

# JOIN THE ★ **PARTISANS**

Become the People's hero!



## **HOW TO BECOME A PARTISAN**

Short course for Partisan commanders

by Darko Nikolovski

## HOW TO BECOME A PARTISAN SHORT COURSE FOR PARTISAN COMMANDERS

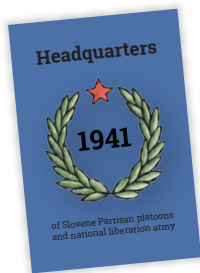
The roll of the dice determines which player starts first.

Each player receives one **Partisan figurine**, one **coloured enemy outpost** (red, blue, green or orange) and one **white enemy outpost**.

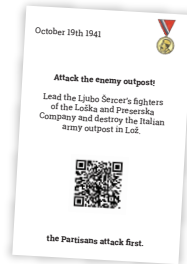
1. Each player places **their Partisan figurine**  on any location on the game board.

2. Each player places  a **white enemy outpost** on any location on the game board.

3. Each player draws a **1941 General headquarters card** that defines your:




goal destination  
(upper left corner)



medal for bravery  
(upper right corner)

course of attack  
(at the bottom)

4. Each player **places their coloured enemy**  **outpost** on the target defined by the General headquarters card.

5. The first player **rolls the movement dice** (marked with 1, 2 and 3) and move the figurine towards the coloured enemy outpost according to your roll. If the current player did not reach the goal after rolling the dice, it is the next player's turn.

However: if a player reaches the coloured enemy outpost, he/she must launch an attack immediately.

### 6. Attack the coloured enemy outpost

**ATTENTION!** The course of attack is defined by **the General headquarters card** (at the bottom)

The attacks are divided into two groups:

1: The Partisans attack first

2: The Axis attack first

If the card says **"The Partisans attack first"**, the player (the Partisan who is on the move) is the first to roll the dice. Then, the player sitting on their right (playing as the enemy) must roll a higher number than the attacking player to defend successfully.

If the card says **"The Axis attack first"**, the enemy (the player on your right) rolls the dice first, and the player on the move (the Partisan) must get a higher number than the attacking player to defend successfully.

If the attack fails, it's the next player's turn and you wait for the next round when you repeat the attack.

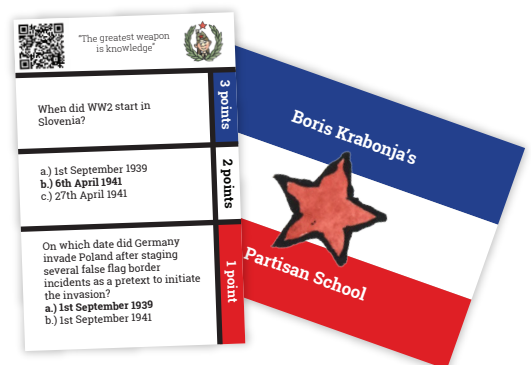
7. After conquering the coloured outpost, the player is given a question from **The Partisan School**. The questions are read by the comrade on your left. Players start by answering questions for 3 points. These must be answered off the top of your head.

For 2 points, players get options a.), b.) and c.) to choose from to help them answer the question.

If a player fails to answer correctly, they can still answer questions for 1 point where they are automatically given two possible answers. The correct answer is **in bold**.

When questions from The Partisan School are answered, it is the next player's turn.

8. **Roll the movement dice again** and move the figurine towards the nearest white guard enemy outpost. After this move, it is the next player's turn.



9. When a player reaches the **white enemy outpost**, they draw a card from the Special missions pile. The attacks here are mainly divided into three groups:

- 1: The Partisans attack first
- 2: The Axis attack first
3. Roll a combo



All combos are listed at the end of the page.

If the card says "roll a combo", the enemy (the player on your right) does not participate.

If the attack fails, it's the next player's turn and you must wait for your next turn to attempt the attack again.

If the player succeeds in the first attempt, they receive 2 points.

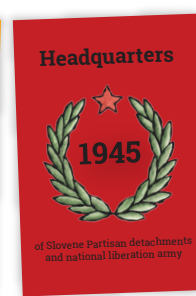
If the player succeeds in the second attempt - they receive 1 point.

If the player succeeds in the third attempt or later - they receive 0 points.

After completing a special mission, it is the next player's turn.

