

# Küstenjäger ! Special Forces II War in the Aegean Sea!

A Battle Pack with Scenarios representing the famed German Küstenjäger, compatible with the ASL® Game System or any other tactical level wargames.

## HOB



For use with Tactical Wargaming systems. If used for Hasbro products be advised that this is NOT a Hasbro or affiliate product and there is no claim as such.







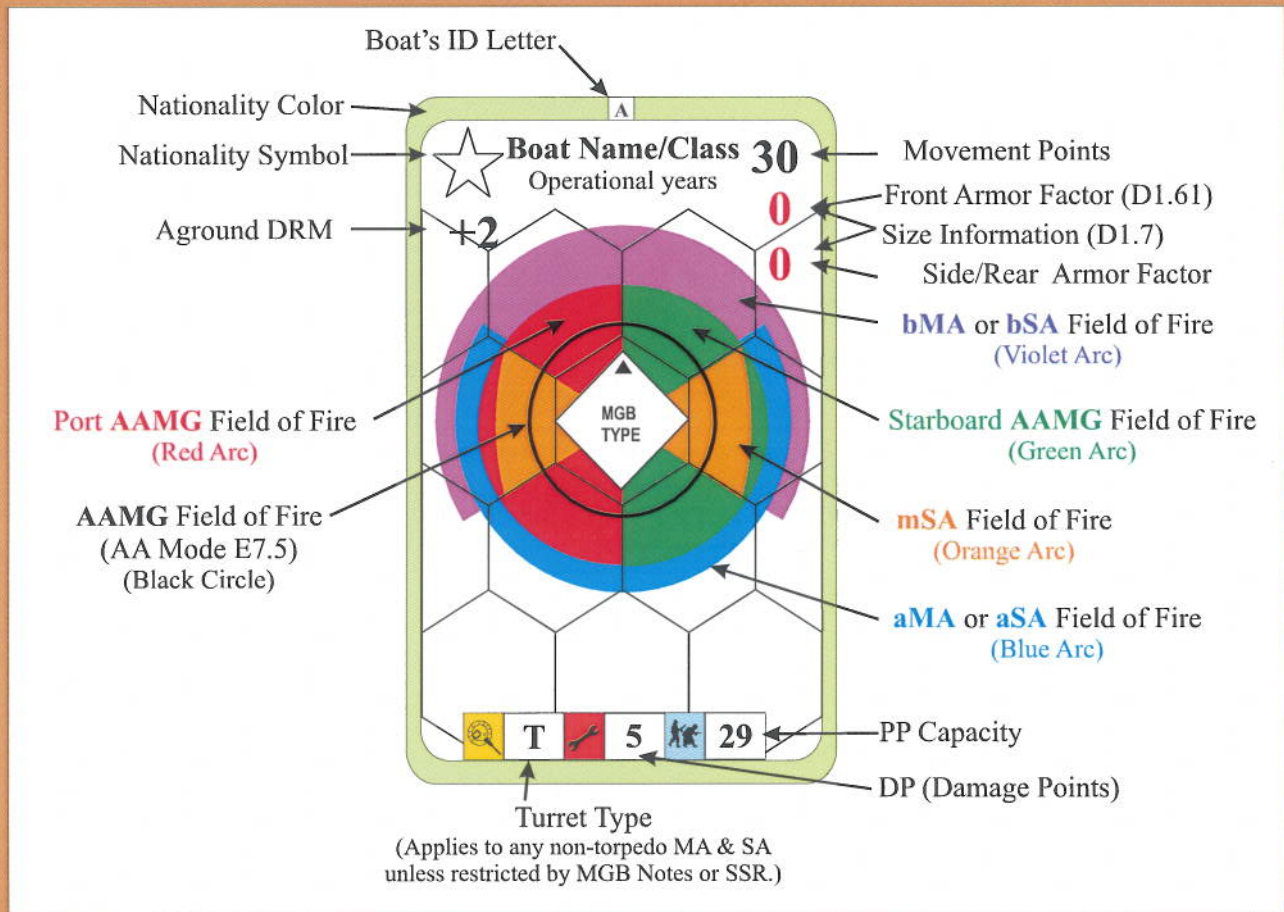
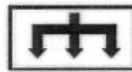
Table 1 Küstenjäger (Coastal Ranger) Battalion 1943-45		
UNIT	Historical T/O	ASL T/O
HQ Company		<i>No ASL Equivalent</i>
Interpreter Pltn.	3 Assault Boats 20 Men	2 Assault Boats (E5.11) 1 9-1 SMC 2 <u>6-3-8</u> MMC
1. Küstenjäger Kom.	3 Lg. Assault Boats 10 Pioneer Landing Boats 70 Men	3 LCA (G12.1) 7 Large Rafts (E5.122) 1 9-2 SMC 1 8-1 SMC 7 <u>6-4-8</u> MMC 2 LMG 4 DC
2 Ranger Kompanies (ea.) (2. & 3. Kompanies)	8 Lg. Assault Boats 2 Pioneer Landing Boats 90 Men	8 LCA (G12.1) 2 Large Rafts (E5.122) 1 9-2 SMC 1 9-1 SMC 1 8-1 SMC 9 <u>6-4-8</u> MMC 3 LMG 3 DC
Kampfschwimmer Kom.	30 Frogmen	1 9-1 SMC 6 <u>3-2-8</u> HS MMC 6 DC
Attack Boat Company	30 Lintel Explosive Boats	<i>No ASL Equivalent</i>

Table 2 Küstenjäger Characteristics
Treat as Commandos (H1.24).
Underlined Morale.
ELR is always = 5.
All units have Self-Rally Capability (A10.63).
Küstenjägers Deploy/Recombine as per SF5.01. [EXC: Kampfschwimmer Kompanie]
Automatically Deploys into HS to Swim (E6.) and may Swim while armed. [EXC: SW are lost]
1PAATC required versus any AFV/Armed Vehicle. [EXC: Normal PAATC vs. MGB]
May crew any Water Craft without Penalty (SF5.03).
Swimming TC is NA.
Kampfschwimmer units have Sapper (H1.23) capabilities.

Table 3 Küstenjäger Units				
Unit ID	ASL Equivalent RG	#RG/Bn.	Notes	
1. Kj Kompanie	2x Platoons each composed of 3x <u>6-4-8</u> , 3-3-8 HS, LMG, 2x DC, SMC	2	One platoon receives a 9-2 SMC and a 8-1 SMC accompanies the second platoon purchased.	
1st Kj Kom. Boat Section	3x LCA (G12.1)	1	Küstenjäger Boat Units receive a Kj 2-3-8 Crew MMC (SF5.28).	
2nd/3rd Ranger Kompanie (Each with)	3x Platoons, each composed of 3x <u>6-4-8</u> , LMG, 2x DC, SMC	6	3x SMC are available for each kompanie; a 9-2, a 9-1 and a 8-1. Allot to platoons as desired.	
Kampfschwimmer	6x <u>3-2-8</u> HS, 6x DC, 9-1 SMC	1	May not Recombine.	
Ranger Landing Boat Sect.	2x Large Rafts (E5.122)	1	Küstenjäger Boat Units receive a Finnish 3-2-8 MMC as Crew. Treat as Crews in <i>all</i> respects.	
Interpreter Pltn.	2x <u>6-3-8</u> , 9-1 SMC, 2x Assault Boats (E5.11)	1	Can always Interrogate (SF 5.21).	

Reaction Platoon Table	
dr	Reaction Platoon (British)
1	2 ea., Carriers A, B, & C [64], plus Carrier MMG A [65], SMC
2	3x Squads, 2x 30-cwt Trucks [82], 2x SW, SMC, Staghound AA [62]
3	3x Squads, 3x M5(a) ht [63], 2x SW SMC, Humbler SC [43]
4	2x Tetrach A17 Tanks [2], Tetrach CS Tank [2], 8-1 Arm'd Ldr
5	3x Squads, 2x 30-cwt Trucks [82], 2x SW, SMC, Tetrach A17 Tank [2]
6	3x Squads, 2x 30-cwt Trucks [82], 2x SW, SMC, Daimler SC [42]





### Solitaire Küstenjäger Company 1943-45

9x 6-4-8, 9-2, 9-1, 8-1, 3x LMG, 6x DC, 2x Large Rafts (E5.122), 4x LCA (G12.1)

#### **Solitaire Company Notes:**

1. Company Leaders are not rolled for except as replacement for casualties (S17.81).
2. S17.82 is NA for Küstenjägers, except that the DR is made to determine the number of 3-3-8 HS that are received. Replacement units are *never* full squads.
3. LC Boats (LCA) may not be replaced after elimination. Instead LCA are replaced with Assault Boats (E5.11) or Rafts (E5.12).
4. This Küstenjäger Company has all the characteristics listed in SF5.0-5.281 and Table 2.
5. SW are always replaced between Missions unless the Mission is being played as a mini-campaign game.



**We are proud to expand\* a new vehicle type... the Motor Gun Boat (a.k.a. MGB) allowing ASL to move into an ever-widening sphere of war-gaming!**

**Here is just an example of the information contained within this Special Forces pack featuring the German Küstenjäger.**



**\* MGB was introduced in Le Franc Tireur's St. Nazaire**

**Contents: 1/4 Countersheet  
6 Scenarios  
1 Overlay  
6 Pages of relevant rules for use**



**Vedete Fluviale de Siguranta (VFS):** The various branches of the Romanian Navy (*Forța Navală Fluvială* and *Forța Navală Maritimă*) operated a variety of patrol craft on the Danube and the Black Sea. The VFS (river patrol boat) depicted here represents a common form of patrol boat that operated on these waters. The VFS can also represent any lightly armed MGB used by the 'minors' during the war as well as such vessels pressed into service by the major powers.

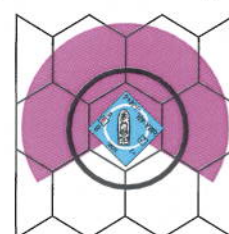
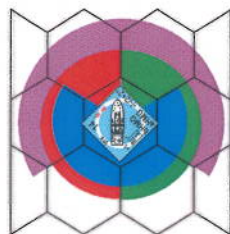
**bMA:** 6FP HMG, ROF 3, Normal Range 12 hexes, B11, may not fire through the rear VCA [EXC: Aerial Targets]... *(continued in rules)*.



**Harbour Defense Motor Launch (HDML):** The Harbour Defense Motor Launches were a numerous class of British-Admiralty-designed boats intended originally to patrol harbours and estuaries. HDMLs were round-bilge wooden boats, copper sheathed and powered by 300 hp diesel engines. Dimensions varied, depending on the builder, draft 5.5 feet max, displacing 47 tons standard, 58 tons battle-weight. Their speed was 11.5 knots at 260 BHP. these craft were employed on routine patrols, convoy escorts, running special forces in and out of enemy-held areas, and a hundred other vital tasks, sometimes humdrum, sometimes exciting. Armament was extremely varied but the basic weaponry included a 2-pounder forward and two twin Vickers .303 machine-guns.

