

Operation "Typhoon" - The Battle for Leros 12th November, 1943 (Dodecanese Islands - Mediterranean)

A Rapid Fire Scenario V 1.4.4 (4/11/07)

By Mark Piper

Background

Having successfully captured the island of Kos, German forces then moved on the island of Leros, defended by the reinforced British 234th Infantry Brigade and Italian garrison troops. Following a naval bombardment and air attack the Germans landed at several isolated beaches. German air support was very well coordinated and combined with the fire from off-shore naval guns the Germans quickly established a beachhead. In the afternoon German Fallschirmjager troops parachuted across the narrow centre of the island. Eventually the defenders were forced to surrender.

The Wargame Scenario

The game table is approximately 10' X 6'. *Clidi Ridge*, *Rachi Ridge* and *Mt Appetici* are continuous features for movement and due to the very rough terrain provide hard cover to stationary troops and soft cover to moving troops. Crests block LOS for troops more than 3" on both sides.

Buildings start intact. *Leros Castle* is treated as a bunker. *Olive groves* provide soft cover but do not restrict visibility or movement. Vehicles moving off roads roll as for a continuous obstacle. For purpose of compulsory withdrawal allied units move to the west and German units move towards their respective beach landing zone or air drop zone. "*Beaches*" are not mined.

The objective for both sides is to control two out of the three coastal batteries ("Ciano", "Lago" and PL 127) at the end of 10 moves. An objective is considered held if only one side has troops deployed on the position. The game is considered a draw if more than one objective is contested or unoccupied or both sides are forced to retire. Special targets for artillery or air attacks are all artillery positions and buildings.

Sources

Leros - The Island Prize (Tactical Combat Series board game)

Churchill's Folly - Anthony Rogers

Storming Eagles - James Lucas

After the Battle # 90 "The Battle for Leros - Peter Schenk (magazine)

"Operation Nostalgia" Part II & II - Richard Marsh , Wargames Illustrated #74

(November 1993) & #75 (December 1993)

[continued on page 3]

Pages 2 & 4 are for the Allied player's eyes only
Pages 3 & 4 are for the German player's eyes only

Allied Order of Battle elements of Leros Fortress Force
all regular except the Italian garrison which are poor and LRDG / SBS who are elite
for firing only

Force HQ - Brigadier Tiney [Mt Meraviglia]

CO + 5 figures (higher level HQ)

4th Royal East Kents (Buffs) [Mt Meraviglia or south of Quaranta]

test @ 20 casualties

BHQ	CO + 3 figures, 2" mortar, PIAT
A company	8 figures, 2 x jeeps
B company	8 figures
C company	8 figures
D company	8 figures
Support coy	6 figures, AA MG, 3" mortar
Platoon, MG battalion	6 figures, 2 x Vickers MMG, 1st Battalion, Cheshire Regiment

Troop, 9th Artillery Regiment, Royal Artillery [Mt Meraviglia]

4 figures, 1 x 18/25pdr (no towing vehicle)

OP party [Clidi Ridge], OP party [Leros Castle]

1st Platoon, 1st AT Battalion, Royal Artillery [Mt Meraviglia or south of Quaranta] 3 figures, 2 pdr ATG, light truck

3rd Battery (-), 1st Light AA Regiment, Royal Artillery [Mt Meraviglia]

8 figures, 2 x 40mm Bofors (no towing vehicles)

2nd Royal Irish Fusiliers - Lt Col French [Clidi Ridge or north of Quaranta]

as per 4th Royal East Kents including attached MG platoon

2nd Platoon, 1st AT Battalion, Royal Artillery [Clidi Ridge or north of Quaranta]

3 figures, 2 pdr ATG, light truck

LRDG / SBS (elite) [Clidi Ridge or north of Quaranta]

2 x patrols each 5 figures (elite for firing - no morale test required)

Damaged Motor Launch (ML 358 - Alinda Bay - may not move)

5 figures, 2pdr (40mm) "pom pom" gun, 20mm (Oerlikon) autocannon

Italian Coastal Defence * (poor for firing - no morale test required)

("Ciano") 1 x 152mm L/40 - 4 figures (NO AT, 12 pts table 5)
("Lago") 1 x 120mm L/45 howitzer - 4 figures (AT3, 12 pts table 4)
("PL 127") 1 x 90mm L/53 - 4 figures (AT2, 10pts table 4)
("PL 211") 1 x 102mm L/35 - 4 figures (AT2, 12 pts table 4)
("PL 690") 1 x 76mm L/50 - 4 figures (AT3, 10 pts table 4)

* no observers

Allied forces setup first as indicated in the orders of battle. Infantry and guns start in prepared defences. Both Bofors guns start on reserve fire and may engage ground targets. Italian coastal defences are open emplacements but gun shields offer the crews hard cover to the front.

