

FT05 TRAPPOLA

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HISTORICAL ACCOUNT

LOCATION: Near Obzovica, Yugoslavia

DATE: 13 July 1941

COMMENTARY: In April 1941, Yugoslavia was invaded by Germany and her allies. Italy annexed and occupied several regions and Montenegro was forced to submit to the authority of an Italian military governor.

Although the occupation troops apparently controlled the country, villages and mountains sheltered groups of partisans very early on, groups mainly composed of soldiers of the former Yugoslavian army. These groups organised themselves under the command of the Communist Party and its leader Josip Broz, soon known as "Tito". A real insurrection gets ready in Montenegro and exploded at dawn on 13 July.

Stations isolate of carabinieri " and the " guardia di finanza " are taken of assault, the besieged garrisons and roads gangways. After the initial surprise, the Italian organised a number of emergency columns. A detachment forms quit black shirts mainly so the city of Cettigne toward 11h to be going to relieve soldiers surrounded at Milocer.

The column was ambushed close to the village of Obzovica and a violent fight began. A battery, messenger in reinforcement of Cettigne, open fire has tip carrying. Nevertheless, the partisans resisted for two hours before withdrawing and the Italian were able to continue toward Milocer. Wiping another attack they must make stop has the night fall in the station of Budva. Losses are raised: 43 kill and wound, either close to 15% of their strength! The struggle of the resistant Yugoslavian against the strengths of the axis makes only begin.



TURN RECORD CHART

★ PARTISANS Sets Up First	1	2	3	4	5	6	7	END
☪ ITALIANS Moves First								

THE BATTLEFIELD AND CONDITIONS



Only hexrows A-P are playable.

Marsh are Mudflats.

Only the road 41A6-P6 exists.

EC are Dry with No Wind at start.

VICTORY CONDITIONS

The Italian win immediately if they exit ≥ 20 VPs of the south edge or they have ≥ 12 CVPs of Partisans. Prisoners do not count double.

SCENARIO SPECIFIC RULES:

- 1 Partisans use Russian LMG without Captured Equipment penalties.
- 2 Partisans cannot form a Multi Location FG.
- 3 Kindling is NA.

ELR: 5
SAN: 5

Partisans of Bjelice set up south of hex row J inclusive. 2 Partisan Squads (or Equivalent) as well as all Leader/SW stacked with them can set up HIP.

Balance: the Italian must exit ≥ 25 VPs to win.

3-3-7
8

8-1
2

7-0
6

1
B11
2-5
7 Morale

ELR: 2
SAN: 2

Elements of the 108th CCNN Legione CCNN of the Carabinieri of the Genie and the Police enter on GT1 in convoy on 41A5. An Italian 3-4-6 must set up on the motorcycle; he can be accompanied by a Leader. The convoy can Disband if a unit is adjacent to an Enemy unit or has a LOS to a Known Enemy Unit.

Balance: the Italians must exit ≥ 15 VPs to win.

4-4-7
2

3-4-6
14

8-1
2

8-0
2

2

1
B11
2-5
2

45mm
2

28
-1
M10
3

18
15
36PP
3

Elements of the III/2 Artillery enter on GT2 on 41A5:

2-2-7
2

8
B 11
1
15PP
cs 3
100*
2

ART
M6
2

Counter artwork taken from *Virtual ASL (VASL)* and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).