Points in the ensuing Victory Point Stage and 5 Victory Points in every succeeding Victory Point Stage.
C. If, at the beginning of the immediately preceding Yugoslav Movement Phase, there were no Chetnik guerrillas on the map, the Yugoslav Player loses 5 Victory Points. If there were no Chetnik units of any allegiance, the Yugoslav Player loses 15 Victory Points instead. Exception: After Game-Turn 13, this Case should be ignored.
D. If, at the beginning of the immediately preceding Yugoslav Movement Phase (except on Game-Turn 1), there were no Partisan units on the map, the Yugoslav Player loses 25 Victory Points.
E. For each Soviet and pro-Yugoslav Bulgarian unit on the map during the Victory Point Stages of Game-Turns 16 and 17, the Yugoslav Player loses 10 Victory Points.
F. If the three optional Soviet reinforcements have been deployed by the Yugoslav Player in the immediately preceding Yugoslav Movement Phase (see 13.92), the Yugoslav Player loses 15 Victory Points.

[14.4] EVENTS TRIGGERED BY YUGOSLAV VICTORY POINTS

A number of events are triggered by the first accumulation of 45 Victory Points by the Yugoslav Player (or the first appearance of a Yugoslav unit on the map). These events are described in Cases 6.64 and 13.91D.

[15.0] HOW TO START AND WIN THE GAME

GENERAL RULE:
Before the start of play, both Players must deploy a number of units on the map according to the instructions of Cases 15.1 and 15.2. In addition, the Axis Player must calculate the number of Anti-Guerrilla Operations that he may perform during the course of the game (see 15.3).
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**CASES:**

**[15.1] AXIS SET-UP**

Units to be deployed are indicated by nationality, designation, and strength (in parentheses). Axis units may be deployed in any Objective Display of the indicated Zone.

- A. German
  - Serbia: 704(12), 714(12), 717(12).
  - Bosnia: 718(12).
- B. Italian
  - Slovenia: Emilia(6), Marche(6), Alpi Gr(6), CD Alpi(6).
  - Istria: Murze(6), Messina(6).
  - Croatia: Bergamo(6), Sassari(6).
  - Dalmatia: Savoia(6), Zara(6).
  - Montenegro: Re(6), Lombard(6), Macerata(6), Isonzo(6), Ferrara(6), Taurinese(6), Perugia(6), Venezia(6), Puglia(6).
- C. Serb
- D. Bulgarian

**[15.2] YUGOSLAV SET-UP**

The Yugoslav Player deploys 5 Chetnik groups in the Yugoslav/Chetnik Hide-away circle of the Serbia Zone Display and 2 Chetnik groups in the Yugoslav/Chetnik Hide-away circle of the Montenegro Zone Display. These units are under the control of the Yugoslav Player at the start of the game.

**[15.3] AXIS ANTI-GUERRILLA LIMITATIONS**

**[15.31] Before starting play, the Axis Player should place all ten Soviet units available in the countermix in a cup. Each Soviet unit is back-printed with a number of Anti-Guerrilla Operations ("AGO"). Then, the Axis Player should blindly choose one of the Soviet units. The number indicated on the reverse side of this unit is the number of Anti-Guerrilla Operations that the Axis Player may perform during the course of the game.

**[15.32] The chosen Soviet counter is kept hidden in front of the Axis Player between Game-Turns 1 and 14 (inclusive). Each time an Anti-Guerrilla Operation is performed, the Axis Player records this fact on a separate sheet of paper. Then, at the beginning of Game-Turn 15, this counter must be revealed to the Yugoslav Player, who must verify that the number of Anti-Guerrilla Operations actually performed during the game does not exceed the counter’s number. During this Game-Turn, all Soviet units become available as reinforcements.

**[15.4] SPECIAL RULES**

**Game-Turns One and Two Only**

On Game-Turns 1 and 2, all of both Players’ units must remain in the Zone in which they start the game (or enter the game as reinforcements).

**[15.5] HOW TO WIN THE GAME**

The game ends at the completion of the Victory Point Stage of Game-Turn 17 (the remaining Phases of this Game-Turn are deleted). At this time, the final Yugoslav Victory Point total is compiled and a winner is determined according to the following schedule:

- B. Yugoslav Substantive Victory: 601-700 Points.
- C. Yugoslav Marginal Victory: 501-600 Points.
- D. Axis Marginal Victory: 401-500 Points.
- F. Axis Decisive Victory: Less than 301 Points.

**DESIGNER’S NOTES**

My main task in designing Tito was to translate into the game terms a wealth of distinctive factors, many of them unique to the Balkan theater, that went into the conflict between the Axis and the Yugoslav guerrillas.

