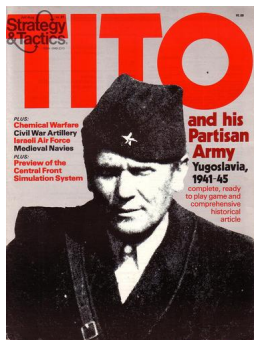


## Tito



Partisans in Yugoslavia, 1941-45.

Rating: Not Rated Yet

### Price

Price £9.95

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Manufacturer [STRATEGY & TACTICS](#)

### Description

S&T #81

#### Briefings Editors

Chemical Warfare A. Bay

Data File: Civil War Heavy Artillery Editors

Data File: Israeli Air Force Editors

Data File: Medieval Battles at Sea Editors

Simulation: Tito R. Rustin, R. Simonsen, J. Balkoski

Partisans in Yugoslavia, 1941-45, strategic level, area movement. Med complex, 200 counters, 2 players, 2-3 hours. Tito (and his Partisan Army - Yugoslavia, 1941-45) is an abstract simulation of guerilla warfare in the Balkans during the Second World War. The game portrays all of the elements of this dynamic partisan campaign, which successfully tied down large numbers of Axis troops on occupation duties and eventually helped liberate Yugoslavia and Albania from Axis domination.

The map's areas are divided into numerous display boxes (each with their own victory point value) which represent mountains, hideaways, and city objectives. The Yugoslav player gains points for occupying these areas. If the Yugoslav player accumulates more than 500 points over the course of the game (17 turns), he wins... otherwise, the German player does.

Tito and His Partisan Army: Yugoslavia 1941-1945 R. Rustin

