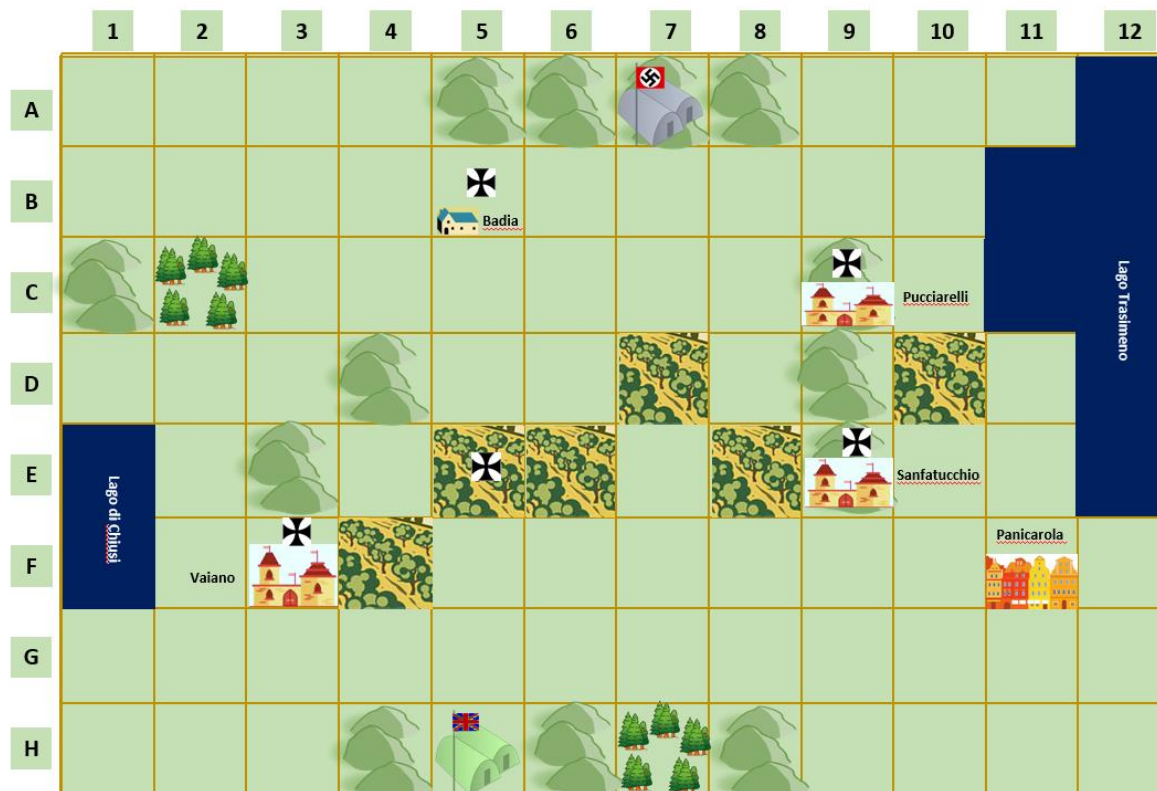


Trasimene Line – Italy - 22 June 1944



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. Vaiano, Panicarola, Sanfatucchio and Pucciarelli are all urban squares. The latter two are medieval hill towns in mountain squares as well.

**Starting Ops:**

Both side start with 6 Ops. The Allies use the Allied late war ops and the Germans use the German late war ops. Allied forces move first.

**Description:**

After the fall of Rome German Field Marshal Kesselring started to retreat Northward to his prepared positions in the Apennine Mountains. He used a number of intermediary defensive lines to slow the Allied advance and allow his engineers more time to prepare the Gothic Line. One of these defensive positions was centred on Lake Trasimeno.

**Victory:**

The game is a long summer day of 20 moves. The allies need to capture 4 objectives to win. For a shorter game play 16 moves and the allies need to capture 3 objectives to win.

**Elements:**

The Germans have 3 Elements. The 754<sup>th</sup> and 755<sup>th</sup> Regiments of the 334<sup>th</sup> Infantry Division and units of the 1<sup>st</sup> Parachute Division. The German artillery units can provide support to any German unit without penalty.

The Allies have 3 Elements. Two elements from the British 78<sup>th</sup> Infantry Division [the Battleaxe Division]. These are the 38<sup>th</sup> Irish and the 11<sup>th</sup> Infantry Brigades with armoured support provided by tanks from the Canadian 11<sup>th</sup> Armoured Regiment. And one element from the 4<sup>th</sup> Infantry Division, the 28<sup>th</sup> Brigade. The artillery of the 78<sup>th</sup> Division and the Canadian armour can support both 78<sup>th</sup> Division Brigades without penalty.

**Set Up:**

The Germans can deploy anywhere from line A to line F. The Germans have 6 prepared defences that they can place, but no more than 2 per square. If the Germans use the Iggelstellungen Event in this scenario they cannot place new defences in squares with pre-existing ones if it means there will be more than 2 defences per square.

The Allied 28<sup>th</sup> Brigade deploys in line H1 to H4. The 11<sup>th</sup> and 36<sup>th</sup> Brigades deploy in lines G5 to G12 and H5 to H 12 along with their divisional support.

ALLIED FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>British 78<sup>th</sup> Infantry Division</b>			
<b>11<sup>th</sup> Brigade</b>			
8 x Infantry	4-3-2		Motorised
1 x Infantry	4-3-2		Motorised, Pioneers
<b>36<sup>th</sup> Brigade</b>			
9 x Infantry	4-3-2		Motorised
<b>Divisional Support</b>			
4 x Sherman	4-3-2	3	
2 x Light Tank	4-3-2	1	Recon [4+ fire first]
2 x Medium Artillery	12 / 3 / [0-1]		Towed Artillery
<b>British 4<sup>th</sup> Infantry Division</b>			
<b>28<sup>th</sup> Brigade</b>			
8 x Infantry	4-3-2		Motorised
1 x Infantry	4-3-2		Motorised, Pioneers
1 x 25lb Guns	12 / 3 / [0-1]		Towed Artillery

ROMMEL SCENARIO

AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>German 334<sup>th</sup> Infantry Division</b>			
<b>754<sup>th</sup> Regiment</b>			
7 x Infantry	4-3-2		Motorised
1 x Infantry	4-3-2		Anti-tank
1 x Nebelwerfer	3 / 5 / [0-1]		Rocket
<b>755<sup>th</sup> Regiment</b>			
7 x Infantry	4-3-2		Motorised
1 x Infantry	4-3-2		Anti-tank
1 x Stug	4-3-2	2-3	
<b>1<sup>st</sup> Parachute Division</b>			
5 x Infantry	4-3-2		Motorised
1 x Infantry	4-3-2		Anti-tank
<b>Corps Support</b>			
1 x Tiger Tank	4-3-2	4	
1 x Panzer IV	4-3-2	3	
1 x Panzer III	4-3-2	2	
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
1 x Hummel	16 / 4 / [0-2]		

<b>Allied</b>	<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>	<b>11</b>	<b>13</b>	<b>15</b>	<b>17</b>	<b>19</b>
<b>Axis</b>	<b>2</b>	<b>4</b>	<b>6</b>	<b>8</b>	<b>10</b>	<b>12</b>	<b>14</b>	<b>16</b>	<b>18</b>	<b>20</b>