I started out with the concept that the conflict was a war within a war, within a war. The Axis war was fighting the Allies on the major battlefronts, and what was happening in the Mediterranean and in the Soviet Union had indirect but important effects on the war against the guerrillas. But the guerrillas, while battling the Allies, were at each other’s throats. There were two rival guerrilla factions: the Communist-led Partisans headed by Marshal Tito, and the predominantly Serbian, pro-royalist Chetniks. Not only was the resolution of the war against the Axis at stake for both, but also the political makeup of postwar Yugoslavia hung in the balance as well. And the guerrillas were not the only ones with internal differences. Germany, as head of the Axis bloc, saw its position in the Balkans seriously weakened by the collapse of Italy in September 1943 and the defection of Bulgaria to the Soviet side a year later.

Thepolygnot occupation of Yugoslavia also had to be factored in. Here is a country with six major ethnic groups, three languages, and three religions—a situation that made Yugoslavia a microcosm of the fragmented Balkans. This fragmentation and its significant influence on operations during the guerrilla war could not be ignored. For example, the regions of Serbia and Montenegro had to be depicted as the Chetnik stronghold; they were, while the rest of the country had to be shown as more hospitable to the broader-based Peoples Liberation Army of Tito.

**TITO DESIGN CREDITS**

Game Design: Dick Rustin
Physical Systems and Graphics: Redmond A. Simonsen
Game Development: Joseph Balkoski
Playtesting: Brad Hessel, Jon Gautier, Paul Stevens
Rules Editing: John Butterfield
Production: Rosalind Fruchman, Ted Koller, Manfred M. Milhohn, Michael Moore, Bob Ryer, P.J. Snyder

**On top of this crazy-quot political-ethic situation, the Axis, after its lightning military conquest of Yugoslavia in April, 1941, superimposed a fragmentation of its own. Parts of the country were annexed outright by Germany, Italy, Bulgaria, and Hungary, and the rest of the land was carved into occupation zones overseen by the Germans, Italians, and Bulgarians. Into the mix were tossed the non-inconsiderable pro-Axis ethnic elements in Yugoslavia, mainly Croats and Serbs, who formed national armies of their own. In true Balkan fashion, the occupation zones, which in certain cases cut across traditional ethnic boundaries, caused the Axis considerable problems in mounting a coordinated effort against the guerrillas.

In strategic terms, Yugoslavia was immensely important to the Germans. Some 30% of Germany’s oil, all its chromium, 60% of its bauxite, and almost a quarter of its copper and antimony came from the Balkans, at whose heart lies Yugoslavia. The country stood astride Germany’s line of communications with its forces in Greece and Crete. When the tide of war turned against the Axis in the Mediterranean, Germany was constantly preoccupied with the fear of an Allied landing on Yugoslav’s Adriatic coast.

So, with the guerrilla war of necessity a military sideshow, the Germans were faced with the problem of waging it as cheaply as possible, but for big stakes. Militarily, the units employed could be put to better use on the major fighting fronts. But strategically, the war is what would take some of the pressures off those fronts.

In the final analysis, what the Germans do in the game will not win the big war going on in the outside world. At best, the German Player can duplicate what the Germans historically did in Norway—sunder a relatively intact force when hostilities cease in 1945.

The guerrillas (in the game the brunt of their fighting is done by the Partisans, mostly hereafter we’ll refer to them as such) must keep striking at the German war effort while trying to build an army capable of eventually taking the offensive against the Axis. As we shall see, the first goal is a vital precondition for achieving the second.

Operationally, the most striking factor is the mountainous nature of the country and its overriding effects on movement and combat. To the Partisans, the mountains, which occupy 80% of the country were both friend and foe. The mountains offered refuge, but not sustenance. Thus, there is a compelling need for the Partisans to come out of hiding and attack to gain recruits, supplies, and self-confidence.

From the Axis standpoint, it was vital in the game to depict the general unwillingness of their forces to prosecute an anti-guerrilla war, and the devastating effects on the Partisans when the Axis occasionally get its act together and mounted large-scale anti-guerrilla operations. Then, too, there were the complications of Italy’s surrender, which threw the weight of the campaign onto German shoulders, and the defection of the Bulgarians, which suddenly confronted the Germans with a well-armed enemy on Yugoslavia’s eastern frontier.

And, speaking of well-armed enemies, there were, of course, the Soviets. Their appearance late in the game turns what had been a search-and-destroy campaign into a war with defined front lines. How heavily the Partisans rely on Soviet support determines how heavily they will be dominated by Moscow after the war. In game terms, too many Soviets helping for too long can be a mixed blessing.

Dick Rustin
The counter images for this game have been provided here to aid players in reproducing damaged or lost counters.

