



Battle Over the Winter Line Revision 5

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Dates and Times

Interested ACES HIGH II players should register with a side to be billeted to one of the side's available air groups. This will allow pilots to communicate, receive orders and prepare for each upcoming frame. Players may fly as walk-ons and show up in the Special Events Arena on game day to see if there are any open positions to fill. **Battle Over the Winter Line** will be a four frame scenario. The start times are 3:00 pm US Eastern Standard Time. There will be [4] frames starting January 2015 on the dates of the 10th, 17th, 24th, and the 31st. After takeoff (T+0), the frame will run for three hours (T + 3 hours).

Introduction

The Winter Line was a series of German military fortifications in Italy, constructed during World War II by Organisation Todt. The primary Gustav Line ran across Italy from just north of where the Garigliano River flows into the Tyrrhenian Sea in the west, through the Apennine Mountains to the mouth of the Sangro River on the Adriatic coast in the east. The centre of the line, where it crossed the main route north to Rome (Highway 6) which followed the Liri Valley, was anchored around the mountains behind the town of Cassino including Monte Cassino, on which

was situated an old abbey that dominated the entrance to the Liri Valley (a main route to Rome), and Monte Cairo which gave the defenders clear observation of potential attackers advancing towards the mouth of the Liri valley.

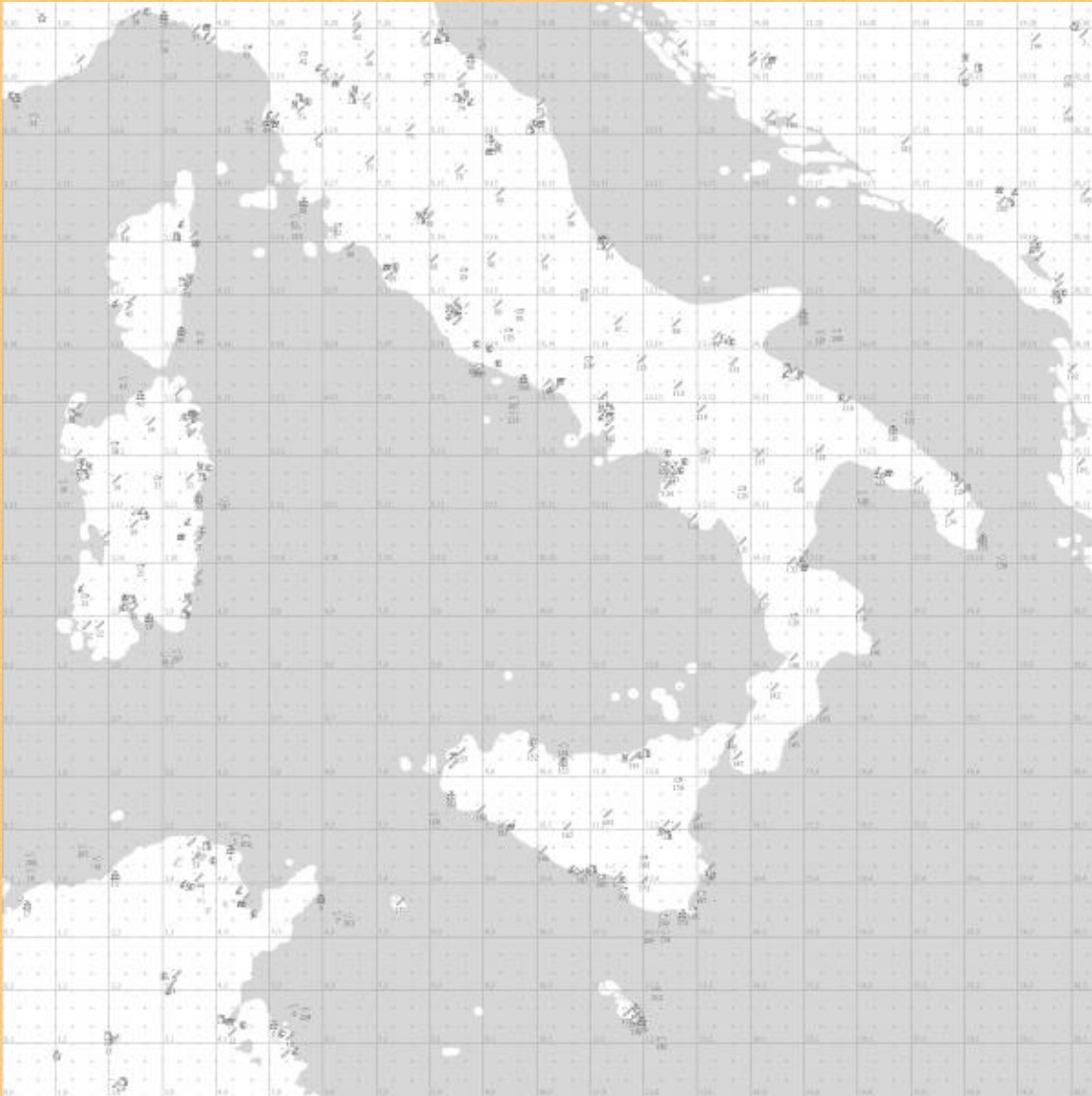
On the western side of the Apennines there were two subsidiary lines: the Bernhardt Line in front of the main Gustav positions and the Hitler Line some 5 miles to the rear. The Winter Line was fortified with gun pits, concrete bunkers, turreted machine-gun emplacements, barbed-wire and minefields. It was the strongest of the German defensive lines south of Rome. About 15 German divisions were employed in the defense. It took the Allies from mid-November 1943 to late May 1944 to fight through all the various elements of the Winter Line, including the well-known battles at Monte Cassino and Anzio.

