

296 Battle of Porta Lame - Part 1

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This scenario could be subject to heavy modification. Playtests still in progress.

In the autumn of 1944 the allied forces who were laboriously climbing the peninsula faced the German armies on the Gothic line in the Tuscan-Emilian Apennines.

The Resistance forces present in the urban centers of the territories occupied by the German troops, encouraged by the recent successes of the Anglo-American army which in the summer had managed to force in several points the enemy fortified positions, were preparing for real actions of armed insurrection in support of the imminent breakthrough of the front.






In view of a massive action in the city center, the detachments of the 7th GAP had installed two bases, the main (230 units) in the basement of the Maggiore hospital destroyed by allied bombing, and a second (75 units) in a building near the vicolo del Macello near the area of the former river port of the cities.

At 6:15 am on 7 November 1944, the first phase of the clash began by accidentally discovering the base in via del Macello by the Germans.

The German and fascist republican forces put in place a coordinated attack plan, shifting and narrowing the perimeter of action, and intensifying the pressure on the enemies with the use of long-range weapons (mortars, 88 mm pieces) in multiple places useful and protected.

In the late afternoon a Tiger tank was also deployed which was operating in the nearby front.

When, after more than ten hours of fighting, the German troops occupied the premises of the Gappist bases, they had already been evacuated, as the occupiers had retreated according to a plan prepared to other bases located in the first periphery, taking with them weapons and wounded and making them lose their tracks thanks to the abundant use of smoke bombs.

	Partisans	German
Division 1	5 Squad Bases - 19 Regular Infantry - 1 Elite Infantry 2x  SMG 1x  Engineer	5 Squad Bases - 14 Regular Infantry - 1 Elite Infantry - 1 Officer - 1 Machine Gun Crew - 1 Mortar Crew
Division 2	4 Squad Bases - 15 Regular Infantry - 1 Elite Infantry 1x  SMG 1x  Engineer	4 Squad Bases - 10 Regular Infantry - 1 Elite Infantry - 1 Officer - 1 Machine Gun Crew - 1 Mortar Crew
Strategy Decks	<u>Morale 1</u> (remove Take Down the Beast x2, All or Nothing, Preparation x2) <u>Ground Support 1</u> (remove Anti Air Support x2, Reconnaissance, Saboteur)	<u>Command 1</u> (remove Cut Communication x2, Heroic Leadership)
Starting Strategy Cards	-	-
Operations Cards	<u>Lay Smoke</u>	-
Deployment Zone	Div. 1: Any dark green hexes. Div. 2: Any light green hexes.	Div. 1: Any dark grey hexes. Div. 2: Any light grey hexes.
Starting Initiative		
Objective	At least 4 partisan forces must exit through one of the 3 blue hexes by turn 10. <i>Exiting the blue hex requires 1 movement point.</i>	If Partisans are unable to fulfill their objective by the end of round 10 it is a German victory.
Rounds	10	
Actions per turn	3	3
Reinforcements	-	Round 2 (Status): R hex on map 41B. 1 Flak 36 1 squad base (4 regular infantry) Round 4 (Status): R hex on map 42B. 1 Tiger 1 squad base (4 regular infantry)
Special Rules	-	-
Terrain Features	The river is Shallow.	



Tags: 10 , 9 , **1944**