

PATISANS AND POLIZEI

ESCAPE FROM THE GESTAPO SCENARIO



FLAMES OF WAR.
THE WORLD WAR II MINIATURES GAME

PARTISANS & POLIZEI

ESCAPE FROM THE GESTAPO

A copy of the **Flames Of War** rulebook, and a copy of **Firestorm-Bagration** are required to use the contents of this article.

Despite a daring attack by the Byelorussian partisans on the bridge over the Usvoyka River, most of the German forces were able to escape. The German unit under the command of Hauptsturmführer von Gaudron even captured the injured partisan leader, Vasiliy Kravchenko. He is currently in a secured location, awaiting a convoy including members of the Gestapo who will discuss his activities in depth.

Escape from the Gestapo scenario uses the **Injured!**, **Delayed Reserves** and **Bring up the Tank!** special rules.

YOUR ORDERS

PARTISANS

Vasiliy Kravchenko has been leading successful partisan attacks against the fascists for so long now that his loss would be a significant blow. His knowledge of the partisan activities would also result in valuable information falling into enemy hands.

Your rescue team has managed to subdue the guards holding Vasiliy and are making their escape. Do not let the Germans capture him again!

POLIZEI

Hauptsturmführer von Gaudron has secured a small village whilst Oberscharführer Schultz is bringing reinforcements to take the partisan back for interrogation.

The partisans have attacked and freed Kravchenko, you must stop him from getting away no matter what the costs.

PREPARE FOR BATTLE

1. Set up the table as showing on the following page. The table is 4'120cm by 4'120cm.
2. The Polizei player deploys three Rifle teams, one in each building marked **A**. Deploy Hauptsturmführer von Gaudron, Wietz and Stern, Unterscharführer Dietrich and a Canine Officer in any building marked **A**.
3. The remainder of the Polizei Rifle teams and Heroes are mounted in a Reinforced Truck and held in Delayed Reserves along with the 2cm FlaK38 Portee and the Motorcycle & Sidecar. These troops will arrive at **B**.

4. The Partisan player deploys eight Rifle teams with Vladimir Michurin, one Submachine-gunner and two Marksmen anywhere within the forests at **C**.
5. Vasiliy Kravchenko, a Rifle team and one Submachine-gunner will deploy in the building at **E**.
6. The remainder of the Partisan force will arrive at **D** using the *Bring up the Tank!* Special rule.

BEGINNING THE BATTLE

1. The Partisan player has the first turn.

ENDING THE BATTLE

The battle ends when either:

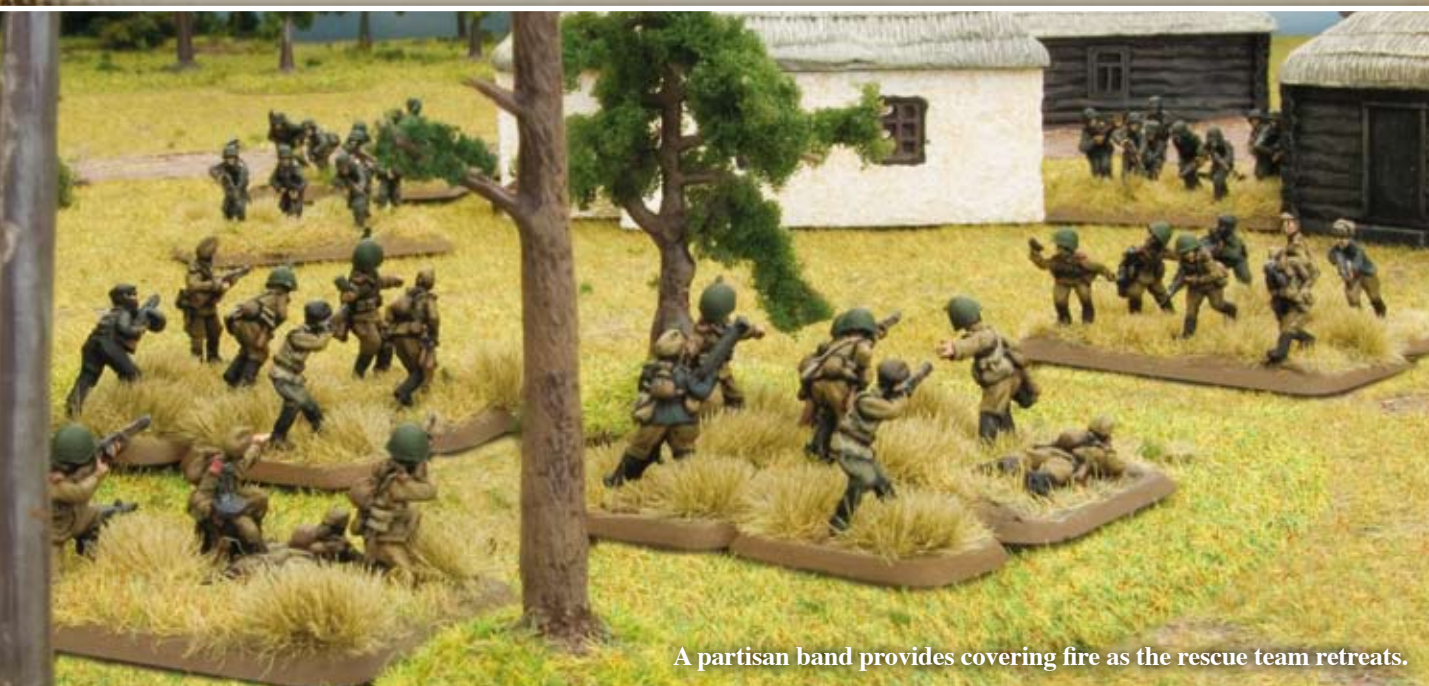
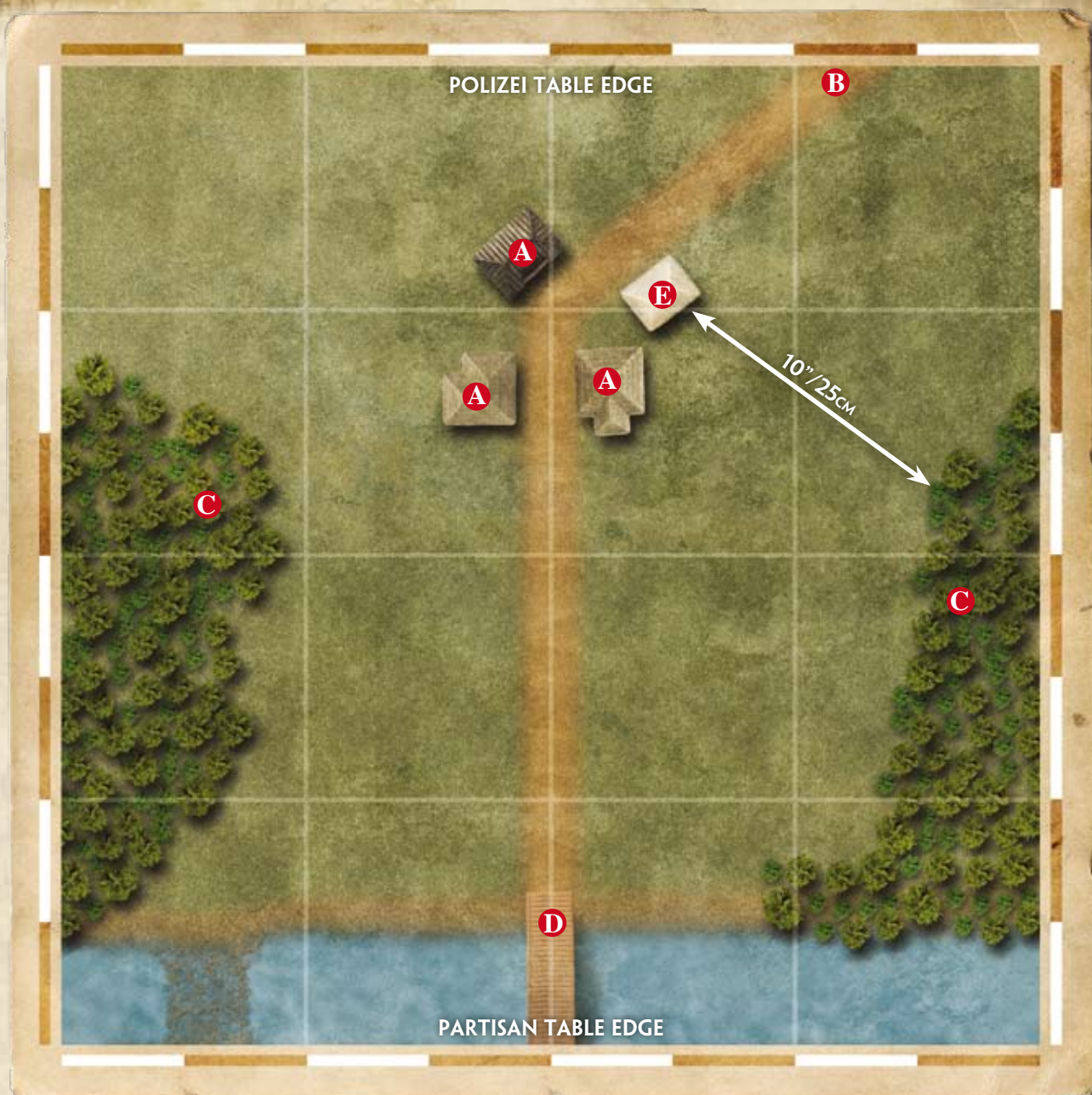
- the Partisan player succeeds in moving Vasiliy Kravchenko off their table edge.
- the Polizei player kills or captures Vasiliy Kravchenko.