Some authorities define the Bernhardt Line as crossing Italy from coast to coast following not just the western defensive positions described above but incorporating also the eastern defenses of the Gustav Line. Other authorities use the Winter Line name interchangeably with the Gustav Line as defined above.

The Gothic Line (German: Gotenstellung; Italian: Linea Gotica) formed Field Marshal Albert Kesselring's last major line of defense in the final stages of World War II along the summits of the northern part of the Apennine Mountains during the fighting retreat of the German forces in Italy against the Allied Armies in Italy commanded by General Sir Harold Alexander.

Adolf Hitler had concerns about the state of preparation of the Gothic Line: he feared the Allies would use amphibious landings to out-flank its defenses. So, to downgrade its importance in the eyes of both friend and foe, he ordered the name, with its historic connotations, changed, reasoning that if the Allies managed to break through they would not be able to use the more impressive name to magnify their victory claims. In response to this order, Kesselring renamed it the "Green Line" (Grüne Linie) in June 1944.

Using more than 15,000 slave-laborers, the Germans created more than 2,000 well-fortified machine gun nests, casemates, bunkers, observation posts, and artillery-fighting positions to repel any attempt to breach the Gothic Line. Initially this line was breached during Operation Olive (also sometimes known as the Battle of Rimini), but Kesselring's forces were consistently able to retire in good order. This continued the case up to March 1945, with the Gothic Line being breached but with no decisive breakthrough; this would not take place until April 1945 during the final Allied offensive of Italian Campaign.



Italian Theater Map

Overview of the Battle

"The Battle Over the Winter Line", This aerial combat confrontation takes place over the Italian mainland during the years of 1943 through 1944. Historically, the aerial battle was preceded by the first successful mainland invasion of Europe against Hitler's NAZI war machine. As the Allies continued to press towards their goal, the capture of the Italian capital of Rome, Hitler stationed one of his most experienced and trusted NAZI Field Marshalls in command of the defense of the northern Italy.

Field Marshall Albert Kesselring was a skilled tactician and a beloved commander by his men. Kesselring devised many lines of defense across Italy to slow the advance of the allied forces north toward their objective of Rome. One of the most southern lines of defense across the Italian mainland was the Gustav Line. The Gustav line saw some of the

most vicious and bloody fighting of World War II. The Gustav line was also called the "Winter Line" by the German combatants that defended the line.

The Luftwaffe forces in northern Italy are fighting to hold the defensive lines against the onslaught of Allied aircraft. The Allies have established the goal of destroying the supply and communications lines of the Luftwaffe and Wehrmacht in the region. Side commanders will be tasked with attacking or defending specific targets or areas as the battle continues week after week.