**bMA:** 40L, ROF 2, may not fire through the rear VCA Not AA capable

**AAMG:** Dual Twin-mount Vicker .303 machineguns, each 2x 2FP LMG, 8 hex Normal Range.



**SF-7 Corfu, Aegean Sea, Greece, Fall 1944 -** After the Italian surrender in September 1943, British units swept into the Aegean accepting the surrender of individual Italian units on the small Greek Islands. To prevent the British from flanking them and possibly opening a second front along Germany's southern borders, the islands had to be retaken by the Germans. On Corfu, the Küstenjäger had the advantage of surprise against an unsuspecting British garrison and their landing was easy.

**SF-8 Leros, Dodecanese Islands, Aegean Sea, 12 November, 1943:** On the morning of 12 November seaborne German infantry supported by a company of Küstenjäger approached the eastern shore of the British and Italian held island of Leros in the Aegean Sea. The Kustenjäger landed on the eastern coast between Aldina Bay and Pandeli Bay at the base of Mount Appetici. However, as the Küstenjäger crested the mountain, they ran into British infantry on the reverse slope of Mount Appetici.

**SF-9 Dodecanese Islands, Aegean Sea, 26 August, 1944:** On 19 August 1944, the Küstenjäger Kompanie got the order to reconnoiter the isles of Saria, Skarpanto, Stakida, Umia/Unja-Nisia, Kamilioni, Zaphrani, Syrina, Kandelousia and Perigousa. Any enemy troops were to be driven off the isles. Most of the islands were free of Allied units, but on one the German patrols had a surprise... running into a unit of the British SBS (Special Boat Squadron).

**SF-10 Isle of Calchi, Dodecanese Islands, Aegean Sea, Last Week of August, 1944:** Some days later a new commando operation of the Küstenjäger Kompanie with the captured and renamed *KJ 25* was launched against the Isle of Calchi. On this isle was a part of the "Holy Battalion", a garrison unit of Greek volunteers.

**SF-11 Kalymnos Island, Aegean Sea, 8 October 1943** After taking the Greek island of Kos, the Küstenjäger set sail in their heavy assault boats to the nearby island of Kalymnos, which was also occupied by Badoglio's Italian Troops and a few British Commandos. Their mission? Take it back!

**SF-12 Island of Kos, Aegean Sea, 3 October 1943** Italy surrendered to the Allies. The Küstenjäger reaction was fast and violent, they had to prevent the British occupation of the Aegean airfield on Kos! This was vital to the Germans as the island's airfield allowed Allied bombers to reach the Romanian oil fields.





## Motor Gun Boat (MGB) Condensed Rules\*



**M1. MGB USAGE:** MGB (Motor Gun Boats) are treated as LC (G12.) except as stated herein. Use of MGB in any River (B21.12) that is specified as Deep or Flooded, all water hexes adjacent to a non-water hex are considered Shallow (G13.4) and MGB are subject to running Aground (G12.21). Depth of 1-2 hex wide rivers must be specified by SSR.

**M1.1 MGB VP:** The MGB itself is worth one VP, plus one VP for *each* functioning *Gun* that could be claimed as a MA/SA (see Chapter H notes/MGB card). A MGB, and any Riders/Crew aboard, that exits the playing area under its own power or via Drift does *not* count toward EVP or CVP if the MGB has a Blaze aboard.

**M1.2** The term “water” as used herein is synonymous with Ocean or River hex (B21.12), and can be either Deep (G13.4) or Shallow (G13.4) as defined by SSR/Beach Slope. Players should also be familiar with basic ASL Chapter G rules as they relate to Beaching (G12.3), Ordnance Direct/Indirect Fire vs. LC (G12.62-.63), Beaches (13.1-.83) and Hinterland (G13.2) etc. MGB specific terms are defined in the Glossary of MGB Terms (M20).

**M2. MGB CREWS:** Each MGB, regardless of Nationality/type is crewed by two inherent 1-2-8 crews. Each MGB crew has Self-Rally capability. A MGB may only move/fire its weapons while crewed by an appropriate MGB crew [EXC: *Kj Personnel or a Hero may fire one MGB AAMGJ*]. MGB crews Stun like LC crew (G12.111); use Random Selection to determine which crew is affected if otherwise unspecified by rule. Armor Leaders are NA to MGB unless specified by SSR. MGB are not subject to Recall. For starshell use a MGB is equal to an AFV. Inherent MGB crews are *not* immune to Immobilization TC, but being Stunned does not itself make the MGB Immobile.



**M2.01** Should an Inherent MGB crew take counter form, it is represented by a 1-2-8 MGB crew. Two Good Order 1-2-8 MGB crews may Recombine (as per A1.32 ) into a 2-3-8 Naval

crew. A Good Order 2-3-8 Naval crew may Deploy (as per A1.31) into two 1-2-8 MGB crews upon passing a NTC. Leader direction/presence is not required to Deploy/Recombine. Unless countered by SSR, MGB/Naval crew counters are considered Elite unless on land and out of LOS of a Water Obstacle. A 1-2-8 MGB crew is worth 1 VP. A 2-3-8 Naval crew is worth 2 VP.



**M2.1 Gun Crew:** One 1-2-8 crew is considered the “Gun Crew” of the MGB and may never BU. The Gun Crew may claim a +1 Gunshield DRM unless noted otherwise on the flip side of the MGB counter. The Gun Crew can operate all inherent weapons on a MGB at the same time. Normal rules for Collateral Attacks apply unless otherwise stated. Any Stun value of the Gun Crew applies to all MGB inherent weapons which are operated by the Gun Crew.



**M2.2 Boat Crew:** The other 1-2-8 MGB crew is the “Boat Crew” (considered manning the conn and engine room) and is always considered BU.

**M3. MGB RIDERS:** Regardless of the year, a MGB may always carry Riders (D6.2). A MGB's Rider capacity is limited to it's “PP” value on the reverse of the MGB counter. PP is per D6.1 (though MGB never carry Passengers). Riders are always vulnerable to attack and receive no DRM from the MGB unless specified on the back of the MGB counter or by SSR/Chapter H Note. SW carried on a MGB must be dm if possible, and Guns must be either dm or Animal-Packed (without the Mule) in order to (un)load/set-up on a MGB.

**M3.1** All Good Order squads/Naval-crews, regardless of Class, may automatically Deploy (A1.31) upon loading/setting-up on a MGB/MGB-Raft. Riders/SW aboard a MGB may set up using the Cloaking Box as per E5.123. MGB/Riders may (un)load from a Beached (G12.3) MGB to/from a Beach/Pier/Hinterland location using ¼ of their MF/MP plus the COT entered; if unbeached (but Stopped/Immobile) the cost is ½ of their MF/MP. If the MGB is (Fast) Aground, Riders/SW may only (un)load into/from the MGB's Location at a cost of ¼ of their MF. Riders on MGB never Bail Out for any reason. All Good Order units aboard a MGB have a Morale Level of 8. Personnel not in Good Order retain their current-side Morale Level. Leadership DRM is NA to Riders; however, a leader still prevents Covering and may Rally Broken units but their leadership DRM is NA as a Rider. All Personnel aboard a MGB are immune to PTC, LLMC, LLTC, booby-trap attacks, and Heat-of-Battle effects. Broken units may Rout onto a MGB as if it were an LC (G14.41) [EXC: Seaborne Evacuation does not have to be in effect].

**M4. MGB MOVEMENT:** MGB expend only MP and cannot use Bypass Movement or Armored Assault. MGB expend MP in the manner of an AFV (D2.1-.13, D2.17-.18, D2.23-.24, D2.5-.51). MGB can only voluntarily change





their VCA during the MPh. A MGB cannot enter a marsh/swamp, mudflat, beach, pier, Hinterland, Exposed-reef, frozen Water Obstacle, fordable river, rubble, pontoon/foot bridge Location/hex, although it may Beach across such a hexside. Should a MGB involuntarily Drift into a pontoon/foot/collapsed bridge, fordable river, Exposed-reef, rubble Location it suffers 1 Damage Point (DP) (G12.601) and is Aground along that hexside.

**M5. MGB MOTION:** A MGB is always assumed to be in a forward Motion status (so may generally not Prep Fire) unless the MGB is marked with a(n) Immobilized/(Fast)-Aground/Stopped/Reverse-Motion counter. A MGB can make a Motion attempt as if it were an AFV (D2.401).

**M6. REVERSE & ESB:** A MGB may use Reverse Movement at quadruple the normal MP entry cost. For ESB purposes, each MGB is considered to have a red MP allotment.

**M7. COT FACTORS:** Water Obstacle COT for a MGB is one MP unless noted otherwise. In addition, a MGB entering a Water Obstacle Location that already has a wreck/friendly-unit(s) in that Location must expend one extra MP *per wreck/friendly-unit* (regardless of unit type) in the water in that Location. Enemy Rafts/Assault-Boats in a Water Obstacle Location entered by a MGB are realigned to a different hexspine determined by Random dr. If such a Raft/Assault-Boat is Beached at the time, it is automatically un-Beached and then realigned as above [EXC: If a MGB enters a Location while expending 2 MP in addition to any other COT, Beached Rafts/Assault-Boats are not affected]. A MGB must pay one extra MP to enter an Water Obstacle that also has a non-pontoon/foot bridge and it may not change CA in such a Location.

**M8. SMOKE:** A MGB pays the +1 MP expenditure for SMOKE only if entering a Shallow water Location.

Aground  
(G12.21)

**M9. AGROUND:** Anytime a MGB enters a Shallow water Location [EXC: if adjacent to a pier], the MGB must immediately make a Bog DR (G12.21). A MGB that runs Aground is immediately considered Stopped for all target/firer based DRM. A MGB may attempt to remove its Aground status as per G12.211-.2111, but makes a Bog Removal DR instead of a dr. The MGB *Boat Crew's* current accumulated Stun DRM is added to any Bog Removal DR. The Bog Removal DR is also modified by +1 if the MGB is Mired. On a Final DR = 8 the MGB is freed, but expends Start MP equal to the product of the Original white and colored drs. If the Final DR is 9 or 10, the MGB becomes Mired (G12.2111). If the Final DR  $\geq 11$ , the MGB becomes Fast-Aground (G12.111)

**M10. ABANDONING MGB:** A Mobile MGB may not be voluntarily Abandoned by its Inherent crew(s). Riders never Abandon a MGB, they may only (un)load/Rout/Advance/Withdraw from CC/Melee. If

both crews of a MGB Abandon their MGB due to failing an Immobilization TC, all Good Order Riders must unload off of the MGB into the Shallow water hex [EXC: *Crews Abandoning, and Riders unloading from, their MGB in a water Location adjacent to a pier may be directly placed onto that pier*].

**M11. NON-CC ATTACKS FROM/BY A MGB:** A MGB, and any Riders, may Fire whenever an AFV is otherwise permitted to fire. A MGB may only form a Fire Group with its Riders. Mounted Fire applies to Riders and Motion Fire may be applicable to both MGB/Riders. Regardless of nationality, MGB always uses the Red TH numbers. Within its respective color-coded firing arc (*see page 4*), each inherent weapon of a MGB changes its CA as if it was a 'T' type turret.



