



# SCENARIO: CONFLICT AT BARI

LAND, AIR, & SEA WORLD WAR II TABLETOP SIMULATION

*FRONTLINE*



*GENERAL*

## ITALIAN CAMPAIGN INTRODUCTION

**FRONTLINE GENERAL: ITALIAN CAMPAIGN INTRODUCTION**  
**SCENARIO: CONFLICT AT BARI**  
**v.BETA**

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## FRONTLINE GENERAL ITALIAN CAMPAIGN INTRODUCTION

### HYPOTHETICAL SCENARIO: CONFLICT AT BARI

#### BACKGROUND

Conflict at Bari is a hypothetical scenario that sets US and German forces against each other in a battle for control of the port of Bari. The US player must push up the heel of Italy to take the port of Bari intact, opening an additional shipping facility for supply and reinforcement operations in the area. The German player must prevent capture of the port, and if necessary, destroy the port before allied occupation using limited engineering resources. Poor weather throughout the conflict grounds all aircraft resulting in a battle solely between opposing ground forces.

During World War II after allied occupation of Bari, allied shipping at the port was the target of a surprise air raid by 105 German Ju-88 bombers on December 2, 1943, planned by Albert Kesselring. Seventeen merchant ships and over 34,000 tons of cargo were destroyed in the attack, including the US Liberty Ship *John Harvey*, which was carrying a secret load of 2000 M47A1 WWI-type Mustard Gas bombs to be used in retaliation if the Germans resorted to chemical warfare. Explosion of the Mustard Gas bombs led to a chemical warfare disaster in Bari that included allied and civilian casualties and injuries as a result of exposure to the gas. According to Atkinson, "US records of the attack were declassified in 1959, but the episode remained obscure until 1967. In 1986 the British government finally admitted to survivors of the Bari raid that they had been exposed to poison gas and amended their pension payments accordingly."

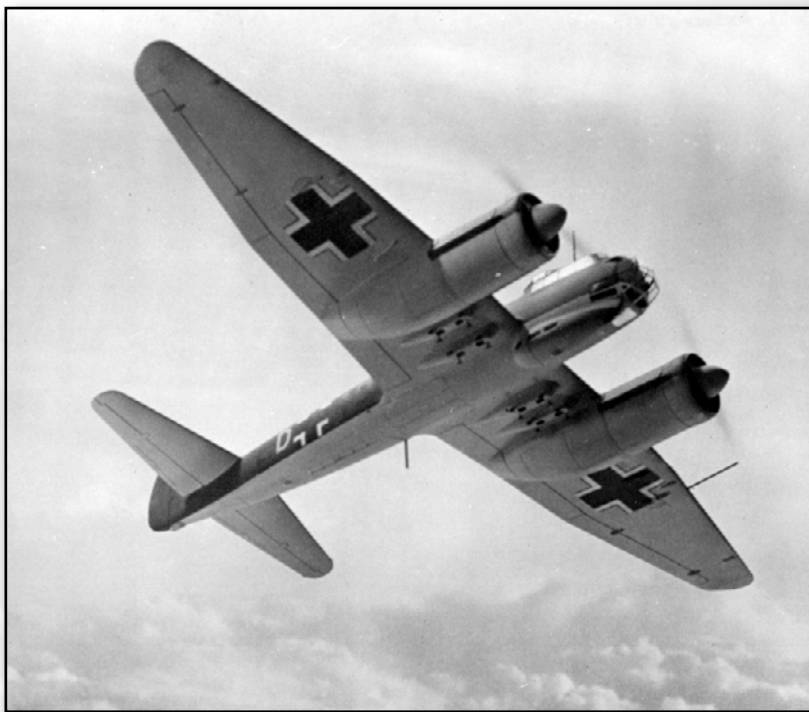
Though this Scenario for Frontline General: Italian Campaign Introduction is purely fictional and focuses on challenging players to take or defend the strategic port, the *Air Raid on Bari* may be the subject of a future historical scenario once the appropriate Units are available.

#### References:

Atkinson, Rick (2007). *The Day of Battle: The War in Sicily and Italy, 1943-1944*. Henry Holt and Co.. pp. p. 277.

Infield, Glenn B. (1988) (paperback). *Disaster at Bari*. Bantam.

Morison, Samuel Eliot (1975 (reissue)). *Sicily-Salerno-Anzio January 1943- June 1944, vol. 9 of History of United States Naval Operations in World War II*.



GERMAN JU-88 BOMBER- THE TYPE USED DURING THE AIR RAID ON BARI  
US NATIONAL ARCHIVES

#### PRIMARY OBJECTIVE (100 POINTS)

##### German Forces

Prevent capture of the Shipping Facility at Bari. Hold the Port intact for at least 10 Turns.