Unit history within the region and time of the battle will be preserved as best as possible. Opposing forces will be placed as close to their historical wartime locations as possible for both side. The event configuration is designed to provide the maximum amount of event immersion as possible.

The Axis team will consist of 80 seats available at time of registration. The Allied team will consist of 110 seats available at the time of registration. The selected side COs will be responsible for setup, management, planning, and execution of the teams objectives. Strong planning and leadership skills are command traits that will be of invaluable service to each side commander.

Victory Conditions

The Axis team begins with an advantage such that the Allies must skillfully complete objectives by the end of each frame. The level of planning and execution of each frame will ultimately dictate the outcome of the event. The Allies will be able to improve their position each frame by earning bonus points for completed objectives. The Luftwaffe will continually find itself stretched to the limit of its resources in defending the Winter Line of central Italy. The Axis team will also have an opportunity to improve its score by earning bonus points.

The Axis objectives remain the same throughout the scenario. Destroy the inbound bomber raids and escorting fighters.

The Allied fighter mission remains the same throughout the scenario, to ensure that the bombers are able to reach their targets and effectively win each frame by achieving set objectives.

Scoring:

The possible number of points that can be scored by both side per frame is 482 points considering the following combinations.

In order to save an aircraft from being counted as a destroyed aircraft, each pilot must ensure that their aircraft returns to its base of origin. If an aircraft is airworthy and towers at **any other base** other than its starting base. The aircraft will count for the enemy as a destroyed aircraft. A penalty valued at the current frame

aircraft value will be assessed for aircraft that do not return successfully to their base of origin.

There will be one exception to this rule. The Allied B-26B group stationed at A50 Poretta Corsica will be allowed to land and tower at an alternate field. The alternate airfield will be A99 San Seveno.

Allied Primary Objectives:

Bomber Scoring

The Allied bomber force will be tasked with destroying the Nazi war industries and the Luftwaffe on the ground. Each targeted fighter hangar is valued at 20 points in each frame. All strat objects are equal to [1] point per object per frame. All end of frame scoring will be relative to a possible point scoring for bombers found in the table below. The point values in the table below represent maximum point values for bomber scoring.

Frame 1 destroy [16] Fighter hangars; plus 80 Strat objects = 400 pts,
plus [10] bonus pts = 410
Frame 2 destroy [8] Fighter hangars; plus 240 Strat objects = 400 pts,
plus [10] bonus pts = 410
Frame 3 destroy [8] Fighter hangars; plus 240 Strat objects = 400 pts,
plus [10] bonus pts = 410
Frame 4 destroy [8] Fighter hangars, plus 180 Strat objects = 400 pts,
plus [10] bonus pts = 410

*Note: At least one hangar must be destroyed at all assigned target fields by frames end or a [1] point penalty will be assessed against the bomber force per destroyed hangar.

Example: If the Allies are assigned to destroy [16] fighter hangars at three airfields within the frame and only two bases are targeted for attack, then the third base will need to have at least [1] fighter hangar destroyed on it to NOT have the penalty assessed.

*Note: The Allied bombing campaign must keep in mind that there will be industrial target objectives that must be achieved in addition to the destruction of the primary fighter hangar targets. If the total assigned number of objects are not destroyed between the assigned strat target objectives, a [1] point penalty will be assessed against all destroyed fighter hangars.

Example: Although [8] Fighter hangars targeted for destruction in frame three were destroyed, the Allied bomber force failed to destroy the 240 additional strat objects required as assigned. Because the Allies failed to meet their objective a [1] point value penalty will be assessed against the destroyed fighter hangars for each hangar destroyed.

The Allies will have the ability to earn 10 bonus points per frame for completion of the frame objectives. The bonus points are additive, in other words, the total earned value of the previous frame must be completed to earn the bonus points in future frames. Bonus points in previous frames are lost if not earned within that frame.

Example: If the Allies only destroy 12 of 16 fighter hangars and destroy all strat objects in frame one, there are no bonus points earned by the Allies in frame 1. But if the Allies complete the frame objectives from frame 1 within frame 2 after having completed all frame two objectives and returning to destroy four <Make Up> hangars from the previous frames base objectives, then the Allies will be eligible for a 10 point bonus starting in frame two.