DECIDING WHO WON

The Partisan player wins the scenario if Vasiliy Kravchenko escapes across the river. They have succeeded in rescuing their leader and continue to harass the Germans.

The Polizei player wins the scenario if Vasiliy Kravchenko is captured or killed as his fate has dealt a serious blow to the Partisan activity in this sector.





A partisan band provides covering fire as the rescue team retreats.

SPECIAL RULES

Escape from the Gestapo uses all of the rules for Partizans and Polizei on pages 102-120 of Firestorm-Bagration, with the additional rules listed below.

INJURED!

During the attack on the bridge at Usvoyka River, Vasilii Kravchenko was wounded and captured by the Germans.

Vasilii may only move when attached to a Rifle Team.

BRING UP THE TANK!

Yuri Solovyov has managed to get an old BA-10 armoured car up and running. Unfortunately it is not very reliable or very quiet. He is awaiting your signal to bring it into the fight if the Germans get reinforcements.

Yuri Solovyov will only commit the reinforcements if absolutely needed. Once the Polizei players Delayed Reserves have arrived, the Partisan player may move Yuri's Reserves on to the table during any of their subsequent Movement Steps.



Schultz's column arrives to stop the retreating partisans.

YURI'S LITTLE TANK SPECIAL ABILITIES

Yuri's Little Tank uses the following special abilities:

LIGHTLY ARMoured

Lightly armoured vehicles are designed to be capable of withstanding significant amounts of enemy rifle fire, but is more vulnerable to heavier weapons.

Yuri's Little Tank has a 3+ save against enemy fire.

They also require a Firepower Test to Destroy if they fail this save. This is also true in Assaults when no save is possible.

WHAT ABOUT THE AMMO?

Although Yuri has managed to get his armoured car up and running, he has not been able to find any ammunition for the main gun, and only has limited ammunition for the machine-guns.

Yuri's Little Tank may only fire it's Turret Machine-gun.

TERRAIN

THE VILLAGE

The buildings in the village where Hauptsturmführer von Gaudron and his men are garrisoned provide Concealment and Bulletproof Cover to teams inside. Additionally, teams inside are Gone to Ground at the start of the game.

RIVERS RUN DEEP

The river is swift moving, making crossing it a major problem. The river is Impassable to all teams. Partisans and Polizei are not trained or equipped for river crossings, they may not use the River Assault rules to cross the river. Treat the ford as Very Difficult Going and the bridge as Easy Going for all teams.

TURRET MACHINE-GUN

One of the major advantages of turreted automatic weapons in small skirmishes is the ability to fire on the move in any direction.

The Turret Machine-Gun is an Automatic Weapon with ROF 3 that uses an Artillery Template to determine which teams can be hit. When moving it may fire at its full ROF with no penalty. The weapon may fire in any direction including when firing in defensive fire.

YURI'S LITTLE TANK

Team	Mobility	Range	ROF	Firepower
Yuri's Little Tank	Wheeled	16"/40cm	3	6.



Yuri comes to save the day.

PARTISAN FORCE

PARTISAN COVERING FORCE

RESCUE TEAM

YURI'S RESERVES

FORCES

PARTISAN FORCE

RESCUE TEAM

Vasiliy Kravchenko-Hero of the People
Submachine-gunner
Partisan Rifle team

PARTISAN COVERING FORCE

Vladimir Michurin (with Anti-tank Rifle)
Submachine-gunner
2x Marksmen
8x Partisan Rifle teams



YURI'S RESERVES

Yuri Solovyov (and his little tank)
Submachine-gunner
Partisan Rifle team

POLIZEI FORCE

POLIZEI HOLDING FORCE

Hauptsturmführer von Gaudron
Wietz and Stern
Unterscharführer Dietrich
Canine Officer
3x Polizei Rifle teams

SCHULTZ'S COLUMN

Oberscharführer Schultz
Canine Officer
3x Polizei Rifle Teams
Motorcycle & Sidecar
2cm FlaK38 Portee
Reinforced Truck



POLIZEI FORCE

POLIZEI HOLDING FORCE

SCHULTZ'S COLUMN