**M12. MULTIPLE MA:** MGB often have multiple weapons eligible to fire as MA. Whichever weapon fires first in a phase is considered the MA for both that attack and the remainder of that phase (treating Defensive/Subsequent/Final Fire as one phase). In contrast to D3.5, MGB vehicular MG often have specific Multiple ROF, and retain/lose ROF (if any) per A9.2. If a malfunction occurs during a FG, use Random Selection to determine which inherent weapon(s) malfunction.

**M13. MA STABILIZATION:** When a Beached/Stopped/Fast-Aground/Immobilized MGB fires during the Advancing Fire Phase, any applicable Case C DRM applies as though the MGB had a Stabilized Gun. [EXC: *Heavy Surf* (G13.44)]. Acquisition is immediately lost upon expending a Start MP/Motion/moving.

**M14. NON-CC ATTACKS vs. MGB:** Each MGB is treated as a fully armored CT LC for all Direct/Indirect Fire. Case J4 never applies to the Crews/Riders of a MGB.

**M15. DAMAGE & DRIFT:** The Damage Point (DP) rating of each MGB is printed on the reverse side of its counter. Each MGB is damaged as if a LC (G12.601). An Immobilized MGB/Floating Wreck will Drift as a boat (B21.121; G13.44).

bMA: 45L  
aMA: 37L  
4DP 33PP  
CS 5/6/7

**M16. WRECK CREATION & CREW SURVIVAL:** Each MGB has either an underlined CS# (to denote a wooden/fiberglass hull) or a non-underlined CS# (to denote a metal hull). If a MGB becomes destroyed after suffering one DP from Drifting into terrain it is prohibited from entering (Kj4), even if in a Deep water hex, the MGB will become a Wreck in addition to becoming Aground and Beached across the hexside.

**M16.01 DEEP WATER:** If a MGB with an underlined CS# is destroyed in Deep water, the MGB makes an immediate dr: a dr  $\leq 4$  creates a Floating Wreck (and





removes all Blazes) and COT for other entering MGB/LC becomes 5MP; a  $dr \geq 5$  sinks and eliminates the MGB.

**M16.011** A MGB with a non-underlined CS# that is destroyed in Deep water will sink.

**M16.02 SHALLOW WATER:** Any MGB, regardless of hull construction, which is destroyed in Shallow water is flipped to its Wreck side, and will not Drift [EXC: *Heavy Surf* (G13.444)].

**M16.1 CREW SURVIVAL:** The Boat Crew has a CS# of 5, the Gun Crew as a CS# of 6, and each Rider has a CS# of 7. Any Crew/Riders that survives in a Shallow water location immediately become Wading Infantry (G13.42-.4212). Any Crew/Riders that survive from an eliminated MGB in a Deep water hex are immediately placed in Rafts (E5.121) and Boat (E5) rules are in effect. All Guns and unpossessed SW are eliminated.

**M17. FT/DC/MOL:** A MGB is treated as a CT AFV (and the "Gun Crew" as CE) when attacked by FT/DC/MOL.

**M18. RESIDUAL FP:** Residual FP has no effect vs. a MGB or the Boat Crew; however, the Gun Crew (and any Riders) are subject to Residual FP attacks.

**M19. ORDNANCE DIRECT FIRE/OBA/AREA-TARGET-TYPE:** A MGB is never HD when in an interior water hex. An interior water hex is any Water-hex ADJACENT to six other Water-hexes. A MGB is never considered a Very Small target when in a water hex [EXC: *A MGB adjacent to a Pier and/or Beached across a Beach/Hinterland hexside is considered HD vs. all non-adjacent fire that crosses the Pier and/or the Beach/Hinterland hexside. In addition to being considered HD, such fire reduces the MGB's Target Size by one (e.g. Very Large would be considered Large).*]

**M20. HULL HITS:** Any Ordnance Direct Fire/OBA/Area-Target-Type hit vs. the Hull of a MGB affects only the MGB (possibly inflicting DP) and the Boat Crew. The Boat Crew is entitled to a +2 DRM on any effects DR. Such an attack vs. the MGB is otherwise resolved as if against an armored LC (G12.62-12.63).

**M21. SUPERSTRUCTURE HITS:** Any Ordnance Direct Fire/OBA/Area-Target-Type hit vs. the Turret of a MGB affects only the Gun Crew and any Riders. The Gun Crew is eligible for a +1 DRM, while Riders receive no DRM. Such an attack vs. the MGB is otherwise resolved as if against an armored LC (G12.62-12.63).

**M22. CH:** A CH vs. a MGB is NA, except to increase by one the number of DP assessed against the MGB with a minimum of 1 DP being assessed [EXC: *Dud*]. The Collateral Attack of a CH is doubled vs. the Gun crew and any Riders. A CH may create a flame/blaze like a CH vs a

LC (G12.64).

**M23. CC ATTACKS:** CC attacks by/vs. a MGB/its-PRC is allowed only if the MGB is Beached or Immobilized/Stopped in-Shallow-water/adjacent-to-a-pier. Enemy units must pass a PAATC to Advance into CC vs. an MGB/its-PRC. For purposes of Ambush, the current accumulated Stun # of the MGB Gun Crew applies as an Ambush drm, but neither the BU nor the vehicle Ambush drm apply. Known enemy Infantry are held in Melee by a armed non-Abandoned, Stopped MGB as if the MGB were an "unbroken" vehicle.

#### **Glossary:**

**AAMG:** 360 degree Field of Fire (Black Circle).

**aMA:** Aft Main Armament (Blue Arc).

**bMA:** Bow Main Armament (Purple Arc).

**Port AAMG:** Port side (left) MG (Red Arc).

**MGB:** A generic term used for any type of small armed combat boats.

**mSA:** Midships Side Armament (Orange Arc).

**Starboard AAMG:** Starboard side (right) MG (Green Arc).

#### **Credits:**

**Designer:** Steven Swann and Andrew Hershey

**Counter Design:** Klaus Fischer

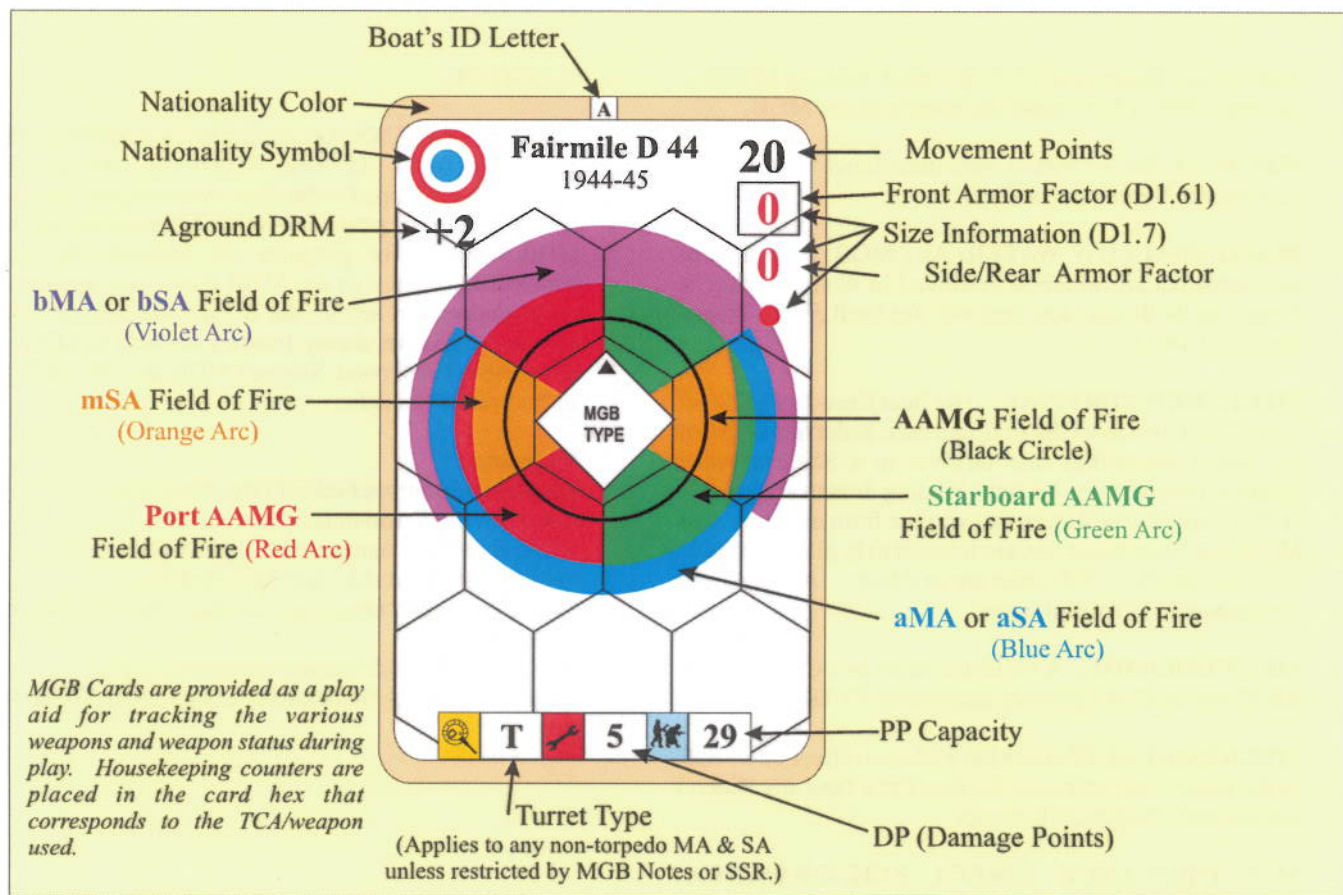
**Proofreaders:** HOB, LFT, Randy Yeates, Roger Whelan, George Bates, David Firestine, David Lentini, Tuomo Kallioski, Alan Peterson and Duane Skeen.

**Playtesters:** Alan Peterson (MGB Rules).

\*The Condensed Rules presented here are adaption of the Motor Gun Boat rules from Le Franc Tireur's St Nazaire module. Heat of Battle is grateful to Le Franc Tireur for allowing a condensed version to be printed here, which allows the enclosed scenarios to be played.

The two projects were linked at one time, however, the time lines for publishing were divergent. You can purchase the very fine St. Nazaire at [www.lefranc-tireur.org](http://www.lefranc-tireur.org). Also in the US you can order from Gamers Armory, [www.gamersarmory.com/catalog/](http://www.gamersarmory.com/catalog/). You may also try Alex Keys Games or Deans Fine Games.





## Continued from SF2-4: Gun Boat Anti-Aircraft Covered Arc charts

### Vedete Fluviale de Siguranta (VFS): Gun Chart.

**bMA:** 6FP HMG, ROF 3, Normal Range 12 hexes, B11, may not fire through the rear VCA [EXC: Aerial Targets].

**aMA:** 6FP HMG, ROF 3, Normal Range 12 hexes, B11, may not fire through the front VCA [EXC: Aerial Targets].

**AAMG:** 2FP LMG, ROF 1, Normal Range 7 hexes, B11.

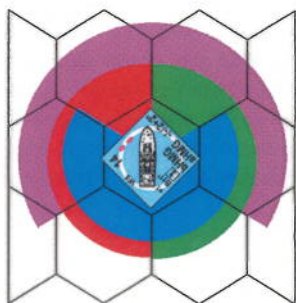
**AAMG:** 2FP LMG, ROF 1, Normal Range 7 hexes, B11.

