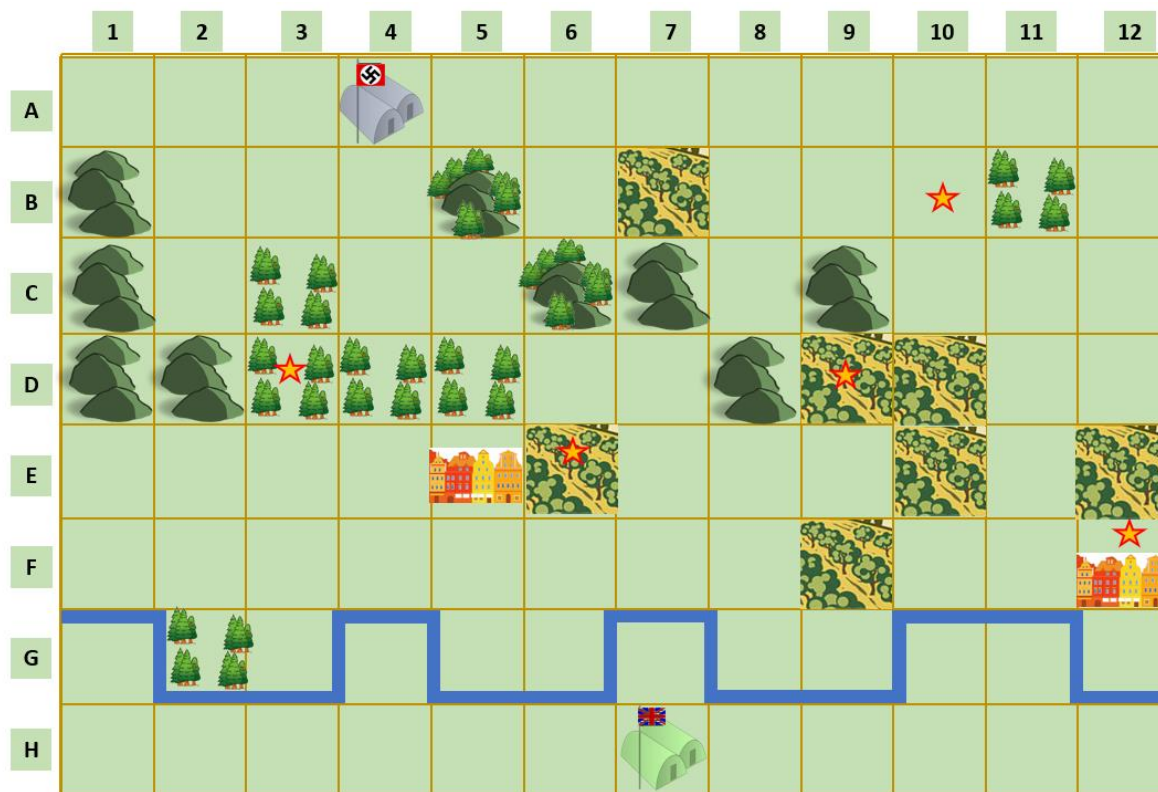


Across the Lamone River - Faenza – Italy – 9 December 1944



The weather is clear. All units start in supply. The ‘olive grove’ graphics represent areas where there were extensive olive groves, stone walls, terraced fields and vineyards. Treat them like bocage for combat and movement purposes. E5 and F12 are both urban squares. Objective are represented by stars.

The Lamone River was shallow enough for infantry to wade across, but soft muddy approaches made it impassable for vehicles. Non armoured units can cross the Lamone River at any point, but crossing it is like moving into non open terrain, units can only move a maximum of 1 square. Additionally any unit attacking across the river is vulnerable in combat. Armoured units, artillery and units using road movement can only cross the Lamone at the bridge [see set up below]. Supply lines can cross the Lamone River anywhere.

**Starting Ops:**

Both sides start with 6 Ops. Both sides use their late war ops.

