

# **LAKE COMMACHIO (Operation Roast)**

## **2nd/3rd April 1945 on the East Coast of Italy**

### **by Mark Piper**

#### **Background**

Late in the Italian Campaign the British 2nd Special Service (SS) Commando Brigade was tasked with clearing the coastal strip of this shallow inland lake. Facing them were the entrenched forces of a German infantry battalion supported by almost 1200 Turkomans. The British force, although equipped with a range of specialist equipment and supported by substantial artillery, were forced to fight for every inch of the way to the ultimate objective of Porto Garibaldi. This scenario represents the fighting on both days.

#### **The Wargame Scenario**

The game is played on an approximately 9' x 5' table and lasts 15 moves, starting with British turn 1. Buildings start intact. Woods are open. All rivers and canals are impassable to normal vehicles but may be crossed by Buffalos or boats. It takes one turn to prepare to cross, a turn to cross and another turn to mount the bank on the other side. The river and canals can also be crossed by the bridging troop. A canal or damaged bridge can be crossed by the Fascine or bridge-layer. Boats approaching across Lake Comacchio (which is shallow and muddy) move D6" per turn.

#### **Objectives**

- (a) British - clear all Axis forces from the table.
- (b) German - prevent the British forces from gaining a lodgement north of the Bellochio Canal.
- (c) Draw - if British forces are north of the Bellochio Canal but have not cleared all Axis forces from the table.

#### **Sources**

Green Berets by Hilary Saunders  
By Sea and Land by Robin Neilands  
By Sea by Land by James Ladd  
The Burke Foundation (a novel) by Anthony McCandless  
(an excellent book written by an ex-serving commando)

Pages 2 and 3 are for the German player's eyes only.

Pages 4 and 5 are for the British player's eyes only

# German Player Information

Fusiliers are regular, Turkoman Russians are poor.