Contrary to A7.55, each weapon of a VFS must attack separately even if the target can be fired upon by  $\geq 2$  weapons of the VFS.

•Each MA may be Scrounged as a dm Axis Minor MMG.

•Each AAMG may be scrounged as an Axis Minor LMG.

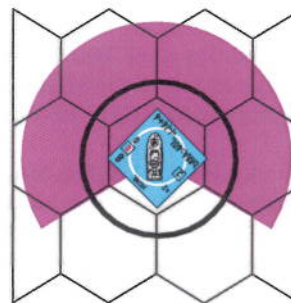
† The VFS may be used by the Germans, the Russians, and any minor nationality on the Eastern Front.



### Harbour Defense Motor Launch (HDML): Gun Chart

**bMA:** 40L, ROF 2, may not fire through the rear VCA Not AA capable

**AAMG:** Dual Twin-mount Vicker .303 machineguns, each 2x 2FP LMG, 8 hex Normal Range







## Special Forces in ASL: The Küstenjäger: Coastal Rangers in World War II

### SF 5.0 Küstenjäger (Kj)

Due to their special capabilities, all Kj MMC are represented by new counters included in this Special Forces pack. The Küstenjäger are German for all purposes.

**SF 5.01 Commando:** Kj units are Commandos (H1.24). Trained to operate in small teams as well as large groups, Küstenjäger may Deploy and/or Recombine in any Rally Phase without a Good Order leader being present after passing a NTC [EXC: *Underwater Coy. (SF5.23)*].

**SF 5.011 Straying:** Kj MMC stacked with a Kj SMC for the duration of the MPh Strays (E1.53) at Night only on a Movement DR = 12.

**SF 5.012 Swimming:** Kj Personnel may become a Swimmer (E6.1) from a land/bridge/pier/Watercraft and are immune to a Swimming TC (E6.1) and a Drowning DR (E6.21). All Kj Infantry squads automatically Deploy upon becoming a Swimmer. Contrary to E6.4, Kj Personnel remain armed with their Inherent FP while swimming, but may not fire. SW are eliminated.

**SF 5.032 Sighting TC:** Any Sighting TC (E7.3) vs a Kj unit in a Raft/Assault Boat suffers a +1 DRM.

**SF 5.02 ELR/Morale:** Kj MMC Morale is underlined and always have an ELR: 5.

**SF 5.021 Self-Rally:** All Kj units have Self Rally capability (A10.63) as denoted by the boxed Morale on the back of the MMC counters.

**SF 5.022 Heat of Battle:** All Kj units receive a -1 DRM on their HOB DR.

**SF 5.04 Captured SW:** Kj units use Captured SW without penalty [EXC: *Mistaken Fire (E1.76)*].

**SF 5.05 PAATC:** All Küstenjäger must take a 1PAATC for CC versus any AFV/Armed Vehicle [EXC: *Normal PAATC vs. LC/MGB*].

**SF 5.06 Rout and Surrender:** Broken Kj Infantry will always risk Interdiction [EXC: *Night Rout*]. Contrary to A20.21, in a non-Night scenario, broken Kj Infantry during the RtPh that is ADJACENT to Known, Good Order, armed enemy Infantry/Cavalry will surrender only if they can not rout away or must rout into a hex ADJACENT to a Known, Good Order, armed enemy Infantry/Cavalry.

**SF 5.07 CC:** Kj Infantry may declare Hand-to-Hand CC (J2.31) unless all Kj ATTACKERS are pinned or Ambushed. Kj Infantry receive a -1 DRM in Hand-to-Hand CC vs Partisans.

**SF 5.08 Allied Troops:** Any Rally attempt of a Küstenjäger

MMC by any non-Küstenjäger German SMC or Axis SMC incurs a +1 Rally DRM. Axis Minor units operating with Küstenjäger do not suffer the Allied Troop penalty of A10.7 when being Rallied by a Kj SMC.



**SF 5.1 Kj Leaders:** Kj Leaders apply their Leadership modifier as if they were an Armor Leader to any LC/MGB weapon (only one weapon per Fire Phase).

### SF 5.2 Kj MMC Types



**SF 5.21 Interpreter Platoon:** The Kj Interpreter Platoon is represented by two 6-3-8 MMC (3-2-8 HS) and a 9-1 SMC. All Kj Personnel designated as Interpreters receive a -1 DRM on any Interrogation/Information Check (E2.) and a -1 DRM on CC Capture Attempts.

**SF 5.211 Recon:** If a Scenario/Mission SSR or DYO/CG Purchase gives a Recon dr (E1.23), the Recon dr is modified by an additional +1 provided the reconnoitering side's OB contains  $\geq 1$  Kj Interpreter unit.



**SF 5.22 Küstenjäger Kompanie & Ranger Kompanie:** Küstenjäger are represented by the 6-4-8 MMC (3-3-8 HS). The Küstenjäger Kompanie was the original Kompanie of Küstenjäger and was slightly smaller than the Ranger Kompanies. The Ranger Kompanies were larger by 20 men. In any Scenario/Mission/CG where there is a Recon Phase in play, units of the Ranger Kompanie receive a +1 DRM on their Recon dr (E1.23). Contrary to A24.1 the 3-3-8 HS does have a Smoke Exponent.



**SF 5.23 Kampfschwimmer (Underwater) Kompanie:** The Kj Underwater units are represented by the 3-2-8 HS. Kampfschwimmer MMC are Sappers (H1.23) and receive a -2 Clearance DRM (B24.7) vs. any Beach Obstacles (G14.5). Kampfschwimmer HS cannot Recombine with any other HS nor with each other. Each Kampfschwimmer HS has both Assault Fire and Spraying Fire.



**SF 5.24 Küstenjäger Crew:** As soldiers trained in small boat operations, all Kj MMC can operate as a trained crew in any boat or raft without any Untrained Penalty (E5.34 & G12.113), or Captured Use (A21.2) penalty for operation of any LC/MGB/Light AA Gun.

**SF 5.031 Water Craft:** All Kj LC/MGB are crewed by a Kj 2-3-8 Crew MMC. This Crew is treated as a LC/MGB Crew and also shares all the same attributes as a Kj Infantry HS (SF5.). Küstenjäger Crews were trained to fight as





Infantry as well as performing their naval duties; therefore, the three boat sections shown in the T/O will use the Kj 2-3-8 HS MMC in all cases.

#### SF 6.0 Optional Rules

**SF 6.1 BPV:** BPV numbers are provided for those players that use Battlefield Integrity.

Kj	6-3-8/6-4-8	18
Kj	3-2-8/3-3-8 HS/Cr	9
Kj	2-3-8/1-2-8 Cr	8/7

#### SF 6.2 DYO/CG Operational Areas (Dates):

Versus	Location	Dates
British	Aegean, Adriatic and Mediterranean Seas	42-45
Russians	Black Sea, Sea of Azov, Baltic Sea	42-44
Partisans	Yugoslavian Coast	42-45

**SF 6.21** The only areas where the Küstenjäger units can be used in conjunction with other German troops is along any coastal area of the Greek/Crete Theater of Operations. In this case they may voluntarily leave their boat upon landing and join in combat with the other German units.

**SF 6.22 Leader Generation:** DYO Leader Generation (H1.8) and Leader Creation (A18.1) is NA to Kj units.

**SF 6.3 Campaign Games:** For designers that wish to create a Campaign using Küstenjägers, a Table has been included providing all RG that would be available in a Küstenjäger Battalion. This table includes a recommended CPP cost of each type of unit and its component parts. Note that RG leaders are handled differently from normal leader RG. In these units, all leaders should be pre-designated.

**SF 6.4 SASL (SOLITAIRE ASL):** A standard SASL Ranger Kompanie is provided for use in a SASL game. As presently provided in SASL, there are no 'Missions' really suitable for Küstenjäger play except possibly Mission 3 RECON and only if the setup has been modified to reflect a suitable amphibious entry for Küstenjägers.

#### Credits:

**Designer:** Steven Swann

**Counter Design:** Klaus Fischer & Steve Dethlefsen

**Scenarios:** Steven Swann and Robert Hammond

**Proofreaders:** HOB, Sam Tyson, Andrew Hershey

James Brackin, Roger Whelan, Randy Yeates,

David Firestine, Tuomo Kallioski, Robert

Hammond and Duane Skeen.

**Playtesters:** Robert Hammond, HOB



**Vedete Fluviale de Siguranta (VFS):** The various branches of the Romanian Navy (*Forța Navală Fluvială* and *Forța Navală Maritimă*) operated a variety of patrol craft on the Danube and the Black Sea. The VFS (river patrol boat)

depicted here represents a common form of patrol boat that operated on these waters. The VFS can also represent any lightly armed MGB used by the 'minors' during the war as well as such vessels pressed into service by the major powers.

**bMA:** 6FP HMG, ROF 3, Normal Range 12 hexes, B11, may not fire through the rear VCA [EXC: Aerial Targets].

**aMA:** 6FP HMG, ROF 3, Normal Range 12 hexes, B11, may not fire through the front VCA [EXC: Aerial Targets].

**AAMG:** 2FPLMG, ROF 1, Normal Range 7 hexes, B11.

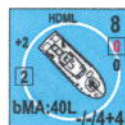
**AAMG:** 2FPLMG, ROF 1, Normal Range 7 hexes, B11.

Contrary to A7.55, each weapon of a VFS must attack separately even if the target can be fired upon by  $\geq 2$  weapons of the VFS.

•Each MA may be Scrounged as a dm Axis Minor MMG.

•Each AAMG may be scrounged as an Axis Minor LMG.

† The VFS may be used by the Germans, the Russians, and any minor nationality on the Eastern Front.



#### **Harbour Defense Motor Launch (HDML):**

The Harbour Defense Motor Launches were numerous classes of British Admiralty designed boats intended originally to patrol harbours and estuaries. HDMLs were

round-bilge wooden boats, copper sheathed and powered by 300 hp diesel engines. Dimensions varied, depending on the builder, with Australian built boats the biggest, measuring 72 feet o/a, beam 15 feet, draft 5.5 feet max, displacing 47 tons standard, 58 tons battle-weight. Their speed was 11.5 knots at 260 BHP. These craft were employed on routine patrols, convoy escorts, running special forces in and out of enemy-held areas, and a hundred other vital tasks -- sometimes humdrum, sometimes exciting. Armament was extremely varied but the basic weaponry included a 2-pounder forward and two twin Vickers .303 machine-guns.

**bMA:** 40L, ROF 2, may not fire through the rear VCA Not AA capable

**AAMG:** Dual Twin-mount Vicker .303 machineguns, each 2x 2FPLMG, 8 hex Normal Range.

SEE SF "Chapter D", Page SFIID-4 for AA graphic description of AA Covered Arcs.