It will be the Allied commander's responsibility to report this completion of previously assigned objectives to the scenario CM staff to have the Allied score adjusted to reflect this completion.

Bomber scoring sample;

Frame 1 [15 of 16] Fighter hangars destroyed = 300 pts; plus
[80 of 80] Strat objects destroyed = 80 pts.
No Bonus points gained.
No strat penalty assessed.
Frame total = 380

Allied Secondary Objectives:

Luftwaffe Interceptor Attrition:

Each Luftwaffe interceptor is valued at .45 points per frame. This number based on two lives per pilot [160] aircraft, for a total possible frame value of 72 points per frame for 100% of Axis fighters destroyed.

Fighter (USAAF) scoring sample;

Frame 1 [116] Luftwaffe aircraft destroyed [116 x 0.45] = 52 pts.

Allied Total Frame Score
Frame Total = Bombers 380 pts + Fighters 52 pts = 432 pts.

Axis Primary Objectives:

Destroy Allied bombers:

The total number of individual bombers, based on available aircraft for combat per frame, with all seats filled, will be 108 aircraft in 36 formations. Each bomber pilot will have two lives for a total number of available bombers equaling 216 bombers.

Each Allied bomber formation, comprised of 3 aircraft, will be valued at 1.50 points per aircraft. The total value of Allied bombers, if 100% of the bombers were to be destroyed per frame, will equal 324 points based on pilots having two lives.

*Note: It is important for the Allied team to ensure that their bomber force is fully present for all frames. The total number of bombers present per frame will be recalculated as valued earnings for the Axis at the end of each frame, such that whatever numbers of the Allied

bombers were available for combat per frame will equal a total of 324 points at the completion of each frame.

Example: The Allies have 36 registered bomber pilots for the event. But only 25 pilots show for frame two. The bomber values will be recalculated to the closest value to 324 points possible per frame. In this case the value of each destroyed bomber will be 2.16×2 points per aircraft. In other words, the total strength of the Allied bomber force per frame does not lose point value relative to participation.

Axis Secondary Objectives:

Each Allied fighter is valued at [1] point towards the frame total score. These points are additive with the total number of bomber points earned by frames end.

Axis Bonus Objectives:

The Axis will have the ability to earn 10 bonus points by attacking and destroy ordnance bunkers at each of the Allied bomber group airfields. If all bunkers on these airfields are not destroyed no points will be awarded.

At the end of each frame the event CM will total up the points per frame and post the scores in the appropriate location.

Fighter (Luftwaffe) scoring sample;

Frame 1 [117] USAAF fighter aircraft destroyed [117 x 1.00] = 117 pts.

Frame 1 [234] USAAF bomber aircraft destroyed [210 x 1.50] = 315 pts.

Bonus points NOT achieved = 0 pts.

Axis Frame Total = 432 pts.

Frame 1 Objectives:

The Allied bombing campaign must achieve the following minimums during the first frame;

[16] Fighters hangars total from air fields A88 Viterbo, A93 Pescara, and A95 Tivolli.

- The bombing campaign must account for 80 objects between the following facilities;

- Troop Facility [8,14,5]
- Ammo Factory [8,14,5]

Frame 2 Objectives:

The Allied bombing campaign must achieve the following minimums during the Second frame;

[8] Fighters hangars total from fields between A86 Orbetello, A83 Orvieto, or A75 Jesi.

- The bombing campaign must account for 120 objects between the following facilities;

- Ammo Factory [9,18,3]
- Radar Facility [7,16,6]
- Ammo Factory [7,15,4]

- The bombing campaign must account for 120 objects between the following facilities;

- City [9,18,3]
 - City [7,15,4]
-

Frame 3 Objectives:

The Allied bombing campaign must achieve the following minimums during the first frame;

[8] Fighters hangars total from fields between A78 Perugia, A71 Leghorn, or A72 Florence.

- The bombing campaign must account for 120 objects between the following facilities;

- Radar Facility [8,18,8]
- Radar Facility [6,18,8]
- Radar Facility [7,16,6]

- The bombing campaign must account for 120 objects between the following facilities;

- AAA Factory [9,18,3]
 - AAA Factory [8,18,5]
-

Frame 4 Objectives:

The Allied bombing campaign must achieve the following minimums during the fourth frame;

[8] Fighters hangars total from fields between air fields A76 Leghorn, A73 Arezzo, or A63 Pistoia.