10. The player randomly places **the white enemy outpost** on the game board again. Then he or she draws a **1942 General headquarters card** that defines the new destination (upper left corner) and the course of attack (lower right corner). Place **the coloured guard tower** on the target defined by the command card. Now you have entered into the year 1942.

11. **Roll the movement dice ...**  
... (and repeat steps 5-11) ...  
... and so on until the end of 1945.



#### **GOLDEN RULE:**

The direction of the game is to the left because the left leads to progress and development. The role of the enemy is always performed by the player on your right.

Only 1 medal is awarded each year of war! Players compete for the right to wear a medal. It is given to the **FIRST** player who completes the task with one of the General Headquarters cards marked with a medal for bravery. **Each medal is worth 1 point.**

**Enemy guard towers**, both coloured and white, are obstacles along the way. Without skipping them, the player must find a way past them.

The questions from **The Partisan School** are read to you by the player on your left. A player who does not answer correctly continues the game without the points brought by the correct answer and returns the card to the bottom of the pile. The player who gets the answer right collects the points and keeps the card until the end of the game.

The first player that finishes the war is awarded **1 (victory) point.**

The sum of all points obtained from the game, medals, Special Ops and The Partisan School determines the "best" among the playing comrades. Then they wear the distinguished title of the **"Tovarisch commander"** until the next game begins.



### Deserter mode

The player who draws a "You have abandoned your unit" card, loses the right to move and attack for 3 rounds.

Other players thus have 3 rounds to capture the deserter (to arrive at the deserter's location).

The player who captures the deserter takes away all the points won from the Partisan School and the medals from them and returns them to the box. If the game is played with the Stars add-on, the player who captured the deserter takes away deserter's stars and adds them to their own collection. Partisan rank (red star) is returned to the bag with tokens.

The player receives 1 point for each captured deserter.

### Rescue mode

If a player is caught by the enemy they lose the ability to move and have to remain in the spot until the player is rescued by his teammates or if they save themselves.

More than 1 teammate can participate in the Rescue mission.

In order to rescue a comrade, teammates must first arrive at the spot where the player is captured. Then they must roll the **Ka-Boom combination** to rescue their comrade from the enemy.

Every rescued comrade gets you 2 points.

The player can also save themselves by rolling the **Woo-Hoo combination**. For saving yourself you get 0 points and a friendly tap on the shoulder.

### Stars add-on

After winning a **medal** or finishing the task on a **special mission card**, players randomly pull tokens with stars from the bag, thus obtaining certain advantages. 64 tokens are divided into 5 groups:

- extra roll on attack (orange)
- extra roll in defense (blue)
- extra roll to move (white)
- additional question from The Partisan School (green)
- Partisan rank (red)

You can get stars in two ways:

- 1.) after receiving a medal (1 star)
- 2.) after finishing the task on a special mission card (2 stars)

If two players meet on the same field, they can exchange stars. The Partisan rank (red star) CANNOT be exchanged between players.

Scoring:

- 3 orange stars = 1 point
- 3 blue stars = 1 point
- 3 white stars = 1 point
- 4 green stars = 1 point
- 1 red star = 1 point.



### Traitors add-on

6 cards - one of them is labeled "Traitor" + 1 special mission card

If the traitor card is pulled from the Special Missions deck "Traitor Mode" is ACTIVATED. When the mission is over, players return the Traitor card back to special mission deck and reshuffle the cards

**for 2 players:** shuffle 6 cards and place them on the table facing down. The player who is looking for the Traitor turns one card. If they found the Traitor card they have completed the mission. If not, they have to wait another turn and then try again with the remaining 5 cards.

**YOU HAVE 3 ROUNDS TO FIND THE TRAITOR!**

**1 point** is awarded if the Traitor is found in the first two rounds.

**for 3 or more players:** The player who is looking for the traitor holds cards in their hand so only they can see the Traitor card. The number of cards they hold is determined by the number of players + Traitor card.





The player then "interrogates" other players and makes them pick a card. If the Traitor card is picked, then the Traitor cracked under pressure and confessed - the mission is complete. If the Traitor card is not picked, the player must wait another turn and interrogate the next player.  
**YOU HAVE 3 ROUNDS TO FIND THE TRAITOR!**  
Every traitor that is caught is worth **1 point**.