# The LRDG & SAS

## Designer Notes for the LRDG & SAS in ASL

By Andrew Hershey

In North Africa the men of the LRDG and SAS very rarely fought in the typical fashion of infantrymen, something that they were not intended or designed to do. The 15-20 members that made up an LRDG patrol seldom operated away from their vehicles, while the troopers of the SAS did so when infiltrating their targets, it was only in the smallest of numbers four to five men. Therefore, in coming to design MMC to depict these units for ASL a specialized version of the crew and HS are most appropriate.

### LRDG SMC



Many officers and NCOs in the LRDG were drawn from the Royal Tank Regiments and the Yeomanry. It is for this reason that a LRDG SMC acts as armor leader. However, these men were also required to lead their troops when not in their vehicles and so retain the abilities of an infantry leader. As a result of the strict selection process LRDG SMC treat Heat of Battle Berserk and Surrender results as Battle Hardening instead.

### LRDG MMC



The three, and the occasional four, man crews of a LRDG vehicle are represented by a 1-2-8 crews. Many LRDG members were drawn/recruited from elite British and ANZAC infantry and armored units, this accounts for the 8 level morale and Stealth ability. However, because they did not operate as front line combat troops the FP is reduced, the men on most occasions carried only side arms. The North African campaign saw both sides make extensive use of captured equipment. One of the most favored of war booty for the LRDG was the Italian Cannone-miragliera da 20/65 since it could operate in a duel AA or AT role. The LRDG crews were familiar with and trained on this weapon and therefore can use it without the penalties associated with Captured Use. The LRDG rarely sought to attack enemy units directly. Their primary role was deep reconnaissance and route reconnaissance. Should enemy forces engage a LRDG unit the immediate action drill was to disengage and withdraw into the safety of the vast desert. The smoke exponent is provided to assist in masking a unit's disengagement.

### SAS SMC



Just like their LRDG counterparts, the officers and NCOs of the SAS underwent an extensive recruitment and selection process and therefore also treat Heat of Battle Berserk and Surrender results as Battle Hardening instead.

### SAS MMC



For their part the SAS in the period December 1941-June 1942 or in the ETO after May 1943, when not operating from jeeps, are best represented by a modified HS. This HS represents a four to five man team intended for infiltration and direct action missions. Most of the members of the SAS were drawn from the ranks of commando and later parachute units. Other SAS units such as the Greek Scared Squadron, or the French and Belgian SAS were highly motivated fighters seeking to rid their

home countries of German occupation. These facts account for the level 8 morale, Stealth, ELR 5 and Heat of Battle Fanatic attributes. The smoke exponent is granted because of the unusual nature of the missions these men undertook. Intended for independent action and initiative, something which training reinforced, the self-rally capability of SAS MMC is justified. Since SAS teams were amply equipped with sub-machine guns and trained in infiltration tactics, the Spray Fire and Assault Fire bonuses are applicable even in the unusual circumstances of a HS. As part of routine commando training, familiarity and practice with enemy weapons was carried out, this accounts for the ability of the SAS to use enemy SW without penalty. A word about why SAS HS cannot Recombine. The modus operandi of the SAS was in a four man team, just as it is today. While a series of teams might operate against a single target or in the same area, they did not form up into squad or platoon sized elements to do so. A series of small but determined independently operating units was deemed better than one larger force, thus, the rationale behind not allowing recombining. The Rout traits represent the SAS willingness to take great risks in order to stay in the fight, in addition in 1994 Hitler had order that any SAS personnel that were captured should, after rigorous interrogation, be executed.

In the period July 1942-March 1943 and in the ETO after May 1943 when operating from jeeps, the SAS MMC is depicted by a modified crew, which retains the attributes of the HS, but with diminished FP and range values because of the reduced size of the unit in question, usually only two to three men.

### CREDITS:

**Rules:** Andrew Hershey and Steven Swann.

**Chapter H:** Andrew Hershey and Steve Swann.

**Counter Design:** Klaus Fischer and Steve Swann.

**Scenarios:** Andrew Hershey

**Playtest:** Steve Dethlefsen, Anthony Flanagan, Burnie Hegdahl, Andrew Hershey, Scott Holst, Randy Rossi, Steven Swann, Peter Vig, and Craig Whitehead.

**Layout:** Steve Dethlefsen, Klaus Fischer, Andy Hershey, Derek Spurlock, and Steven Swann.



# DEADLY APPETICI

SF-7

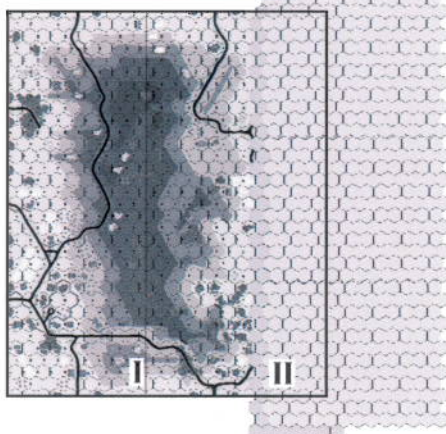
Special Forces

Design: Steven Swann



HOB

## Battlefield Orientation:



**Tactical Objective:** At game end the side with more Good Order VP (calculated as Exit VP) at level 4 wins. A tie is a German win. Prisoners are NA for VP determination.

## SCENARIO VARIABLES

EC/Wind	Moderate with no Wind at start.
Weather	Early Morning Sun Blindness (F11.61).
Overlays	Place overlays as follows: <b>Be6</b> 614-620 on HGII A9-B8. <b>Be5</b> 501-507 on HGII K9-L8. <b>Be4</b> 401-407 on HGII W9-X8. Then <b>OC1</b> 1144-1145 on <b>Be6</b> 673-674. <b>OC2</b> 2001-2014 on <b>Be5</b> 502-508. and <b>OC3</b> 3001-3002 on <b>Be4</b> 402-403.
Woods	Treat as Brush (B12.).
Buildings	Treat as Huts (G5.).
Beach Slope	Steep (G13.23).

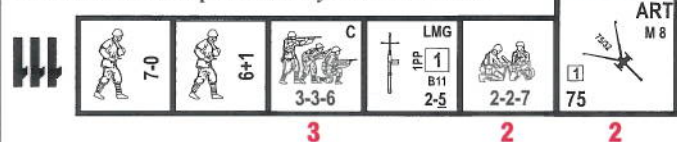
## Historical Special Rules:

1. All Küstenjäger rules are in effect. Küstenjägers are conducting a Seaborne Assault (G14.).
2. The German SAN is 0 while all MMC units are IN any Ocean/Beach hex. It changes to 3 immediately upon a Good Order German MMC entering any Hinterland hex.
3. Italian Guns that set up in Open Ground lose HIP upon LOS with a German unit. ROF and Acquisition for Italian ART is NA during Turn 1.

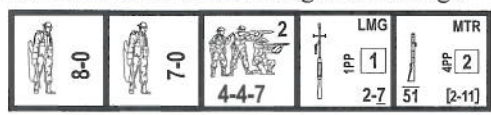
## ALLIES Set Up First [ELR: 3] [SAN: 3] [NA]

**Elements of the Leros Garrison, Aegean Sea Command:** Set up/enter as directed. (See HSR 3)

**Coastal Artillery, Leros Italian Garrison, Aegean Sea Command:** Set up HIP on any level 4 hill hex.



**British Garrison:** Enter on Turn 2 along the west edge.



## TURN



## BALANCE:

**BRITISH:** Add two 4-4-7 MMC to the British reinforcements.

**GERMANS:** Decrease number of Turns to 6.

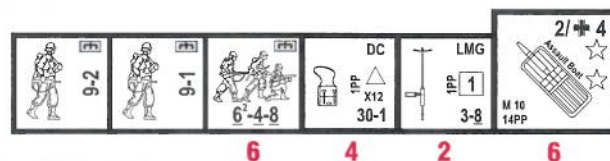
## Historical Perspective: Leros, Dodecanese Islands,

**Aegean Sea, 12 November, 1943:** On the morning of 12 November, seaborne German infantry supported by a company of Küstenjägers approached the eastern shore of the British and Italian held island of Leros in the Aegean Sea. Two-thirds of the German assault regiment was repelled by the Italian shore batteries, but one battalion and the Küstenjägers were able to effect a landing. The Küstenjägers landed on the eastern coast between Aldina Bay and Pandeli Bay at the base of Mount Appetici.

The initial landing was made with minimal losses to the Küstenjägers. Not knowing that the other landings were not completely successful, the Küstenjägers began their mission to capture the coastal guns on Mount Appetici. The unmotivated Italians could not withstand the onslaught of the Küstenjägers and soon retreated off the mountain crest. However, as the Küstenjägers crested the mountain, they ran into British infantry on the reverse slope of Mount Appetici. Pushed back by the withering fire of the British, the Küstenjägers were also pushed off the crest back towards the sea. As the British crested the mountain, they in turn were repelled by the fire of the Küstenjägers after briefly occupying the crest. The day ended with neither the Germans nor the British in control of the high ground. The next day, the British would control the crest until pushed off by a late German counter-attack.

## GERMANS Move First [ELR: 5] [SAN: HSR 2]

**Küstenjäger Kompanie:** Enter on Turn 1 on any Ocean hexes ≥ 4 hexes from any Beach Hex.





# THE GUNS OF CORFU

SF-8

Special Forces

Design: Steven Swann

## Battlefield Orientation:

Only hexrows A-U on board 10 and hexrows M-GG on board 2 are in play.



## Tactical Objective:

The German wins when both guns are no longer HIP, and they have exited one squad-equivalent off the east and/or south edge of board 2. German MMC may not exit until after the guns are non-HIP.

## Balance:

**BRITISH:** Exchange one British 4-4-7 MMC for 4-5-7 MMC.

**GERMANS:** Increase number of Turns to 7½.

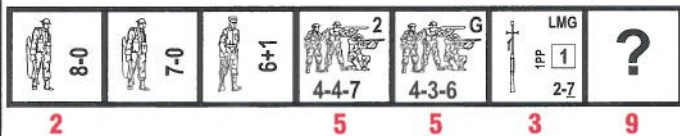
## Historical Perspective: Corfu, Aegean Sea, Greece

**October, 1944:** After the Italian surrender in September 1943, British units swept into the Aegean accepting the surrender of individual Italian units on the small Greek Islands. To prevent the British from flanking them and possibly opening a second front along Germany's southern borders, the islands had to be retaken by the Germans. In amphibious operations, the Küstenjäger led assaults that allowed the Germans to reclaim the islands of Corfu and Kos in October and the recapture of Leros in November. In these assaults the Küstenjäger were being used to seize critical terrain and fortifications prior to the main assault.

On Corfu Island, the Küstenjäger had the advantage of surprise against an unsuspecting British garrison and their landing was easy. Later, the two assaults on Kos and Leros were very bloody. With the help of ULTRA, the defenders of Kos and Leros knew where and when the Germans would be coming ashore.

