Capture of Foy

Bois Jacques

Foy-Allies-Center

THE CAPTURE OF FOY
Bois Jacques
X5

Foy-Allies-Left

COMMAND
COMMAND
Bois Jacques
THE CAPTURE OF FOY
M'44

Foy-Allies-Right

THE CAPT
ay - Center

Foy-Axis-Center

THE CAPTURE OF FOX
COMMAND
Fog - East
X4

Foy-Axis-Left

THE CAPTURE OF FOY
NIGHT
M44
2

Foy-Axis-Right

Foy-Closeup

Foy-Closeup2

THE CAPTURE OF FOX
THE CAPTURE OF FOX
Foy - Center
Bois Jacques
Foy - West
X4
X5

Foy-Overview

map_Overview_Foy

By January 1945, the Germans were battered but still fighting. Holding Foy was their last attempt to cling to the Ardennes. The men of the 101st Airborne, hardened by weeks of cold, shellfire, and misery in the woods of Bois Jacques, were ready to finish the job.

On January 13th, those paratroopers charged across open snow under enemy fire and slammed into Foy. They fought house to house, room to room, until the village was ours and the Germans were either prisoners or running for their lives.

The enemy tried to take Foy back the next day. He failed. Once American airborne troops seize ground, they do not give it back.

Foy mattered because it marked the moment we stopped defending and started hunting. The Germans were pushed farther from Bastogne, their offensive was broken, and the road to victory led straight through the Ardennes and into Germany. That's how wars are won—by attacking, advancing, and never letting the enemy catch his breath.

~~ General Howitzer

8 VP's

Card Balance:

Allies – 5

Axis – 4

Complexity:

3

Conditions:

Countryside – Winter

Context:
Historical

Location:
Belgium

Year:
1945

Theater:
Belgium

Summary:

Objectives:

8 VP's

There are three Medal Objectives for the Allies, and one for the Axis.

Foy has three sections, Center, West & East. Each has three hexes and count as a Temporary Medal Majority Objective. Axis gets one by maintaining possession of Foy Center, but Allies can obtain all three.

Battlefield:

Winter countryside with forests, hills, and a road runnng through the center.

Troops:

Allies – 10 Infantry including 1 Mortar, 3 Armor, 1 Artillery

Axis – 8 Infantry including three Machine Gun units, and one Mortar, 2 Armor, 1 Artillery. There are two Machine Gun units in Foy Central.

Special Rules:

1. Nightime Rules – Start with daylight and roll two dice at the end of each turn; Stars increase darkness.

2. Special Weapon Assets:

– Machine Guns hit Infantry on Stars, if the unit hasn't moved

– Mortars hit at 3,2,1,1 and ignore terrain restrictions

3. The river is impassable

Allied Strategy:

1. Big Picture Strategy: Foy Center presents the best opportunity for attack. But it needs to be supported by bringing up your forces from both your right and left flanks. Once you bring your Armor in from the left along the road, and move your Infantry and Artillery from the right, then you will be ready to move your Infantry in the center forward to attack Foy Center.

2. All of your Infantry are Airborne special forces, and therefore can move two hexes and then attack.

3. Get your Armor on the left into action ASAP. The road will help you to move one extra hex for each unit.

4. Progressively advance forward your Artillery on the right so that you can attack Foy Center and Foy East with 2D rolls.

Axis Strategy:

1. Big Picture Strategy: The primary battles in this scenario will surround Foy Center. Bring as many of your forces as you can to support and defend Foy Center.

2. You have Armor hidden away in both of your flanks. Move them out and get them into the battle as soon as possible.

3. Your Artillery needs to be moved forward at least one row in order to better defend Foy Center.

Battle Reports

Source: Chicago's Finest Hour Open

Link:

General Howitzer / Battle Reports

Capture of Foy

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**0.00%**
Average medals per side
Allies—Axis—
Submitted AARs

1Games reported
Allied victories**0 · 0.0%**
Axis victories**1 · 100.0%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.