LRDG / SBS patrols are treated as SMG groups (i.e. +1 to short range value and no long range fire).

Sources [continued from page 1].

"Exeter Games Day - The Return of Operation Nostalgia" - Richard Marsh.

<http://www.rapid-fire.uk.com/exetergamesday.htm>

Dodecanese Disaster ~ Part 1 - Jonathan Forsey (Flames of War)

<http://www.battlefront.co.nz/Article.asp?ArticleID=411&hl=leros>

Dodecanese Disaster ~ Part 2 - Jonathan Forsey (Flames of War)

<http://www.battlefront.co.nz/Article.asp?ArticleID=420>

The Battle for Leros - scenario (Fire and Fury)

<http://www.fireandfury.com/extra/downloads/scenleroslanding.pdf>

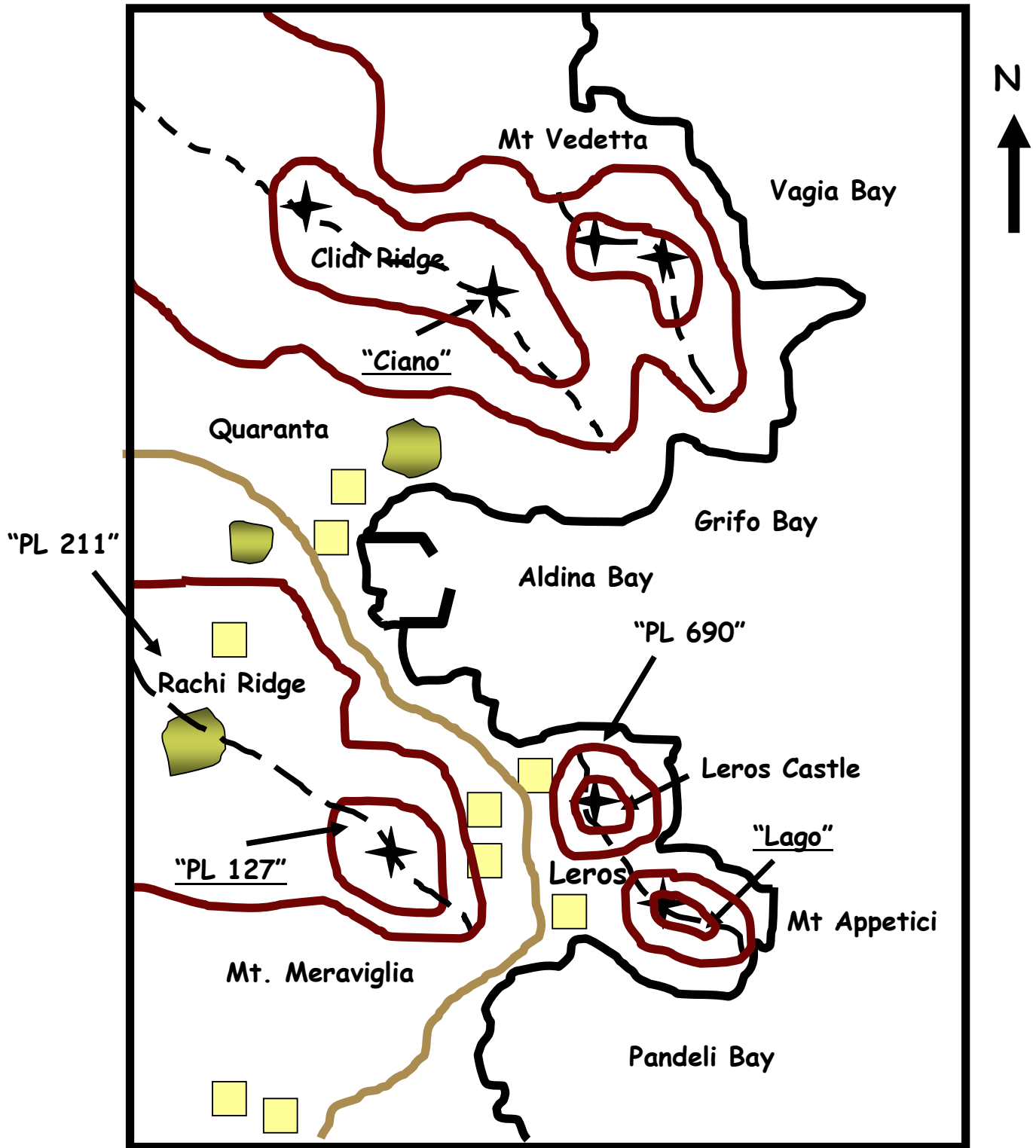
The Battle for Leros - orbats (Fire and Fury)

<http://www.fireandfury.com/extra/downloads/scenlerosoob.pdf>

"Captain Corelli's Mandolin" - Universal Studios (2001)

(Cephallonia not Leros but great for atmosphere and features a defended beach assault with German landing craft supported by Stukas !)