## BRITISH Set Up First [ELR: 3] [SAN: 2] [132]

**Corfu Infantry Garrison, Aegean Sea Command:** Set up 1 MMC per hex, with  $\geq 1$  hex between MMC in any Hinterland hex ADJACENT to a Beach hex.



**Coastal Artillery, Corfu Garrison, Aegean Sea Command:** Set up HIP on any hill hex [EXC: Guns must be set up on Level 2 or higher] with a LOS (as if daylight) to any two Beach hexes.



Enter along the north or south edge after making Radio Contact.

(See HSR 2 & 4, + inside cover)



## TURN



## SCENARIO VARIABLES

EC/Wind	Moderate with no Wind at start.
Overlays	Place Overlays as follows; Be1 153-154 on 2GG4-FF3 and Be2 253-254 on 2W1-V0. OC1 1144-1145 on Be1 143-144 and OC2 2144-2145 on Be 244-245.
Night (E1.0)	Base NVR is 2, with No Moon or Clouds.
Beach Slope	Moderate (G13.22).
Pier (G13.7)	Place Wooden Pier in hex 2153.

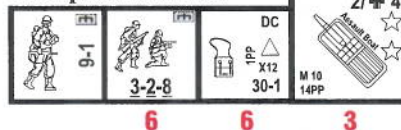
## Historical Special Rules:

1. All Küstenjäger rules are in effect. Küstenjäger are conducting a Seaborne Assault (G14.). LC Automatic Recall (G14.232) is NA.
2. The Majority Squad Type for the British is Lax, for the Germans it is Stealthy. Although Night rules (E1) are in effect, all British SMC have Freedom of Movement; the Germans may not use Cloaking. Contrary to E1.2, the British do not receive any additional Dummy counters. Contrary to E1.76, only the last sentence of this rule is in play. The British are the Scenario Defender and the Germans are the Scenario Attacker. The Reaction Platoon may attempt fire a Starshell but must first make a Usage dr  $\leq 2$ .
3. Contrary to E1.2, the British may use HIP for  $\leq 3$  units (and any SW stacked with them) of the "Corfu Infantry Garrison".
4. After a Good Order British SMC gains a LOS to a Known German Infantry unit, that British SMC must attempt to activate the Reaction Platoon by attempting Radio Contact as if the SMC had a radio (C1.2). If the first attempt to activate the Reaction Platoon is unsuccessful, any SMC with a LOS to a Known German Infantry unit may attempt Radio Contact during their RPh/PFPh/DFPh. If the attempt is during the RPh, this is the only action that SMC may attempt. If the attempt is successful during the RPh of a British Player Turn, the Reaction Platoon may enter that Player Turn. Only one Reaction Platoon may enter play; roll for which Reaction Platoon enters play from the British Reaction Platoon Table after a successful Radio Contact DR. [Table located inside product cover].

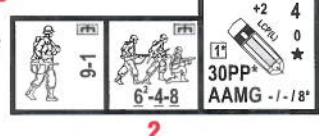
## GERMANS Move First [ELR: 5] [SAN: 2] [NA]

**Kampfschwimmer Kp. and Interpreter Platoon:** Enter from any Ocean hexes  $\geq 3$  hexes from all Hinterland hexes.

### Kampfschwimmer



### Interpreter Platoon





# NOW IT'S GERMAN!

SF-9

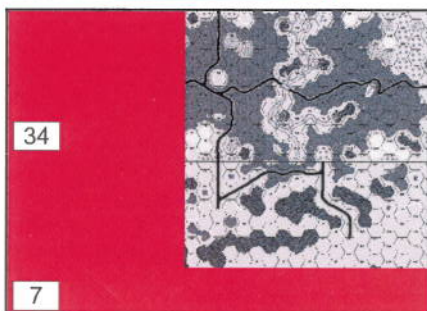
Special Forces

Design: Steven Swann



HOB

## Battlefield Orientation:



Only hexrows O-GG north of board 7 hexrow 8 are playable.

**Tactical Objective:** The Germans win immediately by capturing or eliminating the British MGB.

## SCENARIO VARIABLES

EC/Wind	Moderate with no Wind at start.
River	Deep ( <i>Treat as Ocean with Steep Slope</i> ).
Roads	Treat as Paths (B13.6).
Stream	Deep (B21.122).

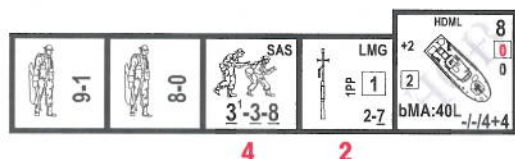
## Historical Special Rules:

1. All Küstenjäger rules are in effect. All MGB Rules are in effect.
2. The British MGB retains HIP until it performs a Concealment Loss activity or a Good Order German unit is  $\leq 3$  hexes from it and has a LOS to its location. The British MGB may not move from its Set Up location.
3. The British are members of the SBS and use SAS rules (Special Forces Pack #1 SF2.22-2.35). The British may set up one squad equivalent and any SMC/SW stacked with them HIP.
4. H-t-H CC (J2.31) is allowed to either side. If either side invokes H-t-H CC, then both sides receive a -1 CC DRM.



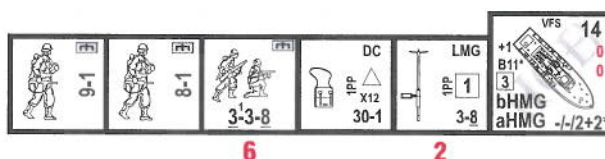
**BRITISH Set Up First [ELR: 4] [SAN: 3] [NA]**

**Elements of 'Special Boat Squadron' (SBS):** Set up  $\leq 4$  hexes from any water hex [EXC: The British MGB sets up HIP in any River hex adjacent to any Hinterland hex]. (See HSR 2 & 3)



**TURN GERMANS Move First [ELR: 5] [SAN: 3] [NA]**

**Patrol Elements of Küstenjäger Kompanie:** Enter on/after Turn 1 on any board edge(s).



## Balance:

**BRITISH:** Exchange a 8-0 SMC for a 8-1.

**GERMANS:** Add six "?" to the German OoB.

**Historical Perspective: Dodecanese Islands, Aegean Sea, 26 August, 1944:** On 19 August 1944, the Küstenjäger Kompanie got the order to reconnoiter the isles of Saria, Skarpanto, Stakida, Umia/Unja-Nisia, Kamilioni, Zaphrani, Syrina, Kandelousia and Perigousa. Any enemy troops were to be driven off the isles. Most of the islands were free of Allied units, but on one, the German patrols had a windfall.

On 26 August, an unknown vessel, although under heavy camouflage, was discovered. After a short firefight the boat was boarded and the crew captured. The vessel turned out to be the HDML 1381 (Harbor Defense Motor Launch 1381) with 14 soldiers of the Special Boat Squadron (SBS) on board. Heavily armed, it was taken into German service and renamed KJ25.

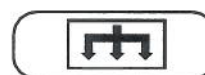


# FALSE FLAG

SF-10

Special Forces

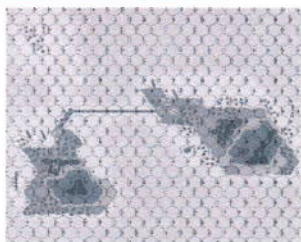
Design: Steven Swann



HOB

## Battlefield

Orientation: N



The Gavatu Island Overlay is required.

**Tactical Objective:** The Germans win at game end if there are no Good Order Greek units in any hex at  $\geq$  level 1.

## SCENARIO VARIABLES

EC/Wind	Moderate with no Wind at start.
Roads	Treat as Paths.
Overlays	Place Overlays as follows; <b>OC1</b> where 1001 will be a NW corner, <b>OC2</b> 2001-2002 on Oc1 1131-1132. Place Gavatu Is (GA) Overlay where GA 2024-2025 is on Oc1 1049-1061 Place <b>Wd5</b> on Ga 4015-4029 and <b>Wd2</b> on Ga. 3135-3122.
Ocean	Light Blue water hexes are Shallow.
Beach Slope	Steep (G13.23).
Causeway	Does not exist, Treat as Shallow Ocean.

## Historical Special Rules:

1. All Küstenjäger rules are in effect. Küstenjäger may declare Hand-to-Hand CC (J2.31).
2. All MGB Rules are in effect. MGB Captured Use penalties are NA to the Küstenjäger Crew.
3. The Greeks may set up one squad equivalent and any SMC/SW stacked with them HIP. The Greek's reverse side Broken Morale is one level higher than indicated.



**GREEKS** Set Up First [ELR: 4] [SAN: 3] [NA]

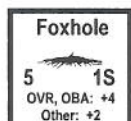
Elements of "Holy Battalion", Isle of Calchi Garrison: Set up on any Hinterland hex.



2

6

2



4

TURN

1

2

3

4

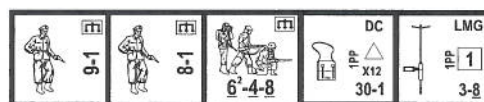
5

6



**GERMANS** Move First [ELR: 5] [SAN: 3] [NA]

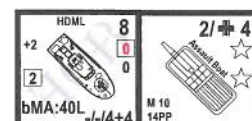
Elements of Küstenjäger Kompanie: Enter on Turn 1 on any Ocean hex  $\geq$  4 hexes from any Hinterland hex.



8

3

3



(HSR 2)

6



## Balance:

**GREEKS:** Add eight '?' to the Greek OoB.

**GERMANS:** Extend Game length to 6 1/2 Turns.

**Historical Perspective:** Isle of Calchi, Dodecanese Islands, Aegean Sea, Last Week of August, 1944: On 19 August 1944, the Küstenjäger Kompanie got the order to reconnoiter the isles of Saria, Skarpanto, Stakida, Umia/Unja-Nisia, Kamilioni, Zaphrani, Syrina, Kandelousia and Perigousa. Any enemy troops were to be driven off the isles. Most of the islands were free of Allied units, but on one the Germans had a windfall. On 26th of August, an unknown vessel, although in/under heavy camouflage, was discovered. The Germans took it into their own service, renaming it the KJ 25.

Some days later a new commando operation of the Küstenjäger Kompanie using the newly captured and renamed KJ 25 was started against the Isle of Calchi. On this isle was part of the "Holy Battalion", a garrison unit of Greek volunteers. After a short, but heavy fight, the surviving Greeks were taken POW. Among the dead was the CO of the "Holy Battalion". At the funeral both Greek POWs and German Küstenjäger formed a guard of honor for his valor in combat.



# CLASH IN THE NIGHT

SF-11

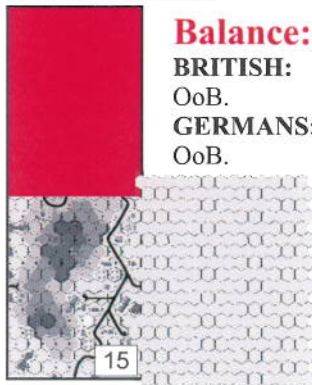
Special Forces

Design: Robert Hammond

## Battlefield Orientation:



Only hexrows A-P are playable.