- The bombing campaign must account for 90 objects between the following facilities;

- Fuel Facility [6,18,5]

- City [6,18,8]

- The bombing campaign must account for 90 objects between the following facilities;

- Troop Facility [6,18,7]
- AAA Factory [5,19,3]

Luftwaffe Forces

Luftwaffe Forces				
Unit Name	Unit type	Location	Map Pos	Max. Players
I./JG53	Me109G-6	Viterbo	A88	8
I./JG4	Me109G-6	Viterbo	A88	8
IV./JG4	Fw190A-5	Orvieto	A83	12
III./JG53	Me109G-6	Orvieto	A83	8
II./JG77	Me109G-6	Viterbo	A88	10
I./JG77	C205 Veltro	Rieti	A90	12
I./SG4	Fw190A-5/Fw190F-8	Rieti	A90	8
*II./SG4	Fw190A-5/Fw190F-8	Viterbo	A88	8
III./ZG26	BF110G-2/ME410	Camino	A84	6

Totals = 80

USAAF Forces

USAAF Forces				
Unit Name	Unit type	Location	Map Pos.	Max. Players
USAAF/52 nd FG	P-51B	Molinara	A111	8
USAAF/332 nd FG	P-51B	Larino	A98	8
USAAF/31 st FG	P-51B	San Seveno	A99	8
USAAF/325 th FG	P-51B	Agnone	A97	8
USAAF/57 th FG	P-47D-25	Ghisonaccia, Corsica	A48	12
USAAF/86 th FG	P-47D-11	Poretta, Corsica	A50	6
USAAF/82 nd FG	P-38J	Foggia	A113	8
USAAF/14 th FG	P-38J	Teano	A110	8
USAAF/1 st FG	P-38J	Foggia	A113	8
USAAF/17 th BG	B-26B	Poretta, Corsica	A50	6
USAAF/2 nd BG	B-17G	Foggia	A113	15
USAAF/459 th BG	B-24H	San Seveno	A99	15

Totals = 110

Other Rules

Summary of Player-Enforced Rules

The following is a summary of some rules that regular pilots must enforce upon themselves during play (as opposed to those rules that are enforced by settings or enforced by how CM's or CO's set things up

prior to frame start). This is intended as a handy summary list. You still should know the rest of the rules as well.

- Players get only two lives in their assigned aircraft for the frame.
- A successful landing will result in a system message stating "Player Name Landed Successfully". Logs will detail results.
- A ditch is considered a death and will cost a player one life. Logs will detail results.
- All available ordnance may be used.
- Aircraft may land and rearm at any friendly field.
- Players may re-plane ONLY at their originally assigned launch field or ship following a successful landing.
- Maximum bomber ceiling for all bombers will be FL25.
- Fighters have NO altitude restrictions.

2nd Life Exceeded Penalty

Players that exceed more than 2 lives by reference to the logs at the end of the frame will be penalized by [5] points per occurrence for their side. Pilots that launch more than twice and register a kill in the logs will be assessed a [10] point penalty. Side commanders are fore warned that control must be maintained by their respective staffs. This is the first and only warning that commanders will receive.

Scores and Results Posting by Event CMs

Frame score will be posted on the AHevents.org web site on the Friday following each frame. Players can expect that the final posting will be earlier than one week.

Settings

Wind. Varying conditions which will be posted for each frame.

Clouds. Varying conditions which will be posted for each frame.

Radar. The radar setting will be 15 mile radius around Italian airfield and bases. See settings below.

Object down time. Destroyed objects stay destroyed until the event has ended.