### 5th player Olga



Olga has no outpost. She joins one of her teammates in performing their tasks and starts her turn right after her chosen teammate finishes their turn. The player whom Olga is helping can't start their attack without her and has to wait for both Partisan figurines to arrive at the mission-defined coloured enemy outpost. The player attacks first - if they succeed - they both get their own question from The Partisan School.

If the player's attack fails, it is Olga's turn to attack. If she succeeds in the attack, then they both get their own question from The Partisan School.

They then go on a special mission together. The player whom Olga is helping cannot start their attack without her and has to wait for both Partisan figurines to arrive at the white outpost. Olga also cannot start any attacks on her own.

In the event that their General Headquarters card is marked with a medal for bravery, Olga and the player compete amongst themselves for the right to wear a medal. The medal is given to the player who completes the task.

### 6th player - the enemy

The 6th player can take on the role of the Axis and roll the dice as the enemy, but they play without a moving game piece. It is also their job to arrange white enemy outposts before the game starts. Special note from the creator of the game:

**"Beware of "friends" who volunteer to take on the role of Fascists, Nazis and traitors!"**

### Points

If you want to become The Commander: gather points - wherever and whenever you can. You can get them from The Partisan School, Special missions, Side missions (video only) or by obtaining medals, finishing the war first, by capturing deserters and traitors, by rescuing captured comrades, or by collecting stars and Partisan ranks.

### QR Code

The speciality of our game is the use of QR codes. Each card is equipped with a unique QR code. Adding them allowed us to add more information about Partisans than it would fit on a card. And when the players use their smartphones, they get access to more content, translations, pictures provided by Slovene museums, etc..

By changing languages in **the menu section**, players can read the mission in the language they choose.

**NO APP IS NEEDED TO PLAY THE GAME!**

But by viewing our Video presentations players will be given Side missions - and they bring extra points. We will also continue to update our database in the future.



## How to finish the game:

### 2 players:

When only 2 players are playing, we suggest putting all 4 white enemy outposts on the map at the beginning of the game.

In two-player game mode, the player with more points wins. Both players must complete all 5 orders from **the General headquarters** and successfully complete **5 Special Missions**. The sum of points at the end of the game determines the winner. The player with the most collected points becomes the "**Commander of Slovenian Partisan units**". The player with the most medals becomes the "**People's Hero**".

### 3 and more players:

The first player to complete all tasks from the cards with orders from **General headquarters** and **Special missions** gets 1 extra point.

The last player left on the game board perishes in the final battles for liberation (don't blame us - such is the nature of war - complete nonsense!).

The remaining players sum up the points they gained from The Partisan School and from special missions. The player with the most collected points becomes the "Commander of Slovenian Partisan units" or "**Tovarisch Commander**". The player with the most medals becomes the "**People's Hero**".

### How to become the People's Hero:

The player who won the most **medals for bravery** gets the status of the "**People's Hero**".

If two or more players are tied in the highest number of medals, each is awarded the status of People's Hero. Even the player who perished in the last days of war is entitled to the status of - the fallen People's hero.



### Bragging rights

The player who wins gets the right to be addressed with the honorary title of "**Tovarisch Commander**" during the next game!

Suggestion: An additional prize should be a titovka (or any hat with red star on it), which can only be worn by the Commander (winner of the previous game) if **the Bragging Right** is invoked.



## Meet the members of Partisan detachments of Slovenia:

### **Tovarisch Brina**

Don't be fooled by her beauty. Brina is known for her determination and steady hands. A kind of person that leads by example. One of the leaders of the military intelligence service.



### **Tovarisch Sonny**

Known for ingenuity and speed. He was thirteen when he fled from internment. His knowledge of the land repeatedly saved the fighters from the enemy ambushes.



### **Tovarisch Jure**

A definition of patriotism! Jure is the comrade you want by your side when things go bad. His composure in battle against the enemy is legendary. A bold and cunning fighter who is always ready for action.



### **Tovarisch Franta**

A volunteer in the Spanish Civil War, he skillfully overcomes impossible obstacles with his knowledge and experience. And he always has something good to say about his comrades! He is the oldest member of the group, one of the organizers of the uprising in Slovenia.



### **Tovarisch Olga \***

Olga's parents moved from Trieste to Ljubljana and then to Zagreb in 1929 due to fascist violence. Olga joined the OF at the end of 1941 and worked with members of the VOS; in June 1942 she joined the Partisans. She was wounded several times in battle and later on she was awarded with the title of People's hero for her participation in the national liberation war. \* This figurine is dedicated to Andreana Družina - Olga(1920-2021), the last national heroine.