**Description:**

The Eighth Army is advancing on Bologna. The Germans continue to contest the advance at every river and range of hills. The Allied 5<sup>th</sup> Corps is trying to getting established beyond the Lamone River. This action is proceeding well and the German 305<sup>th</sup> Infantry Division has fallen back. That is until German General Vietinghoff decides to crush the bridgehead and sends the 90<sup>th</sup> Panzer Grenadier in to counter attack.

**Victory:**

The game is a standard single day of 16 moves. The side holding the most objectives wins.

## ROMMEL SCENARIO

### Elements:

The Allies have three Elements from the British 46<sup>th</sup> Infantry Division. These are the 128<sup>th</sup> and 138<sup>th</sup> Infantry Brigades and the recently attached 169<sup>th</sup> Brigade [detached from the 56<sup>th</sup> Infantry Division]. The artillery of the 46<sup>th</sup> Division and the units of the 2<sup>nd</sup> Armoured Brigade can support any units without penalty.

The Germans have two elements. These are from the 305<sup>th</sup> Infantry Division and the 90<sup>th</sup> Panzer Grenadier Division.

### Set Up:

The Germans deploy first. The 305<sup>th</sup> can deploy anywhere from line A to line E but including F12, Faenza. The Germans have 6 prepared defences that they can place, but no more than 2 per square. The Germans cannot use the Iggelstellungen Event in this scenario. The Germans can make three open squares minefields anywhere in lines A to F.

The Allies deploy in lines G and H. Whilst deploying they can place a single bridge over the Lamone River anywhere they choose. Allied forces move first.

### Reinforcements:

The Allied 2<sup>nd</sup> Armoured Brigade arrives in the Marker Phase of turn 1 anywhere in Row H.

The 90<sup>th</sup> Panzer Grenadier Division arrives in the Marker Phase of turn 4 anywhere in Row A.

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>British 46<sup>th</sup> Infantry Division</b>			
<b>128<sup>th</sup> Brigade</b>			
8 x Infantry	4-3-2		Leg
1 x Infantry	4-3-2		Leg, Pioneer
<b>138<sup>th</sup> Brigade</b>			
8 x Infantry	4-3-2		Leg
1 x Infantry	4-3-2		Leg, Pioneer
<b>169<sup>th</sup> Brigade</b>			
8 x Infantry	4-3-2		Leg
1 x Infantry	4-3-2		Leg, Anti tank
<b>2<sup>nd</sup> Armoured Brigade</b>			
4 x Sherman	4-3-2	3	
1 x Light Tank	4-3-2	1	Recon
<b>Artillery Support</b>			
2 x Medium Artillery	12 / 3 / [0-1]		Towed Artillery

ROMMEL SCENARIO

AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>305<sup>th</sup> Infantry Division</b>			
11 x Infantry	4-3-2		Motorised
1 x Infantry	4-3-2		Anti-tank
1 x Stug	4-3-2	2-3	
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
<b>90<sup>th</sup> PGD</b>			
1 x Panzer IV	4-3-2	3	
1 x Panzer III	4-3-2	2	
1 x Marder	2-1-1	1-3	
1 x Light Tank	4-3-2	1	Recon
2 x Panzer Grenadier	4-3-2		Armoured
1 x Panzer Grenadier	4-3-2		Armoured, Pioneer
5 x Panzer Grenadier	4-3-2		Motorised
1 x Panzer Grenadier	4-3-2		Motorised, Pioneer
1 x Hummel	12 / 4 / [0-2]		Self Propelled Artillery
1 x Nebelwerfer	3 / 5 / [0-1]		Rocket

<b>Allied</b>	<b>1R</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>	<b>11</b>	<b>13</b>	<b>15</b>
<b>Axis</b>	<b>2</b>	<b>4R</b>	<b>6</b>	<b>8</b>	<b>10</b>	<b>12</b>	<b>14</b>	<b>16</b>