

HIT IT & QUIT IT

Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Partisans win at game end by amassing ≥ 20 VP, which are earned as follows:

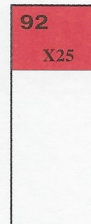
- CVP for *Personnel* are awarded normally [EXC: prisoners do not count double].
- +1 VP for each Good Order *squad* (not equivalent) exited on/after Turn 4 off any board edge.
- +3 VP for each burning wreck.
- +2 VP for each non-burning wreck.

TURN RECORD CHART

GERMAN Sets Up First [0]	1	2	3	4	5	END
PARTISAN Moves First [78]						

HORNÉ HÁMRE, SLOVAKIA, 26 September 1944: Slovak insurgent forces were gaining in numbers but were also beginning to see their political divisions reduce their effectiveness. Meanwhile, German forces were not only becoming better coordinated but were now even beginning counter-insurgency operations. When partisans of the "Freedom for Slavs" brigade got pushed out of the rail station at Vel'ké Pole on 25 September, the Slovaks regrouped and attacked *Kampfgruppe* Schill.

BOARD CONFIGURATION:



(Only hexrows A-H are playable)

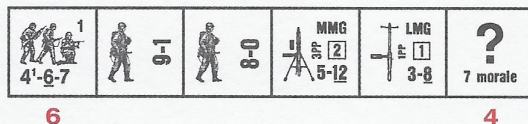
BALANCE:

Reinforcements may enter along *multiple* board edges.

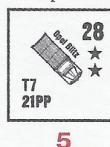
Add one 3-3-7 squad and exchange the 7-0 leader with a 9-1 leader in the Partisan OB.



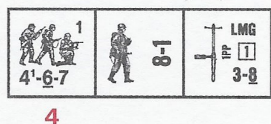
Elements of *Kampfgruppe* Schill [ELR: 3] set up in buildings, with \leq one MMC per Location: {SAN: 3}



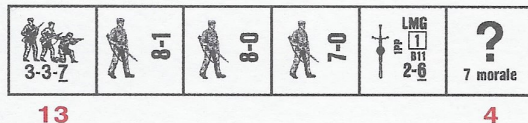
Set up in road hexes (see SSR 2):



Enter on Turn 3 along any *one* board edge:



Elements of "Freedom for Slavs" Partisan Brigade [ELR: 5] enter on/after Turn 1 along the south/east edge(s): {SAN: 2}



SPECIAL RULES:

1. EC are Moderate, with no wind at start. Place overlay X25 on G4-H4. Bore Sighting (C6.4) is NA.
2. German trucks are Immobile.
3. Partisans have MOL (A22.6) capability, but may not form multi-Location FG. Contrary to A11.21, Partisan units may Withdraw into a Location containing only a truck; provided they have not already attacked in this CCPh, they may then *immediately* attack the truck.

AFTERMATH: The Slovak attack at Horné Hámre was again repulsed, this time by *Kampfgruppe* Schill. The Slovak 3rd Tactical Group—which now resembled a motley assortment of partisan bands more than a cohesive military formation—had to move its operations farther down the Hron River. Although the forces of the uprising were still numerically strong even as October came, the German *Kampfgruppen* were becoming better organized and being reinforced with fresh troops. By 1 November, guerrilla warfare had become the main active resistance until the liberation of Slovakia by the Red Army and the 1st Czechoslovak Army Corps the following spring.