



SCENARIO: FOGGIA AIRFIELDS

LAND, AIR, & SEA WORLD WAR II TABLETOP SIMULATION

FRONTLINE



GENERAL

ITALIAN CAMPAIGN INTRODUCTION

FRONTLINE GENERAL: ITALIAN CAMPAIGN INTRODUCTION

SCENARIO: FOGGIA AIRFIELDS

v.BETA.1

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Revision Notes:

Revision 1: Updated to correct various typos and clarified starting forces. Specified additional Key Cities (i.e. Ports are not controlled in Ruined Cities). Clarified that US Player begins with an LST under his control and that LST must be supplied during turns 1 and 2. Moved 1X 8.8cm FlaK 36 Gun & 1X Artillery Crew to Foggia Hex vs. starting with two in hex 4109. Changed Win Condition to 20 Op Turns vs. 25. Added note regarding how to handle US Pilots / Air Crews gaining experience while temporarily deployed.

Official Web Site: <http://www.frontlinegeneral.com>



FRONTLINE GENERAL ITALIAN CAMPAIGN INTRODUCTION

SEMI-HISTORICAL SCENARIO: FOGGIA AIRFIELDS

BACKGROUND

September, 1943

Allied Strategy in Italy sought to achieve several major objectives, one of which was to gain the ability to bomb Germany from Italy.

On September 16th, 1943, Kesselring ordered a general withdrawal of German forces from the Salerno Bay area to defenses along the Volturno River. His counterattacks at Salerno were repeatedly broken by determined allied resistance including naval guns and allied strategic bombing in direct support of the Salerno beachhead. Kesselring slowly withdrew his forces, giving German Engineers time to destroy the port of Naples and his reserves time to prepare defenses along the Volturno and Biferno Rivers.

The airfields near Foggia, Italy were a prime allied objective. The ability to launch long-range bombers and fighters from a base of operations in Italy proved enticing to both British and US forces. The Germans knew that Foggia would be a logical allied stepping stone for staging further advances up the Italian boot, as well as launching air attacks that could easily reach into Germany proper.

The British Eighth Army captured the Foggia Airfields on September 27th, 1943 as Montgomery drove Kesselring's troops further north toward the Biferno River.

Design Note: The Foggia Airfields Scenario relies on US forces in lieu of British forces to advance up the Toe of Italy and push the Germans to the Volturno River. Therefore, this scenario is considered semi-historical: the objectives are in line with historical objectives, but the forces involved are different. Future additions to the game will include a British expansion.

PRIMARY OBJECTIVE

German Forces

As part of their phased withdrawal from defensive line to defensive line, the Germans must hold the Foggia Airfields for a period of 20 Operational Turns in order to allow additional time for defensive preparations further north.



THE FRONTLINE GENERAL ITALIAN CAMPAIGN INTRODUCTION MAP
FOGGIA AIRFIELDS SCENARIO

United States Forces

US forces have established a Forward Headquarters at Taranto, Italy and have a small contingent of men and equipment in an LST along the shore near Taranto.

These forces and any supplemental reinforcements must drive forward to take the Foggia Airfields within 20 Operational Turns. Air resources are limited, but heavy bombers with escorts are occasionally available from bases in Sicily.

Once the Airfields are taken, the Allies will be able to launch Bombers into the heartland of Germany. The US General must break through difficult terrain, fortifications, road blockades, minefields, and German forces to reach and capture Foggia by land, with the Airfields intact.

INSET 1. INITIAL CONDITIONS: CITIES

Strategic Shipping Facilities:
Taranto, Bari, Peschici

Key Cities: Taranto, Potenza,
Foggia, Peschici, Bari

Ruined City: Altamura



INSET 2. INITIAL FORCES: US

At Taranto:

1X Forward HQ
2X Rifle Squad, *Dug In*
1X Landing Ship, Tank, Mk 2, loaded

LST Loaded with:

3X Rifle Squad
2X Combat Engineers
2X Willys MB Jeep
3X M4A3 Sherman
3X Tank Crew
2X 57mm AT Gun
2X Artillery Crew

Neutral Items Controlled:

1X Port, Shipping Facility at Taranto
Taranto (Key City)

INSET 3. INITIAL FORCES: GERMAN

At Foggia:

2X Rifle Squad, *Dug In*
1X Pz. V Ausf. G Panther
1X Tank Crew
1X 8.8cm FlaK 36
1X Artillery Crew
2X Fw 190A-3
2X Luftwaffe Pilot

At Hex 4109:

3X Panzer IV Ausf. G
3X Tank Crew
1X 8.8cm FlaK 36
1X Panther Turret Emplacement
2X Artillery Crew

At Peschici:

Forward HQ
2X Rifle Squad, *Dug In*

Neutral Items Controlled:

1X Port, Shipping Facility at Peschici
1X Airfield at Foggia
2X Minefields within 4 Hexes of Foggia
Foggia (Key City)
Peschici (Key City)

INITIAL CONDITIONS

German units outnumber US units and include medium tanks, FlaK guns, artillery, infantry, and aircraft based at Foggia. With an established Command Network in place as well as one controlled Shipping Facility, the Germans are favored over the relatively disadvantaged US forces.

Initial Strategic Shipping Facilities, a Ruined City, and Key Cities are provided in Inset 1. Initial US and German forces are provided in Insets 2 & 3. Initial Currency is treated as a standard game, 30 per player. Command and Event Card Decks are standard.

RESTRICTIONS

The US Player may not use Combat Engineers to construct an airfield.

The US Player controls one Landing Ship, Tank, Mk 2 at the beginning of the game at Taranto. This Ship is loaded with men and equipment and must offload during turn 1 or 2. At the end of Turn 2's Movement Phase, this Unit exits the game. The US Player must supply this Unit during Turns 1 and 2.



US TROOPS UNLOAD NEAR A DOWNED SPITFIRE WITH US MARKINGS
US NATIONAL ARCHIVES

SPECIAL CONDITIONS

The US Player receives strategic bombing support from bases in Sicily every 5th Operational Turn during the Movement Phase (Turns 5, 10, 15, etc.). At the beginning of the Movement Phase during the US Player's turn, place 2X B-24J Liberator Bombers and 2X P-51D Mustangs [Escort Version] in hex 4716 for use by the US player for Two Operational Turns of Flight. Associated Crews are also controlled, but only temporarily.

At the end of the second Turn of Flight, these Aircraft, if still intact, must exit the map along the bottom edge through any hex. These aircraft are considered controlled off the map and are not subject to supply costs. They may be commanded by the US Player as required while they remain in play.

If any of the aircraft are destroyed while in play, replacements will be provided, but with an additional delay per aircraft destroyed of 1 Operational Turn until availability. For example, if one liberator is shot down during turn 5, the next strategic bombing run will occur with two liberators, but not until turn 11 instead of turn 10.

If a Pilot / Air Crew survives being shot down, place the Pilot or Crew card under the control of the US player unless captured. If a Pilot / Air Crew gains experience during action, that experience remains effective during the next strategic bombing run (the same crews return).

WIN CONDITIONS

The US Player must occupy Foggia with at least two land-based Units by the end of Operational Turn 20. If not, the German Player wins the game.