

Capanno Tassoni

by Simone "Pino" Malpezzi

BACKGROUND:

Forestry barracks of 1930, on 22 May 1944 a battle took place between partisans and Nazi-fascists.

On 16 May the partisans had occupied Fanano, disarming the garrison and capturing some fascists, as well as setting the town hall and the headquarters of the fascists on fire.

During the night, the allies, deceived by the fires of the country, parachuted their supplies into the valley floor, forcing the partisans to make a risky recovery: attacked by the Germans, two patriots died, while the others managed to disengage towards Ospitale after blowing up a bridge along

the Street.

A few days later, a column of about a hundred Nazi-fascists who had come up from the Tuscan side attacked the formation of Otello Cavaliere "Fulmine" who had taken refuge in Capanna Tassoni.

A furious fight broke out which, after four hours, forced the attackers to retreat, also due to the arrival of reinforcements from the other partisan formations in the area.

The next day an exchange of prisoners was scheduled, but the partisans, having discovered that the fascists had already shot the captured patriots, put their 5 fascist prisoners into arms.

OBJECTIVES:

Whoever controls the "Capanno Tassoni" at the end of round 4 wins.

AMERICAN SETUP

DIVISION 1

• 2 Squad Bases

- 8 Regular Infantry

1x Concealed

DIVISION 2

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• Starting Strategy Cards: -

• Strategy Decks

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• Operations Cards

- 013 Desperate Defenders

• Deployment Zone

- Any green hexes.

GERMAN SETUP

DIVISION 1

• 3 Squad Bases

- 11 Regular Infantry

- 1 Officer

DIVISION 2

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• Starting Strategy Cards: -

• Strategy Decks

-

• Operations Cards

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• Deployment Zone

- Any grey hexes.

SCENARIO DETAILS

- **Rounds: 4**
- **Starting Initiative:**
Germans
- **Actions per turn: 1**

REINFORCEMENTS

On Round 3 (Status Phase) American side receive:

- 1 Squad Base
- 4 Regular Infantry

SPECIAL RULES

- none

TERRAIN FEATURES

- The stream is shallow.

