

REBELS WITHOUT A PAUSE



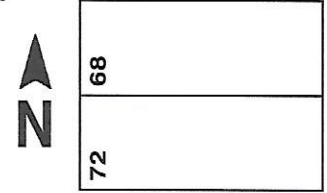
ASL SCENARIO J191

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TELGART, SLOVAKIA, 5 September 1944: Nestled in the picturesque Hron Valley, the communication center of Telgart was a key objective for the uprising in central Slovakia. As the insurgency gained successes in the center, both the Slovak regular forces and partisan groups gained confidence. Experienced officers and NCOs were in short supply all over, but one leader stood out on the Slovak side. Former French Legionnaire Captain Jan Stefanik was a respected authoritarian, but also personally fearless. On 5 September, he led his two battalions and company of light tanks in an attack on Telgart, hoping to capture the city and link up with the advancing Red Army.

BOARD CONFIGURATION:



BALANCE:

- ✚ Delete one *LT vz 38(t)E* from the Slovak OB.
- ⊕ Add one 3-3-7 squad *and* one LMG to the Janosik Partisan OB group.

- VICTORY CONDITIONS:** Prior to setup, the Slovak player secretly records one of the following victory conditions (see also SSR 3):
- 1: The Slovaks win at game end by Controlling buildings 68H6 and/or 68J5.
 - 2: The Slovaks win at game end if there are no Good Order German MMC in ≥ 3 of the following buildings: 68H6, 68J5, 68O5, 68Q5.
 - 3: The Slovaks win at game end by Controlling buildings 68O5 and 68Q5.

TURN RECORD CHART

✚ GERMAN Sets Up First [101]	⊕	1	2	3	4	5	6	7	END
⊕ SLOVAK Moves First [66; see SSR 3]									

Elements of Kampfgruppe 68, Infanterie-Division 68 [ELR: 3] set up on/between hexrows I and Y, concealed if in Concealment Terrain: {SAN: 3}

 4'-6-7 5	 4-4-7 5	 2-2-8 2	 8-1	 8-0	 7-0	 5-12 2	 3-8 1	 7 morale ?	 3 *37L (8)	 3 50L (75)	 3 20L (6)
							3	8			

Elements of 5th Regiment [ELR: 3] set up on/east-of hexrow BB: {SAN: 3}

 4'-4-7 3	 3-4-7 7	 10-2	 8-1	 7-0	 2-7 3	 30-1 2
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Enter on Turn 1 along the east edge:

 *37L 3	 14 4/4
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Elements of Janosik Partisan Brigade enter along the south edge per SSR 3:

 3-3-7 7	 8-1	 8-0	 2-6 1	 50mm
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SPECIAL RULES:

1. EC are Moderate, with no wind at start. Prior to setup, the Slovak player may secretly record three stream hexes as being Fords (B20.8). Hex 72A8 is a stream hex. Prisoner and Civilian Interrogation (E2.) are in effect, with the Slovaks/Partisans in a Friendly country and the Germans in a Neutral country.
2. The Germans may use HIP for \leq one squad-equivalent (and any SMC/SW stacked with it).
3. Janosik Partisans enter on/after the same *Game Turn* number as the number of the selected Victory Condition. The COT of Woods for Partisans is 1.5 MF. Partisan MMC are treated as SMC for building Control purposes.
4. Slovak 4-4-7s/2-4-7s are Assault Engineers (H1.22).

5. AFV crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: Telgart was held by a detachment from Infanterie-Division 68, which was rather weak. Stefanik's regiment, along with a local partisan band also under his command, was able to rout the Germans from Telgart at a loss of only 20 men and two tanks. This was the first successful counterattack of the Slovak uprising and helped keep the rebellion going for another month.