# Instructions for using the game "Join the Partisans"

## 1. What is the game objective?

First and foremost: to survive the war. Specifically, in the five years of war, players have to complete 5 tasks from General headquarters cards and 5 special missions, collect as many points as they can and thus become the Commander of Slovenian Partisan units or even a People's Hero.

In one year of war, the following must be done (in this specific order):

Conquer a coloured enemy outpost

Answer questions from The Partisan School

Conquer the white enemy outpost



## 2. How to prepare for the game

Sets of cards should be shuffled and prepared for use in separate piles.

Each player receives 1 game figurine, one enemy coloured outpost (red, blue, green or yellow) and 1 white enemy outpost.

Players place their Partisan figurines on a random location on the game board.

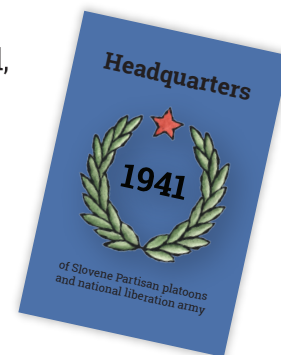
Then, they place white enemy outposts at random locations on the game board, spacing them for at least 3 steps.

The players agree on the dice-rolling order and then one by one they take **the General headquarters** card from the top of the pile.

The card reveals the location of their first mission:

this is where they place their coloured **ENEMY OUTPOST**.

If that location is already occupied, a new command card is drawn.



## 3. How to move around the game board

Players move by rolling **the movement dice** and moving their game figurines towards their goal as indicated by the number on the dice.

When a player arrives at an enemy outpost, they must launch an attack immediately.

After moving the game figurine, if the player hasn't reached yet their goal and started the battle, it's the next player's turn.

If two or more Partisan units (figurines) meet in the same location, comrades-in-arms must be greeted properly. This is done by putting your clenched fist of your right hand to your right temple and saying aloud: "Death to fascism!" to which the other comrade answers "Freedom to the people!". Or, you can greet your comrades with a hug and/or a kiss - the decision is yours! Players who meet in-game can eat or drink something together as well as exchange stars from the Stars add-on.

## 4. How to attack:

The card determines who attacks first (Partisans or Axis). Every round, the player may roll the dice a maximum of 3 times. After the first and the second roll, they can choose the dice that suit them and roll the rest again.

After a successful attack on a white or coloured enemy outpost, the player withdraws the outpost figurine from the game board and keeps it in front of them.

After conquering both outposts, the player waits for a new round.

Then the player places a white enemy outpost on a random location again and at least 3 steps away from other outposts. The player then draws a card from General headquarters that defines their new mission (upper left corner) and the course of attack (lower right corner).

Then they place their coloured outpost figurine in the designated location and the round begins again.





## 5. How do we win the battle?

By rolling the dice! The player rolls 5 dice and tries to assemble the right combination according to the mission card. The player can roll the dice three times to achieve the required combination by keeping the dice that corresponds to the combination and re-rolling the dice that doesn't.

The direction of the game is to the left.

When the need arises, the player on your right takes on the role of the enemy.

### About cards:

Cards are divided into 3 main groups, namely:

#### 1. General headquarters cards

Command cards are issued to the players at the start of each year of the war (from 1941 to 1945). They determine the location of the target the player has to defeat which is where the player places one of the coloured enemy outposts).

When a player reaches the designated enemy outpost, they must complete the mission according to the instructions on their command card.



#### 2. The Partisan School

The Partisan School cards are used after a successful attack on a coloured ENEMY OUTPOST. The questions are read by your teammate on your left.

The player has to answer correctly a question for 3, 2 or 1 point.

Players start by answering questions for 3 points.

These must be answered from the top of your head.

If the player didn't provide the correct answer, they are given three options, a.), b.), and c.), to choose from to help them answer the question.

If they answer correctly, they get 2 points.

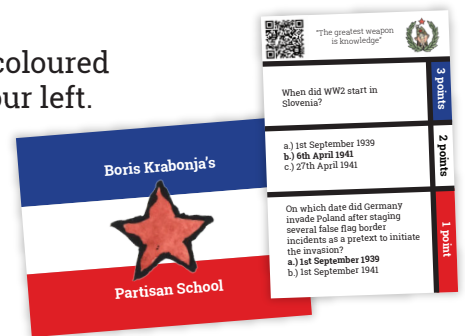
If the player fails to pick the correct answer, then they are given two answers to choose from. In this case, choosing the correct answer (in bold) wins them 1 point.