### 42nd Jager Division Kampfgruppe HQ

6 figures, staff car, radio truck

### 142nd Fusilier Battalion (39 Figures)

**HQ**  
CO + 5 figures

---

**1st Company**  
8 figures, Panzerfaust

**2nd Company**  
8 figures, Panzerfaust

---

**3rd Company**  
8 figures, Panzerfaust

**4th (Heavy) Company**  
9 figures, 2 x MMG, 81mm mortar

### Composite AT Company

8 figures, 88mm PAK 43 AT gun, Italian 47mm AT gun\*, 2 x prime mover

\* see Italian VG Chart

### 1st Turkoman Battalion (36 Figures)

**HQ**  
CO + 6 figures

---

**1st Company**  
8 figures

**2nd Company**  
8 figures

---

**3rd Company**  
8 figures

**4th (Heavy) Company**  
5 figures, MMG, 60mm mortar

### 2nd Turkoman Battalion (36 Figures)

**HQ**  
CO + 6 figures

---

**1st Company**  
8 figures

**2nd Company**  
8 figures

---

**3rd Company**  
8 figures

**4th (Heavy) Company**  
5 figures, MMG, 60mm mortar

### Coastal Battery

2 x 150mm howitzer (off table)  
OP team, Kubelwagen

### Nebelwerfer Battalion

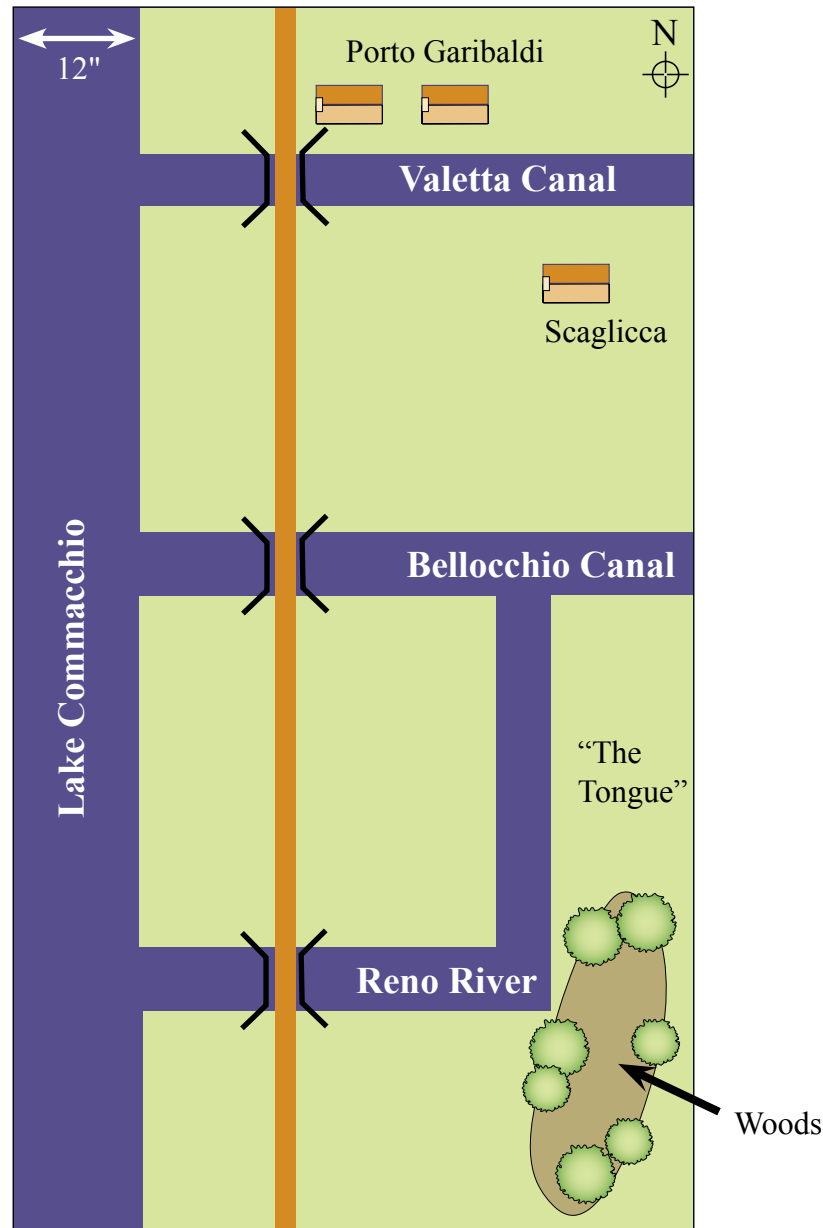
2 x 150mm nebelwerfer (off table)  
OP team, Kubelwagen

## Fixed Defences

**Barbed Wire**  
12 sections (each 4" x 1")

**Minefields**  
6 x 4" square real and 3 x 4" square dummies

## Scenario Map



The German player sets up all troops as desired in any area other than the L-shaped land area which contains 'The Tongue'. All troops are concealed, dug in or occupying buildings (each holds up to 11 figures). German forces are in prepared defences and start on reserved fire. Minefields and barbed wire can be setup anywhere within 12" of an entrenched infantry force. Bridges are mined and can be destroyed by a infantry adjacent to the bridge for at least one turn.

# British Player Information

All commandos are elite, other troops are regular. Test morale by Commandos.

**2nd British Special Service Commando Brigade HQ (Enter at B - turn 4)**

6 figures, Humber scout car, 15 cwt radio truck

**40 (Royal Marine) Commando (40 Figures) (Set up in area A)**

**HQ**  
CO + 6 figures, PIAT, 2" mortar, OP Team, Buffalo (20mm)

**A & B Troops**  
10 figures, flamethrower, Buffalo (20mm)

**C & D Troops**  
10 figures, flamethrower, Buffalo (20mm)

**E Troop**  
5 figures, flamethrower Kangaroo (VMG)

**S Troop**  
6 figures, MMG, 3" mortar Kangaroo (VMG)

**43 (Royal Marine) Commando (40 Figures) (Enters at B)**

**HQ**  
CO + 6 figures, PIAT, 2" mortar, OP Team, Buffalo (20mm)

**A & B Troops**  
10 figures, flamethrower, Buffalo (20mm)

**C & D Troops**  
10 figures, flamethrower, Buffalo (20mm)

**E Troop**  
5 figures, flamethrower Kangaroo (VMG)

**S Troop**  
6 figures, MMG, 3" mortar Kangaroo (VMG)

**Royal Engineers (Enter at B)**

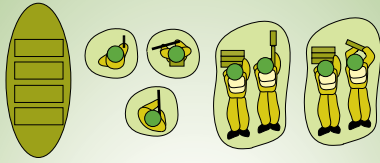
Churchill AVRE (fascine), Churchill ARK (assault bridge)

## Off Table Artillery

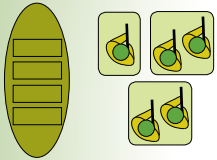
3 x 25pdr battery, Radio truck, 2 x OP on table.