##### United States Forces

Capture the German-held Shipping Facility at Bari by eliminating or forcing the withdrawal of German resistance. This will open another much-needed port for supply and reinforcement operations in the area.

#### SECONDARY OBJECTIVES (75 POINTS EACH)

##### German Forces

1) Mount a sufficient counterattack to recapture Taranto by eliminating the current US presence.

2) In the event of imminent allied occupation of Bari, destroy the shipping facility at Bari and withdraw all remaining mobile (non-towed, non-emplaced) Units to Peschici. Utilize Combat Engineers to ensure complete destruction of the port. Available Engineers are in transit aboard half-tracks along the East-West road through Potenza.



### United States Forces

- 1) Drive German units from Altamura, take over this Key City, and use reconnaissance to locate and destroy the German Command Post.
- 2) Capture or destroy all German 8.8cm FlaK 36 Anti-Aircraft Artillery.

### RESTRICTIONS

- 1) The Event Card **Heavy Thunderstorm** is in effect with a modified duration - the entire game. This card grounds all aircraft which eliminates their use in this Scenario.
- 2) Additional German Combat Engineers are not available for German reinforcement, having been deployed to strengthen fortifications along the Gustav Line.

### WIN CONDITIONS

- 1) Play a scored game according to the rules for a set number of turns or set time limit (determined by players), and earn points for the capture of Primary and Secondary Objectives, Key Cities, enemy Units, and more. The highest score at the end of an even number of turns wins. *Suggested number of turns: 10.*
- 2) Alternatively, play until either side concedes.

### INITIAL CONDITIONS: CITIES

**Strategic Shipping Facilities:** Bari, Peschici, and Taranto

**Key Cities:** Altamura, Bari, Peschici, Potenza, and Taranto

**Ruined City:** Foggia

### INITIAL FORCES: GERMANY

**Initial Force Total Subject to Supply:** 247

#### Bari

- (3X) Rifle Squad, Dug In
- (1X) 8cm Mortar Squad, Dug In
- (1X) MG 42 Team
- (2X) Panzer IV G
- (2X) Tank Crew
- (1X) 8.8cm FlaK 36
- (1X) Artillery Crew

#### Hex 4911

- (2X) Rifle Squad, Dug In
- (1X) 7.5cm PaK40 AT Gun
- (1X) 15cm Nebelwerfer 41
- (2X) Artillery Crew

#### Altamura

- (1X) Command Post
- (2X) Rifle Squad
- (1X) MG42 Team
- (1X) Pz. VI Ausf. E Tiger I
- (1X) Tank Crew
- (1X) Panther Turret Emplacement
- (1X) 8.8cm FlaK 36
- (2X) Artillery Crew

#### Potenza

- (1X) Tank Hunter Squad
- (3X) Panzer IV G
- (3X) Tank Crew
- (3X) SdKfz 251/1 Halftrack
- (3X) Combat Engineers (on halftracks)

#### Peschici

- (1X) Forward HQ
- (2X) Rifle Squad, Dug In
- (1X) BMW R75 w/Sidecar
- (1X) 8.8cm FlaK 36
- (1X) Artillery Crew

#### Neutral Items Controlled by Germany

- (1X) Land Minefield at Hex 5111
- (1X) Barbed Wire at Hex 5111
- (1X) Land Minefield at Hex 5012
- (1X) Barbed Wire at Hex 5012
- (1X) Port, Shipping Facility at Bari
- (1X) Port, Shipping Facility at Peschici
- Altamura (Key City)
- Bari (Key City)
- Peschici (Key City)
- Potenza (Key City)







### INITIAL FORCES: UNITED STATES

*Initial Force Total Subject to Supply: 245*

#### **Taranto**

(1X) Forward HQ  
(1X) .30cal LMG Team  
(3X) Rifle Squad  
(1X) Combat Engineer Squad  
(1X) 81mm Mortar Squad

#### **Hex 5315**

(1X) .30cal LMG Team  
(1X) Forward Observer Team  
(2X) Willys MB Jeep  
(3X) M18 Hellcat  
(3X) Tank Crew  
(2X) M3A1 Halftrack  
(2X) 105mm Howitzer M2A1  
(2X) Artillery Crew

#### **Hex 5416**

(1X) Forward Observer Team  
(1X) Willys MB Jeep  
(6X) M4A3 Sherman  
(6X) Tank Crew  
(2X) M3A1 Halftrack  
(2X) 3-Inch AT Gun M5  
(1X) 8-Inch Howitzer M1  
(3X) Artillery Crew

#### **Neutral Items Controlled by the United States**

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



INITIAL SETUP OF THE CONFLICT AT BARI SCENARIO ON OUR "LARGE MAP"  
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