The player who fails to give the correct answer continues the game nonetheless, but without scoring any points and the question card is returned to the bottom of the pile.

The player who answers correctly keeps the question card.

It is not prohibited for your comrades to help you when answering these questions!

After The Partisan School phase, it is the next player's turn.



#### 3. Special missions

During the game, each player must complete 5 special missions.

When a player arrives at **the** white enemy outpost, they draw a card from the Special Ops pile.

Again, the attacks here are divided into three groups:

- 1: The Partisans attack first
- 2: The Axis attack first
3. Throw a combination (combinations are listed at the end of the page).



If the card says "Throw a combination", there is no need for "the enemy" (the player on your right) to participate.

If your attack fails, it's the next player's turn and you must wait for the next round when you can try again.

If the player completes the mission on the first attempt - they receive 2 points.

If the player completes the mission on the second attempt - they receive 1 point.

If the player completes the mission on the third attempt or later - they receive 0 points.

After completing the special mission, it is the next player's turn.



## Enemy outposts:

Enemy outposts represent your target, but also an obstacle. They are divided into two groups:



### 1.) Coloured enemy outposts

After placing the Partisan figurine and the white enemy outpost on any location on the game board, each player starts the game by drawing a General headquarters card from the top of the pile. That card determines the location of their target and the player places one of the coloured enemy outposts in that location. Command cards are issued at the start of each year of the war. When a player reaches their designated enemy outpost, they must complete the mission as specified on their General headquarters card. The player must attack only their designated target, not other players' targets.

### 2.) White enemy outposts

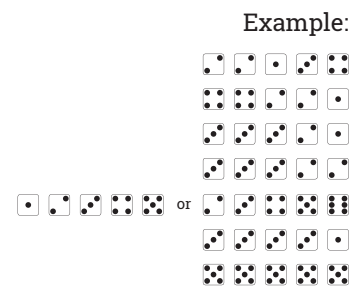
The player chooses the nearest white outpost and attacks it if it is not already under attack. Before attacking a white outpost, the player draws a Special Mission card that defines the exact mission.



## DICE COMBINATIONS

The player with the higher combo value wins.

1. **BAREHAND!** (a pair, two dice with the same number of dots)
2. **BANG BANG!** (two pairs)
3. **TRACK-A-TRACK!** (three dice with the same number of dots)
4. **BA-DA-BANG!** (Track-a-track + BANG)
5. **BOOM!** (a scale)
6. **KA-BOOM!** (four of a kind)
7. **WOO-HOO!** (five of a kind)



The lowest value is the BANG combination and the highest value is WOO-HOO.

### Remember:

The **General Headquarters** card determines who will launch the attack (the Partisans or the Axis). The defending player **MUST EXCEED** the value of the points rolled by the attacking player! If a player fails to defeat the enemy in the battle or mission, they have to wait for the next round and repeat the attack.

### Example:

A player rolls a pair with the first roll of five dice (2 2 1 6 4)

They can keep the value (2 2) because it represents a combination of BAREHAND (one pair) and roll the remaining 3 dice again.

In the second roll, they get (2 3 5) from the three rolled dice.

The player keeps the dice with a value of 2 so that they have a '3 of a kind' (2 2 2): the TRACK-A-TRACK combination.

In the last (third) roll, the player rolls the remaining 2 dice. They throw a 6 and a 2.

Now the player has a combination of (2 2 2 6).

That means that they attacked with a combination of KA-BOOM! Now it is the job of the second player to obtain a higher value to successfully defend from the attack.



**Content of the box:**

- Game board
- General HQ cards (150 cards)
- The Partisan School cards (100 cards)
- Special Ops cards (43 cards)
- 4 enemy's guard towers (red, orange, green and blue)
- 4 enemy's guard towers (white)
- 5 Partisan figurines
- 1 movement dice (D3)
- 5 battle dices (D6)
- 5 medals for bravery

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The map is part of the ARRS project "Make this country German for me... Italian... Hungarian... Croatian! The role of occupation borders in the politics of nationalisation and the life of the Slovenian population", led by Dr Božo Repe.

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