

# The Albinea Raid – A New Scenario for SPI's 'Raid!'

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Like many other subscribers to S&T, I looked forward to receiving Issue No. 64 and its accompanying game – *Raid!* Having read the rules from cover to cover I was impressed with the coverage – they seem to have made provision for most periods from World War 2 onwards – and *that* seems to be the problem, folks. When we come to the scenarios, we have a four-to-three split in favour of the 1970's. The three other scenarios are early British commando jobs (in 1941, airborne operations were still largely a Commando function). Far from being representative of the twentieth century as a whole, the scenarios are limited to two short periods – indeed the "convoy ambush" scenario is doubtful commando material – any competent infantry unit could and frequently has accomplished this mission.

My dissatisfaction prompted a search in my library and came up with a number of potential scenarios of different vintage. The first is detailed below:

## SCENARIO: Albinea, 25th March 1945

General situation:- a mixed force of British S.A.S. regulars and Italian and Russian partisans attack a German Corps Headquarters by night just south of Reggio in Northern Italy. The German garrison are dispersed in huts, unsuspecting.

### Alpha Force:-

- Team One – Six Fire Teams (Auto), one LMG, one Bazooka, one Platoon HQ
  - Team Two – eight Fire Teams (Auto), one Platoon HQ
  - Team Three – two Fire Teams (Bolt), two Fire Teams (Auto), four LMG's, one Platoon HQ
  - Force HQ – one 60 mm. Mortar Team
- Four demolition charges deployed at Alpha players discretion.

### Bravo Force:-

- Eight Fire Teams (Bolt), four Fire Teams (Auto), two 81mm. Mortar Teams, four HMG's, two Platoon HQ's

### Mission:-

Alpha Force must enter both Villa Calvi and Villa Rossi, destroy the building and kill the occupants, and withdraw 10 game turns from the start of the attack on the villas. Teams One and Two will attack, Team Three provide covering fire and Force HQ act as support for all three as needed. Alpha Force must then withdraw westwards by Game Turn 15 with not more than one-third casualties. Bravo Force must try to inflict more than one-third casualties or prevent the escape of Alpha Force by Game-Turn 15. Any Alpha Force teams left on the map by Game-Turn 15 are considered 50% casualties (rounded down) and this is added to Bravo Force's score.

### Deployment:-

Alpha Force enter map on western edge at Game-Turn 1.

Bravo Force, excepting two Fire Teams (Auto), are deployed in the huts south of the villas, subject to the following restrictions:-

- (a) only one Fire Team (bolt) in each of the two huts nearest the villas.
- (b) HMG teams are deployed in huts, but must reach their gun pits in order to open fire and may not return fire until they do. (Mortar teams may deploy as soon as they are outside their huts).
- (c) one Platoon HQ is located in the hut N.E. of the crossroads, the other in one of the villas at Bravo Players discretion.
- (d) one Fire Team (Auto) to be located in each villa.

### Special Rules:-

1. Night rules apply (see 15.9 in Rules).
2. Dummies: each side may use up to three dummies to reflect the uncertainty of the real action.
3. Bravo Force are out of Command Control for the first three Game-Turns.

### Players Notes and Historical Commentary

The real Albinea raid was described by a senior British Officer as "a piece of brigandage unparalleled in the annals of war". The raid was carried out by a mixed force of Italian partisans, Russian ex-prisoners-of-war and British Special Air Service Regiment troopers under the command of Major Roy Farran. They penetrated the German defences close to the Villa Calvi and raided both villas, killing the occupants including the Chief of Staff to the German Corps Commander, who (the latter) was the main target and withdrew with the loss of nine men – three killed and six captured. The material loss to the Germans was small, but their

morale was badly shaken by a successful raid so far behind the main front line in Italy.

The Alpha player must strike quickly at his objective and withdraw – by Game Turn 15 the Germans are considered to be reinforced by troops not yet in action. At the same time, he must allow for the Bravo player's reaction to the raid and cover his raiding parties both in advance and withdrawal. The Bravo player has to overcome the disadvantages of position and initial disarray and concentrate forward fast, using fire and movement and all available cover. Every Game Turn counts.