## Balance:

**BRITISH:** Add a Hero to the British OoB.

**GERMANS:** Add a Hero to the German OoB.

**Tactical Objective:** Provided the British have not suffered  $\geq 12$  CVP, which results in an immediate German victory, the British win at the end of any Game Turn if (1) there are no unbroken, armed German Infantry  $\leq 2$  hexes of both piers plus  $\geq 1$  LC is immobilized/wrecked/abandoned/captured *and/or* (2) they have earned  $\geq 12$  CVP *and/or* (3) they exit  $\geq 2$  LC off the east edge with  $\geq 14$  CVP of British Personnel. Each LC is worth 4 CVP if immobilized/wrecked or 5 CVP if captured.

## Historical Special Rules:

1. All Kustenjäger Special Forces rules are in effect. Contrary to E1.2, the Germans may only use HIP for one squad. One German HS may set up with Freedom of Movement in any hex  $\leq 6$  hexes of hex I8; this German HS is considered "The Sentry" for HSR 4. No German unit may attempt to place a Starshell until it has gained Freedom of Movement.
2. All Germans gain Freedom of Movement if any of the following occur: (1) The Sentry pins/breaks/Casualty Reduces/eliminates any British Personnel; (2) The British make any non-CC attack [EXC: a DC which malfunctions]; (3) The beginning of German Turn 4.
3. Hand-to-Hand CC (J2.31) is in effect. Both sides are Stealthy.
4. The British are Commandos (H1.24). The British may attempt to pilot a LC off the east edge. Each LC is considered to have a MP allotment of 6.
5. LC set up Abandoned. Germans may not Move LC during scenario.

## SCENARIO VARIABLES

EC/Wind	Moderate with no Wind at start.
Night (E1.)	Base NVR 3, HalfMoon & Scattered Clouds.
Beach Slope	All Ocean hexes adjacent to a Hinterland hex are Shallow while all other Ocean hexes are Deep.
Woods	Treat as Brush.
Orchards	Treat as Olive Groves (F13.5).
Grain	Treat as Vineyards (F13.6).

## GERMANS Set Up First [ELR: 5] [SAN: 3] [NA]

**Küstenjäger Kompanie (Brandenburg):** All Infantry set up in buildings with a hex coordinate of  $\geq 5$  with  $\leq 2$  MMC per building. Each LC must set up in an Ocean hex adjacent to a pier with  $\geq 1$  LC adjacent to each pier.



TURN  
1  
2  
3  
4  
5  
6



HOB



**Historical Perspective: Port of Pothia, Kalymnos Island, Aegean Sea, 8 October 1943** After taking the Greek island of Kos, the Küstenjäger set sail in their heavy assault boats to the nearby island of Kalymnos, which was also occupied by Badoglio's Italian Troops and a few British Commandos. Entering the harbor under a white flag, the German commander, Hauptmann Kuhlmann asked the Italians to surrender. Initially the Italian commander refused, but was persuaded by Kuhlmann to surrender after being informed that an entire German assault division was on its way. The bluff worked and the Küstenjäger, not knowing about the British Commandos, were bivouacked in buildings around the harbor area. That night there was an attack by British Commandos who had hidden on the island during the day.

The commandos tried to overrun the Küstenjäger, but were spotted by a German sentry and the alarm was given. The sentry opened fire on the Commandos with his SMG, and within minutes the entire Küstenjäger unit was awake and fighting. They fought their way from building to building and woodpile to woodpile. The Küstenjäger prevailed against the British Commandos and forced the Commandos out of the harbor area. A well-armed patrol was dispatched to follow the British who later surrendered to the Küstenjäger after all of the Commandos were either killed or wounded.

## SCENARIO VARIABLES Continued

Overlay	Place one board on the "east" side of board 15 to align the Ocean overlays. Place overlay OC1 1001-1014 on RA1-15B10; OC2 2001-2014 on RM1-15M10. Place Stone Pier in hexes OC1 1053 & 1054 (both piers having an east-west alignment).
Terrain	Use Random Selection to place one Palm Debris counter in two of the following three hexes (no ties are allowed): D8, I6, & L9. Each Palm Debris counter is treated as an Inherent Terrain Lumberyard (B23.211). Buildings O10, M9, I8, H5, E6, & D9 are stone; all other buildings are wooden.

## BRITISH Move First [ELR: 5] [SAN: 2] [NA]

**Elements of 2<sup>nd</sup> Commando Brigade:** Enter on Turn 1 from the north and/or west edge(s).



9 2 3





# OPERATION POLAR BEAR



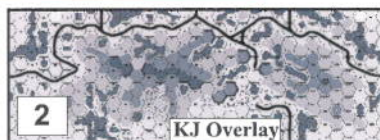
HOB

SF-12

Special Forces

Design: Robert Hammond

**Battlefield Orientation:**



**Tactical Objective:** Provided the Germans do not lose  $\geq 11$  CVP, which will result in an *immediate* Italian victory, the Germans win at the end of any Game Turn upon earning  $\geq 22$  LVP. The Germans earn LVP for Control of a hex with a Gun or Pillbox/Trench, provided there are no unbroken Italian MMC in the hex, as follows: a Trench = 1 LVP; a Pillbox = 3 LVP; a functioning/malfunctioned/disabled Gun = 5/4/3 LVP. A hex containing a Trench and a Pillbox is worth 4 LVP. A Fortification removed from play for any reason is considered Controlled by the Germans.

## SCENARIO VARIABLES

EC/Wind	Moderate with no Wind at start.
Night (E1.)	Base NVR is 4, No Moon, & Scattered Cloud.
Beach Slope	All OCEAN hexes are Shallow.
Overlay	Place HOB KJ Overlay where hex identifiers match.

## Historical Special Rules:

1. All Küstenjäger Special Forces rules are in play. The Germans may successfully place only one Starshell during the scenario.
2. Italians are Lax. Contrary to E1.2, only two Italian squads may use HIP (any SW/SMC stacked with them). Two Italian MMC may setup with Freedom of Movement in any Hinterland hex(es). A Gun may not set up in the same hex as a Trench/Pillbox. For the Italian Guns and Pillboxes setup instructions only, LOS is figured as if this scenario was during the Day.
3. Contrary to A9.73, the Italians may not voluntarily malfunction/destroy a Gun. A Gun eliminated/disabled for any reason is not removed from play but is marked with a Gun disabled counter.
4. Italian crews may Bore Sight one MMG to a Hinterland hex as if the Germans were entering from off board. Italian crews will not Cover while manning a MMG.

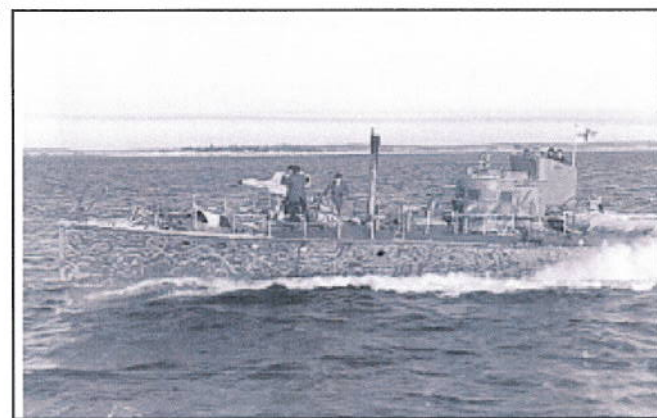
## ITALIAN Set Up First [ELR: 3] [SAN: 3] [132]

**Italian Kos Garrison:** Set up on/between hexrows L-W in hexes numbered  $\geq 5$  at level  $\geq 1$  [EXC: those MMC which set up with Freedom of Movement (see HSR 2)]. Each Gun must set up with a LOS to  $\geq 3$  OCEAN hexes and ADJACENT to  $\geq 1$  other Gun. Each Pillbox must set up with a LOS to and a CA facing  $\geq 2$  OCEAN hexes while ADJACENT to  $\geq 2$  trenches. One Pillbox must also set up unconcealed and  $\leq 4$  hexes from an OCEAN hex.

9-1	8-0	4-1-4-7	2-2-7	4PP 2 B11 4-10	1PP 1 B11 2-5	1PP X12 30-1
2	12	6	2	3		?
75	2+3+5	1+3+5	5 OVR, OBA: +4 Other: +2	1S OVR, OBA: +4 Other: +2	8	
4			4	2		

TURN

1  
2  
3  
4  
5  
6



## Balance:

**ITALIANS:** Add a 1-4-9 Hero to the Italian OoB.

**GERMANS:** Exchange an Italian 8-0 SMC for a 7-0 SMC.

## Historical Perspective: Island of Kos, Aegean Sea, 3

**October 1943** Italy surrendered to the Allies. With this announcement all Brandenburg activities in Greece were broken off and all units began consolidating near Athens. On 8 September, British forces began occupying the Greek islands in the Aegean Sea. This would place British aircraft within bombing range of the Romanian oilfields and had to be prevented. On 2 October three groups of the Küstenjäger Battalion set sail for the island of Kos. Reaching Kamara Bay on the south coast of Kos at about 4:00 am, the Küstenjäger immediately began unloading. Not until the Küstenjäger were actually beginning to land did they come under fire from the Italian garrison.

The Küstenjäger reaction was fast and violent. Firing their sub-machineguns and MG-42s from the hip, the Küstenjäger stormed the hill where most of the Italian fire was originating. When a nearby coastal artillery battery began firing at the approaching German assault force, Feldwebel Biallas led some of the Küstenjäger in a rush to silence the guns. The Küstenjäger rushed within grenade range and then sprayed the enclosures of the battery's protection bunkers while lobbing grenades at the defending crews. Caught by surprise the battery gun crews were unable to disable their guns. After capturing the guns, the Küstenjäger then re-trained the guns on the British defenses near the island's airfield and contributed greatly to the taking of Britain's only airfield in the Aegean.

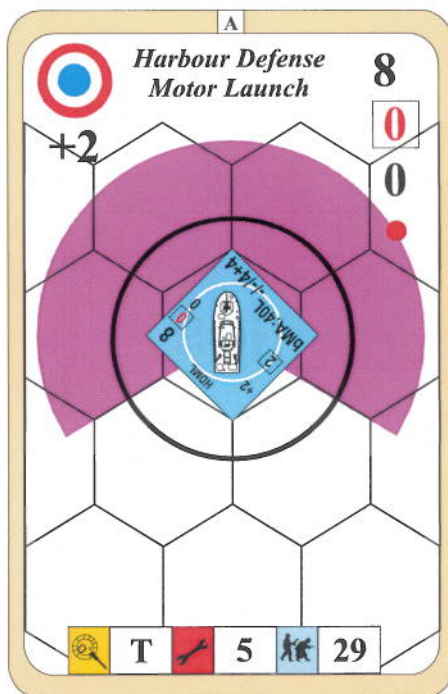
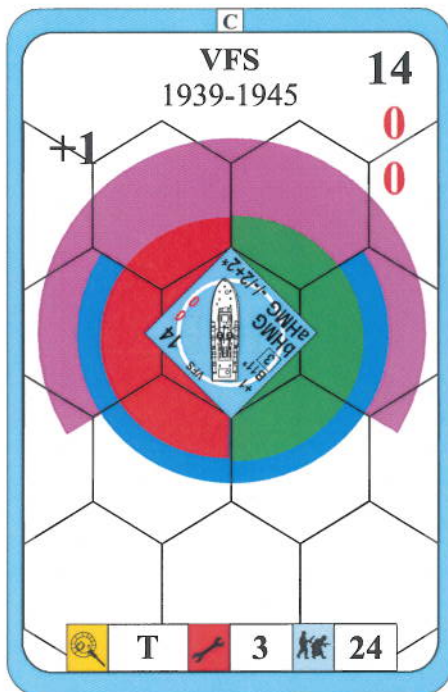
## GERMANS Move First [ELR: 5] [SAN: 2] [NA]

**Küstenjäger Kompanie (Brandenburg):** Set up as Passengers (G12.12); each LC is Beached across an OCEAN-Hinterland hexside [EXC: placement of a LC in U8 is NA].

