

# WAR IN THE WEST/WAR IN EUROPE FORTIFICATIONS AND PARTISANS

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## WAR IN THE WEST

The German Coastal fortifications in France appear to survive somewhat better than is indicated in *War in the West*. Thus, I propose the following rule regarding coastal fortifications for War in Europe:

### [30.6] COASTAL FORTIFICATIONS

[30.61] All Fortification Markers placed in any Coastal hex are placed according to the applicable rules in Case 30.5.

[30.62] Fortification Markers placed in Major Port hexes function for all game purposes as Maginot Line Hexes in Case 30.12 through 30.13 and Case 30.16. All Axis units placed in such a Fortification are considered to be fully supplied, just as if they could trace normal Major Supply.

[30.63] Fortification Markers placed in Minor Port hexes provide the Axis unit occupying them with "defense supply." In such a case, for all defense purposes, all such units are considered to be fully supplied for defensive purposes only.

[30.64] In all other cases, unless specifically mentioned in this Case, all rules normally applicable to Axis Fortification Markers are in force.

To further complicate matters, the Axis Player is hereby to produce, at a cost of two Production Points over two Cycles, a Fortification Rehabilitation Point, which may be expended to rebuild any non-French and/or non-Belgian Fortification on the game map, which thereafter functions as an ordinary Axis Fortification. This Rehab Point may also be employed to upgrade all West Wall Fortifications to the same capabilities as ordinary Axis Fortification Markers.

## WAR IN EUROPE

In order to simulate the frustrations of Partisan warfare somewhat more realistically, I propose the following modification for the *War in Europe* system:

[31.81] In all cases in which a Partisan Unit (1) 1 is attacked by an Enemy unit, prior to combat resolution the Partisan Unit's Owing Player rolls the die. A roll of "one" converts the Partisan Unit back into a cadre; a roll of "two" through "five" have no effect; and a roll of "six" means that the Partisan Unit is permitted to refuse combat.

[31.82] Combat Refusal Procedure: In all cases in which a Partisan Unit's permitted to refuse combat, the Owing Player rolls the die once

to determine the number of Movement Points available to the Partisan Unit (1-2=1, 3-4=2, 5-6=3) and the direction that the Partisan Unit is required to move (1=NE, 2=E, 3=SE, 4=SW, 5=W, 6=NW). Terrain has no effect on such movement. If the Partisan Unit terminates its movement in a hex occupied by an Enemy unit, or in the Zone of Control of an Enemy unit or units whose Combat Strength aggregates six (6) or more, the Partisan Unit is reduced to a Cadre.

[31.83] All Mechanized and/or Motorized Units are automatically halved in all assaults against any Partisan Unit (Cadre, Unit and/ or Division). This halving is applied prior to any other modification applied to the attacking unit.

[31.84] Unless otherwise stated in this Section, all other rules applicable to- Partisans are normally applied.

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