**Tito Counter Section Nr. 1 (200 pieces): Front**

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**[6.7] OCCUPATION ZONE TABLE**

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<th>Soviet(b)</th>
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**Key:** Units may never enter this Zone. All = Units May enter in all Game-Turns. See Notes below.

**Notes:**
(a) For Game-Turns 1 and 2 movement restrictions, see Case 6.63.
(b) Subject to Italian Pullback (see 10.2).
(c) Subject to Serbian Partisan intervention (see 9.23).
(d) May enter after Yugoslav Player has accumulated at least 45 Victory Points or if Yugoslav brigade has been placed on map. (d) Subject to Italian Pullback (see 10.2).
(e) Subject to Serbian Partisan intervention (see 9.23).
(f) May enter after Yugoslav Player has accumulated at least 45 Victory Points or if Yugoslav brigade has been placed on map.
(g) May enter after Italian Surrender (see 10.3).
(h) Limited to four Partisan and four Chetnik units (of any allegiance) between Game-Turns 1 and 13 (see 6.67).

**[8.6] COMBAT RESULTS TABLE**

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</table>

**Key:** Ac or De = Attacker or Defender eliminated. A or D followed by number = Attacker or Defender loses units equal in Strength Points to numerical result (see 8.22A), followed by a retreat (see 8.24). Note: Attacks at less than 1-2 are resolved on the 1-2 column; attacks at more than 12-1 are resolved on the 12-1 column.

**TERRAIN EFFECTS**
A. Hide-away circle: Units doubled in Strength when attacked.
B. Tito: Shift one column to right if Tito participates in Partisan attack; shift one column to left if Tito participates in Partisan defense.
C. Anti-Guerrilla Operations: Shift two columns to right during Combat Segment of Axis Anti-Guerrilla Operations Phase.
D. Tito's elimination: Shift one column to right in all Axis attacks against any Partisan units, and one column to the left in all attacks made by Partisan units (see 9.23).

**SUMMARY OF SHIFTS TO RATIO COLUMNS**
A. Mountain units: Shift one column to right in all Axis attacks against any Partisan units, and one column to the right in all attacks made by Partisan units (see 9.23).
B. Tito's elimination: Shift one column to right in all Axis attacks against any Partisan units, and one column to the left in all attacks made by Partisan units (see 9.23).

**NUMERICAL LOSS RESULTS**
A. Tripled if combat takes place within a city.
B. Doubled if combat takes place in a town or market town, or during an Axis Anti-Guerrilla Operation.

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**[14.13] VICTORY POINT TRACK**

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**GAME-TURN RECORD TRACK**

| 1 | Spring 1941 | 2 | Summer 1941 | 3 | Fall 1941 | 4 | Winter 1942 | 5 | Spring 1942 | 6 | Summer 1942 | 7 | Fall 1942 | 8 | Winter 1943 | 9 | Spring 1943 | 10 | Summer 1943 |
|---|-------------|---|-------------|---|-----------|---|-------------|---|-------------|---|-------------|---|-------------|---|-------------|---|-------------|
|   | MR          |   | AR, YR      |   | AR        |   | AR          |   | AR          |   | AR          |   | AR          |   | ASW         |   | AR          |   | ASW         |
**TITO ABBREVIATED SEQUENCE OF PLAY**

**A. SPECIAL EVENTS STAGE**
1. Allied Progress Phase (Game-Turn 6 and after)
2. Weather Phase (Game-Turns 2, 6, 10, and 14)
3. Tito Phase (?—Game-Turn 14)
4. Axis Reinforcement Phase
5. Chetnik Collaboration Phase (Game-Turns 2-17)
6. Italian Surrender Phase (Game-Turn of Italian Surrender only)
7. Axis Anti-Guerrilla Operations Phase (Game-Turns 3-14)
   a. Planning Segment
   b. Yugoslav Reaction Segment
   c. Deployment Segment
   d. Combat Segment

**B. YUGOSLAV PLAYER-TURN**
1. Movement Phase
2. Combat Phase

**C. VICTORY POINT STAGE**

**D. AXIS PLAYER-TURN**
1. Movement Phase
2. Combat Phase

**E. TERMINAL STAGE**
1. Guerrilla Reinforcement Phase
E. TERMINAL STAGE
1. Guerrilla Reinforcement Phase
   a. Recruitment Segment
   b. Tito Segment
   c. Uprising Segment (Game-Turn 3 and after)
2. Guerrilla Status Phase
3. Axis Anti-Guerrilla Operations Redeployment Phase
4. Game-Turn Indication Phase

TITO and his Partisan Army
Yugoslavia, 1941-45
