

- 4) A partisan mode unit may not move by rail. (Rule 7A)
- 5) A partisan mode unit may enter hexes occupied by enemy units, except hexes occupied by anti-partisan units. *For example, a partisan entering the hex of a division without APOZs would pay 1 MP to leave the reduced ZOC of the division, 1 MP for the clear terrain, and 2MPs for the full ZOC (increased for ZOC in same hex and reduced for non-APZOC) in the divisions hex.* The partisan mode unit must be placed on the top of the stack. Units may (but are not required to) attack partisan mode units in their hex. (Rule ???8A)
- 6) A partisan mode unit may retreat into or through normal enemy ZOCs. It may retreat into an enemy occupied hex if this is the only retreat route available. A partisan mode unit may not retreat into or through an APZOC or through a hex containing an anti-partisan unit and is eliminated if required to do so. (Rule ???9G1)
- 7) A partisan mode unit may retreat before combat. (Rule 11.D)
- 8) Enemy units may enter a hex occupied by a partisan mode unit. Partisan mode units may choose to retreat before an enemy mode unit enters their hex. The enemy unit must still pay additional MPs to enter the hex as if entering the appropriate ZOC. (Rule ???)
- 9) Partisan mode units may not attack a hex containing enemy units. (Rule ???)
- 10) Enemy units without APZOCs are halved when attacking units in partisan mode. (Rule ???)
- 11) Partisan mode units may ignore CA, DL, and ME combat results (Rule ???).
- 12) Partisan mode units do not require SPs to attack or be attacked. Ground support or naval gunfire support may not be used by them or against them (Rule ???).
- 13) A partisan mode division is supported. However, it may provide support only for other partisan units. (Rule 9.A)
- 14) A partisan mode unit is not affected by isolation in any way. *For example, a partisan mode unit that is surrounded by units or APZOCs is not eliminated if disrupted.* A partisan unit is always in supply. (Rule ???)
- 15) A partisan mode unit may not perform an overrun or be overrun. (Rule ???)
- 16) A partisan mode unit acts as a “Collateral Damage” marker on a rail line for the purpose of affecting enemy rail movement. (Rule ???)
- 17) Partisan mode units affect the distance counted when tracing supply through a rail hex. (Rule ???)
- 18) A partisan mode unit may not operate in the Arctic. It may not enter the Arctic through movement or appear in the Arctic through recruitment. (Rule ???)
- 19) A partisan unit never yields special replacements when eliminated. (Rule ???)
- 20) A partisan mode unit may not break rail lines, damage airbases, or destroy bridges per the standard rules. (Rule ???)
- 21) Partisan mode units may engage in sabotage. In a hex, a partisan unit may make a sabotage attempt if it spends 6 MPs to do so. All partisan units attempting the same type of sabotage (see below) in a hex are combined into a single attempt. For each sabotage attempt, consult the SUCCESS TABLE, applying all partisan operations modifiers. If the attempt is successful, the result is applied immediately. A player need not prove to his opponent that units are real unless a successful die roll is made.

A partisan unit must be in the target hex when attempting sabotage. For attempts against bridges, the bridge is considered to be in the partisan mode unit's hex if the partisan mode unit is next to the bridge hexside and no enemy unit is also next to the bridge.

45.B.2.b. HIDDEN UNITS AND DUMMIES.

A partisan mode unit operates with its hidden side face up, so that the opposing player doesn't know the specifics of the unit. The revealed side of a partisan mode unit is shown to the opposing player only as follows: when it succeeds in an act of sabotage, when it is attacked and does not retreat before combat (Rule 11.D), or when it is removed from play (for whatever reason). Once shown, the partisan mode unit's revealed side remains face up until the end of the current player-turn, at which time its hidden side may be placed face up again.

In addition to actual partisan units, dummy partisan mode units are available. A dummy partisan mode unit operates the same as other partisan mode units. A dummy partisan unit is removed from play when its revealed side is shown to the opposing player. *For example, a dummy could make a sabotage attempt but if it succeeded, the dummy would be removed and the sabotage would have no effect.* The owning player may remove any of his dummy partisan units from play at any time.

45.B.2.c. REGULAR MODE PARTISAN UNITS.

Partisan mode units may be converted to regular mode units at the beginning of the owning players reinforcement phase. The reverse may also be done at this time. Regular mode partisan units function exactly like regular combat units with the following exceptions:

- 1) Regular mode partisan units may not be isolated and do not require supply for any purpose (See ???40B1j)
- 2) Regular mode partisans count as a cut when tracing the rail element of a supply line.
- 3) Regular mode partisan units may ignore DL, CA, and ME (NE) combat results.
- 4) Regular mode partisan units never require SPs to attack or be attacked. They may neither use air or naval support nor have it used against them.

A partisan mode unit may convert to regular mode even if in an enemy occupied hex. In the following enemy player-turn, the enemy units in the hex may move from the hex in the movement phase, or they may stay in the hex and must attack the regular mode partisan units in the combat phase.

45.B.3. RECRUITMENT OF PARTISANS.

Partisan units enter play through the recruitment of partisan infantry brigades. For each national partisan force, all partisan infantry brigades that are not in play are kept in a general recruitment pool. When a partisan infantry brigade is eliminated, it is placed in the pool and may re-enter play in the future. If there are no units in the pool when reinforcements are called for, the turns reinforcements are forfeited.

Partisan recruitment for a player occurs in his initial phase. Recruitment allows a player to take partisan infantry brigades from his recruitment pool and bring them into play. Also, for each partisan infantry brigade recruited, the player receives a dummy partisan unit printed in the same colours as the brigade, if they are available. In general, when a partisan unit (including a dummy, which may be placed separately) is