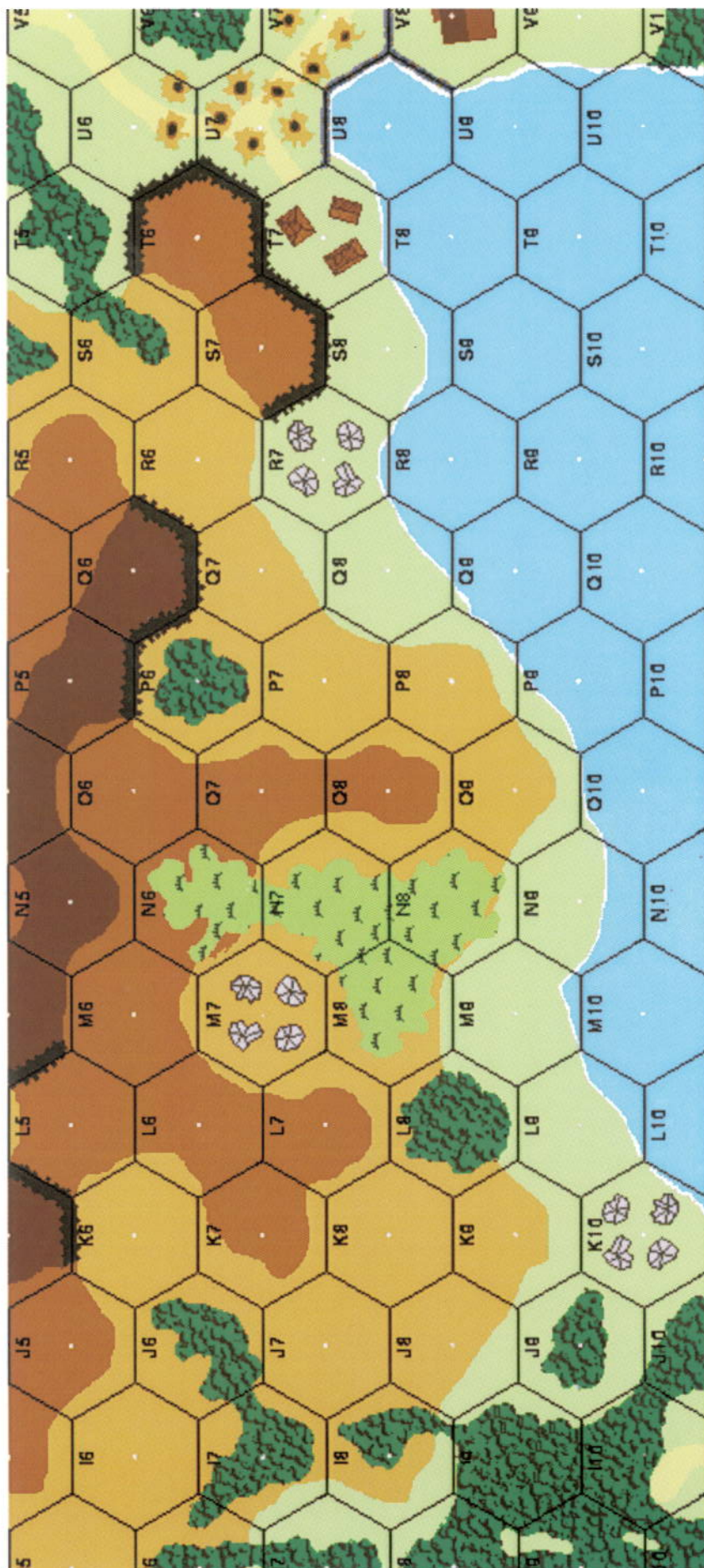
9-2	9-1	8-0	6-4-8	1PP 1 3-8	1PP X12 30-1
			9	3	6
+1 4 1 0 2/-18'					
3					



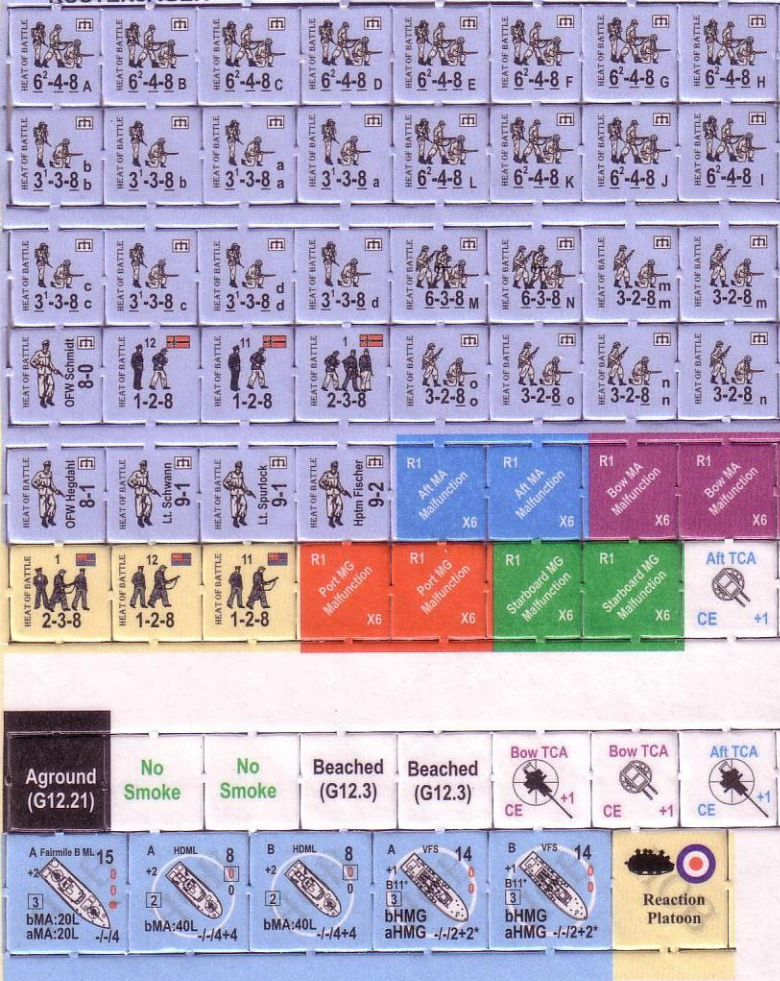








Cut out the housekeeping cards above and use to indicate the many status counters that accumulate with MGB boats.









HEAT OF BATTLE  8 H	HEAT OF BATTLE  8 G	HEAT OF BATTLE  8 F	HEAT OF BATTLE  8 E	HEAT OF BATTLE  8 D	HEAT OF BATTLE  8 C	HEAT OF BATTLE  8 B	HEAT OF BATTLE  8 A
HEAT OF BATTLE  9	HEAT OF BATTLE  10	HEAT OF BATTLE  8 N	HEAT OF BATTLE  8 M	HEAT OF BATTLE  8 L	HEAT OF BATTLE  8 K	HEAT OF BATTLE  8 J	HEAT OF BATTLE  8 I
HEAT OF BATTLE  8 D	HEAT OF BATTLE  8 E	HEAT OF BATTLE  8 F	HEAT OF BATTLE  9	HEAT OF BATTLE  8	HEAT OF BATTLE  9	HEAT OF BATTLE  9	HEAT OF BATTLE  8
HEAT OF BATTLE  8 C	HEAT OF BATTLE  8 B	HEAT OF BATTLE  8 A	HEAT OF BATTLE  8 E	HEAT OF BATTLE  8 D	HEAT OF BATTLE  8 C	HEAT OF BATTLE  8 B	HEAT OF BATTLE  8 A

OT MA: 2 TK DR BMG: AA fire  CMG: Special CA 2 AT Mines ETO: CS 4 <b>CS 4</b>	OT MA: 2 TK DR BMG: AA fire  CMG: Special CA 2 AT Mines ETO: CS 4 <b>CS 4</b>	OT MA: 2 TK DR BMG: AA fire  CMG: Special CA 2 AT Mines ETO: CS 4 <b>CS 4</b>	OT MA: 2 TK DR BMG: AA fire  CMG: Special CA 2 AT Mines ETO: CS 4 <b>CS 4</b>	OT MA: 12.7 BMG: AA fire  CMG: Special CA 2 AT Mines ETO: CS 4 <b>CS 4</b>	OT MA: 12.7 BMG: AA fire  CMG: Special CA 2 AT Mines ETO: CS 4 <b>CS 4</b>
MA: 12.5; 2 TK DR BMG: AA fire; 2 TK DR  2 AT Mines <b>CS 6</b>	MA: 12.5; 2 TK DR BMG: AA fire; 2 TK DR  2 AT Mines <b>CS 6</b>	MA: 12.5; 2 TK DR BMG: AA fire; 2 TK DR  2 AT Mines <b>CS 6</b>	MA: VCA < Level NA Gunshield DRM  AAMG: VCA only HE6 <b>CS 6</b>	MA: AA VCA < Level NA  AAMG: VCA only <b>CS 6</b>	MA: AA VCA < Level NA  AAMG: VCA only <b>CS 6</b>
BMG: AA fire; 2 TK DR 2 AT Mines  <b>CS 6</b>	BMG: AA fire; 2 TK DR 2 AT Mines  <b>CS 6</b>	BMG: AA fire 2 AT Mines  <b>CS 6</b>	BMG: AA fire 2 AT Mines  <b>CS 6</b>	MA: 12.5, 2 TK DR BMG: AA fire  2 AT Mines <b>CS 6</b>	MA: 12.5, 2 TK DR BMG: AA fire  2 AT Mines <b>CS 6</b>
BMG: AA fire 2 AT Mines  <b>CS 6</b>	MA: Boyes ATR ATR 12 TH BMG: AA fire  2 AT Mines <b>CS 6</b>	BMG: AA fire; 2 TK DR 2 AT Mines  <b>CS 6</b>	BMG: AA fire; 2 TK DR 2 AT Mines  <b>CS 6</b>	BMG: AA fire 2 AT Mines  <b>CS 6</b>	BMG: AA fire 2 AT Mines  <b>CS 6</b>