**9 (Army) Commando (38 Figures)**  
**(Enter at C - turn 1)**

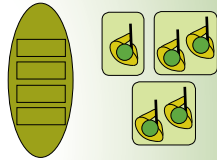
**HQ**  
 CO + 6 figures, PIAT, 2" mortar, Storm boat



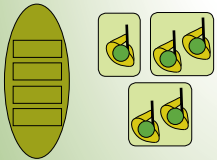
**1 Troop**  
 5 figures, Storm boat



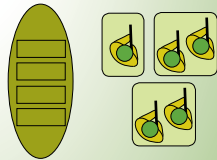
**2 Troop**  
 5 figures, Storm boat



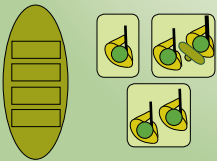
**3 Troop**  
 5 figures, Storm boat



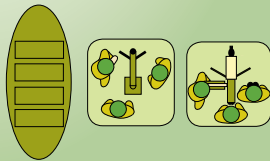
**4 Troop**  
 5 figures, Storm boat



**5 Troop**  
 5 figures, flamethrower, Storm boat

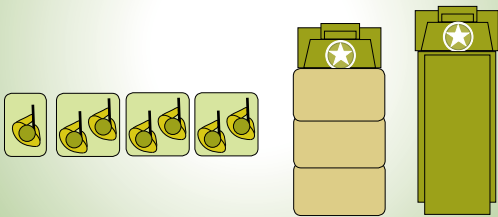


**Support Troop**  
 6 figs, MMG, 3" mortar, Storm boat



**Bridging Troop**  
**(Enter at B - turn 2)**

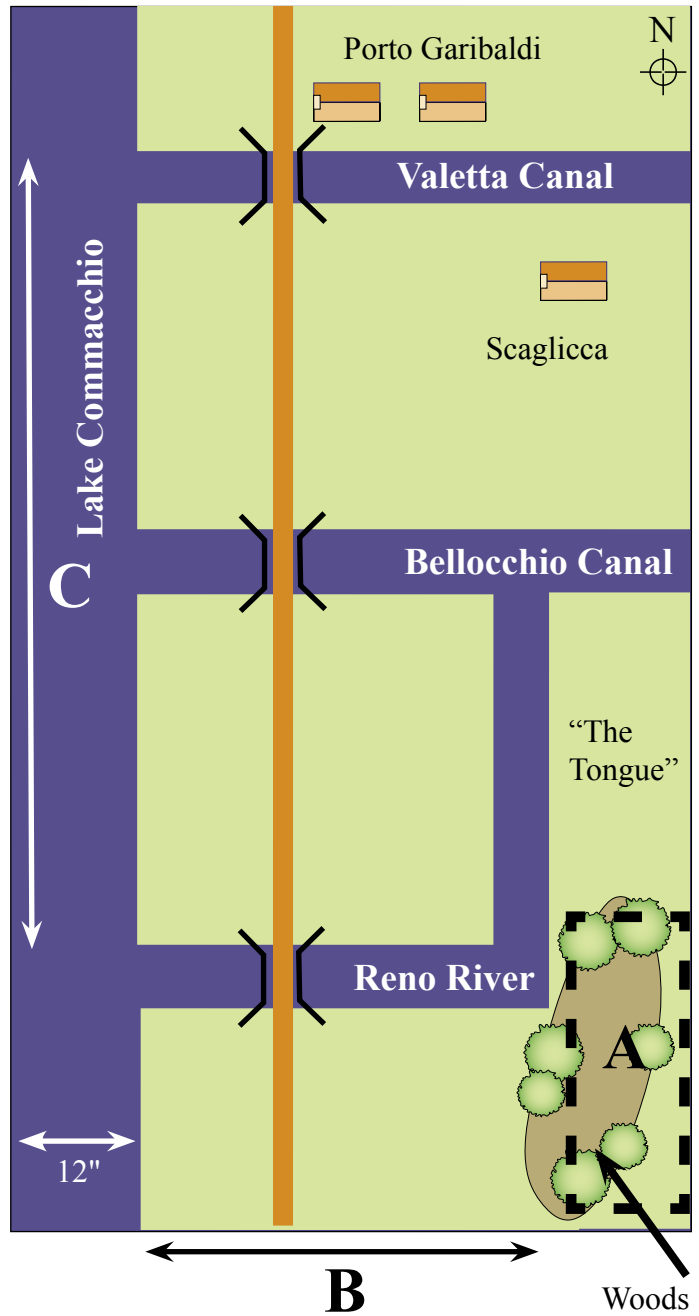
7 figures, pontoon bridge, 2 x heavy trucks



**Air Support**

Spitfire (multiple autocannon) - available from turn 1

**Scenario Map**



British forces start mounted as shown on the scenario map. Spitfire fighter-bomber will arrive four turns after being requested by the British player.