Allied deployment



German Order of Battle - Elements of 22nd Air Landed Division

(all regular except Fallschirmjager who are elite and Kustenjager who are elite for firing only)

15th Pioneerlandungs company 780 (maximum numbers available at anyone time)

1 x Infanterieboote (IB) treat as per LCA

2 x Pioneerlandungsboote (PLB) treat as per LCM

2 x Marinefahprahm (MFP) - treat as per LCT + 20mm fixed AA gun, 3 figures

"Kampfgruppe Von Saldern"

II battalion, 65th Grenadier Regiment (reinforced) test @ 20 casualties

(II BHQ also acts as senior HQ for morale purposes)

Major Von Saldern + naval gunfire OP team (GRIFO BAY)

BHQ CO + 5 figures, P/schreck (PLB - TURN 1)

5th Company 8 figures, P/faust (PLB - TURN 1)

6th Company 8 figures, P/faust (PLB - TURN 1)

7th Company 8 figures, P/faust (PLB - TURN 3)

8th Company 10 figures, 2 x MMG, 80mm mortar (PLB # 2 - TURN 3)

2nd company, 22nd Pioneer Battalion 8 figures, f/thrower (MFP # 1 - TURN 5)

13th company 4 figures, 1 x 75mm IG, Sdkfz 10 (MFP # 1 - TURN 5)

14th company 4 figures 1 x 50mm Pak 38, Sdkfz 10 (MFP # 1 - TURN 5)

3rd Battery, 22nd Artillery Battalion [Grifo Bay]

6 figures, 1 x 105mm howitzer, medium truck (MFP # 2 - TURN 7)

4th battery, 22nd Artillery Battalion [Grifi Bay]

6 figures, 1 x 105mm howitzer, medium truck (MFP # 2 - TURN 7)

OP team with II Battalion, 65th Grenadier Regiment

II Battalion, 22nd Luftwaffe Jager Regiment test @ 20 figures

Captain ? + Naval gunfire OP team [Vagia Bay]

BHQ CO + 4 figures, ATR (PLB - TURN 1)

9th Company 8 figures (PLB - TURN 1)

10th Company 8 figures (PLB - TURN 1)

11th Company 8 figures (PLB - TURN 3)

12th Company

3 figures, MMG, 3 figures, 80mm, 4 figures, 120mm (PLB #5 - TURN 3)

"Kampfgruppe Schadlich" (regular) test @ 13 casualties

(Lt Shadlich)

1st Kustenjager detachment CO + 9 figures (elite for firing only)

IB - turn 1 [MT APPETICI]

2 X companies III Battalion, 440th Grenadier Regiment

each 8 figures [Mt APPETICI or PANDELI BAY] (PLB - turn 3)

"Kampfgruppe Kuhne" (elite) test @ 50% of survivors

I Battalion, 2nd Fallschirmjager Regiment

Captain Kuhne (turn 6)

BHQ CO + 5 figures, grenade launcher, ATR

1st Company 8 figures

2nd Company 8 figures

3rd Company 8 figures

15th Brandenburg Parachute Company 8 figures

4th Company (HW) 10 figures, MMG, 80mm mortar, 75mm recoilless rifle

[Air Support pre-ordered turn 1]

2 x Stuka sorties (each 2 x MMG, 2 x light bomb, 1 x medium bomb)

(if shot down there is a 2 turn delay before the second sortie arrives)

Arado AR95A/W 2-seater floatplane (air OP)

[Naval support]

Schnelleboote escort (on-board 5 figures, 2 x 20mm autocannon - travels 3 x own length - may not approach closer than 6" to shore)

Destroyer TA17 (off-board - captured Italian "San Martino" 1 x 102mm gun - 12 points on table 4)

2 X naval gunfire OP teams (one with each battalion HQ)

Kustenjager are treated as SMG groups i.e. + 1 to short range value and no long range fire but test as regular as part of Kampfgruppe Schadlich. German intelligence was very good. Allow the German player to see the board AFTER Allied forces are set up (no markers allowed). Air Support was also very good. The Arado reconnaissance plane may be used OR each HQ may act as an air link OP to call in an air attack.

A single Fallschirmjager DZ may be located anywhere in the open (chosen and noted 4 moves ahead). Canisters are not required for Jager companies or the HQ but are used for HW i.e. MMG, mortar, recoilless rifle. As an alternative to the historical landing areas the German player may re-allocate one sea-borne battalion landing group to Pandeli Bay. Landing craft start one move out from their respective beach. As each wave unloads the landing craft is "replaced" by the next wave.

German arrivals