Setting Name	Value	Explanation
BomberWarningRange	72,900	Bases flash when enemy is 15 miles away.
DownTimeMult	600	Destroyed objects stay destroyed.
ExitWhileMoving	Aircraft	MA Standard setting

FighterWarningRange	72,900	Bases flash when enemy is 15 miles away.
FlightModeFlags	Formations ARE Enabled and Auto Calibrate Bomb Sight	Three aircraft formation, Precession bombsight unchecked.
FuelBurnRateMult	1.0	Fuel burn rate.
GroundAutoLethality[Armored]	0.700	Auto ack set high
GroundAutoLethality[Hard]	0.700	Auto ack set high
GroundAutoLethality[Soft]	0.700	Auto ack set high
KillShooter	0	KillShooter is off.
PerkPointsDisabled	0	Perk points are disabled.
PlayerResupplyTime	0	No resupply.
RadarAlt	1000	Planes under 1000 ft won't show up on radar (under radar).
RadarMode[Bishops]	Disable Friendly Counters, Range Based Counters	Allies gets range-based enemy counters.
RadarMode[Knights]	Disable Friendly Counters and Disable Enemy Counters	Axis gets range based radar counters.
RadarMode[Rooks]	Disable Friendly Counters and Disable Enemy Counters	No radar.
RadarUpdateRate	0	No delay
RandomRotate	0	
SectorCounterAlt	1000	Planes under 1000 ft won't show up as counters (under radar).
SectorCounterRange	369,600	70 mile range on counter radar.
TaskGroupCommandCnt	0	
TaskGroupRespawnTime	360	Task groups don't respawn.
TowerBasedRadarRange	369,600	70 mile radar range.
ViewModeFlags	2	External view for bombers only.

All other settings are as in the Main Arena.

Reasons for Various Aspects of Rules

Historical Context

Preface

The historical context of this Aces High II scenario is an understanding of the larger mission of the engaged forces and the commanders on each side. The Luftwaffe and Wehrmacht, commanded by Field Marshall Albert Kesselring, was to hold the northern push of the Allied forces from capturing the capital of Italy. The Allies forces commanded by British General Sir Harold R. L. G. Alexander was to engage and destroy as many German forces as possible hoping that the Germans would reinforce their line in Italy with troops from the European theater.

This Air War characterizes the strategies of the Allied Air Forces to destroy the enemy's ability to fight on the ground and in the air. Use of the Allies standard missions set for the destruction of the German Air Forces, "POINTBLANK" and "AURGUMENT" were used to complete these efforts.

Historical information has been provided below to help the players and patrons understand the theater of battle more.

The Drive to Rome

Rome was the primary target for the Allies in Europe's "soft underbelly" in 1944 once Monte Casino had fallen and the forces at Anzio had moved out of their beachhead. As the capital of Italy, it was hoped that the capture of Rome would be sufficient for the Italians to sue for peace.

The resistance faced by the Allies at Monte Casino and Anzio was severe. It was believed that the Allies drive to Rome was expected to face similar enemy resistance as Hitler had ordered his forces to 'bleed the Allies white'.

Once Monte Casino had fallen, the Allies faced another challenge as they moved north - the Adolf Hitler Line. This had been constructed from Terracina on the west coast of Italy to Monte Cairo, to the northwest of Monte Casino. This armored defensive line had concrete fortifications and nearly 200 'armored crabs' to defend it. However, the Canadians broke through the line on May 22nd and on the following day the British 8th Army launched a major attack that broke the line completely. A meeting with the forces that had broken out of the Anzio beachhead was just days away.

On May 25th 1944, the US 6th Corps, which had landed at Anzio, met up with the US 2nd Corps, which had fought at Monte Casino, just to the east of Latina by the Pontine Marshes. The French Expeditionary Corps,

the Canadian 1st Corps, the British 13th Corps and the Polish 2nd Corps all advanced north through central Italy. However, all of these corps had the same target - Rome.

While forces in central Italy had to cross high ground as they advanced, those nearer the coast did not. Once the Allies had met near Latina, Rome was just forty miles to the north. Hitler had given Kesselring, the German c-in-c in Italy, permission to withdraw his men to the Caesar Line, some ten miles south of Rome. Here they were told to make a stand.

"It is the Fuhrer's explicit order and also my belief that we must bleed the enemy to exhaustion by hard fighting." (Kesselring)

The Allies faced an enemy that was willing to put up a fight and in areas along the front line the Allies faced a determined enemy. However, the constant onslaught of a much better equipped army bled the German defenders even more. While the Allies could supply their forces with a degree of ease as they had mastery of the air, the same was not true of the Germans. Their supply routes north of Rome had been bombed and many vital communication links had been destroyed. While the Allies suffered from the stubborn resistance they had to face, the defeat of the German forces was inevitable, especially after the Caesar Line fell on May 30th. On June 2nd 1944, Kesselring asked permission to withdraw from Rome. The agreement to do this came on June 3rd. In fact, Kesselring had pre-empted this permission and troops were already being withdrawn from Rome. Rome was the primary target for the Allies in Europe's "soft underbelly" in 1944 once Monte Casino had fallen and the forces at Anzio had moved out of their beachhead. As the capital of Italy, it was hoped that the capture of Rome would be sufficient for the Italians to sue for peace.

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Source: The History Learning Site
http://www.historylearningsite.co.uk/drive_rome_1944.htm

Lieutenant General Carl Spaatz, the previous Northwest African Air Forces (NAAF), 12th Air Force, and 8th Air Force commander, took over the new United States Strategic Air Forces (USSTAF) consisting of Doolittle's 8th Air Force and Twining's 15th Air Force. Cities in southern Germany also now came within the range of Allied bombers.

This opened a new front in the strategic bombing campaign. Spaatz often used the the 15th in Italy for long-range strategic bombing of European targets when inclement weather in England prevented the 8th Air Force from flying missions against the Reich. Heavy bombers took off from Italy, bombed German targets, and landed in England. Similarly, some flew the opposite route. A few overnight stops in Russia were also made by some of the long-range bombers of the 8th and 15th Air Forces.

Targets in the Reich were not the only target. The highest priority target was the Romanian oil fields (Germany's primary source of petroleum). This complicated the increasingly over-stretched Luftwaffe's problems in defending the Reich and defending Ploesti became impossible. Attacks on the vital Ploesti oil fields would be much shorter range attacks that the 9th Air Force operating from North Africa had been forced to conduct. Ira Eaker who had commanded the 8th Air Force was given command of the new 15th Air Force.

One of the most famous fighter units were the Red Tails, formed from the Tuskegee Airmen the first black flying squadron. They compiled a well-earned record of bomber escort missions.

Source: World War II Italian Air War: Allied Air Operations (1943-45)
<http://histclo.com/essay/war/ww2/cou/ita/air/w2ia-ao.html>

Links to Historical Information

Books

- [Courage Alone: The **Italian Air** Force 1940-1943 \[Book\]](#)
- Aces of the 325th Fighter Group [Book]
- 12th & 15th Air Forces [Book]
- Kesselring: The Making of the Luftwaffe [Book]
- Luftwaffe Fighter Units: Mediterranean 1941-44 [Book]
- Air War Italy 1944-45: The Axis Air Forces from the Liberation of Rome to the Surrender [Book]

Websites

- Ed Wade in Italy with the 15th Air Force During World War II 1944-1945
<http://www.2ndbombgroup.org/Ed%20Wade%20World%20War%20II%20Story.pdf>
- THE WAR IN ITALY, 1944-1945: A REAPPRAISAL
<http://www.griffonmerlin.com/2006/12/18/the-war-in-italy-1944-1945-a-reappraisal/>
- OPERATION ARGUMENT by Jay Irwin & Olivia Tautkus
<http://otautkus.webs.com/Operation%20Argument.pdf>
- Combined Bomber Offensive - Wikipedia
http://en.wikipedia.org/wiki/Combined_Bomber_Offensive
- Bombing of Rome in World War II - Wikipedia
http://en.wikipedia.org/wiki/Bombing_of_Rome_in_World_War_II

Video

- 1945 FIGHT FOR THE SKY USAAF WWII
http://www.youtube.com/watch?feature=player_detailpage&v=jD3EVE-fDgA
- The War Lover - Maybe NOT so Typical 8th and 15th USAAF Mission
<http://www.youtube.com/watch?v=DmtkPNfRWbk&list=PLkucb4U9LUlCkzi9FqgYSRsHhsOwoV4bv>
- Jäger Greifen An! (German Luftwaffe captured Gun Camera) 1944
http://www.youtube.com/watch?feature=player_detailpage&v=4vuxpnx4Tic

- Thunderbolt!
http://www.youtube.com/watch?feature=player_detailpage&v=4vuxpnx4Tic

- Credits

Scenario Designer: Redtail7