

# NEW ALLIES

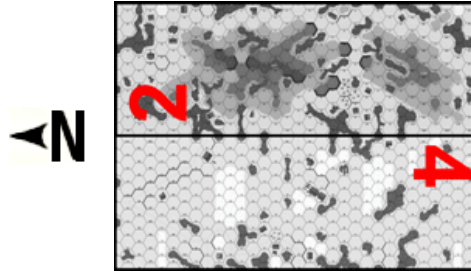
## OAF Scenario 49.1

110407



**Kos Island, Greece; October 3, 1943:** As dawn broke, some 1200 German troops landed on the beaches near Marmari, under cover of a massive air bombardment directed against the Allied positions. At 2000 hours Colonel L. R. F. Kenyon issued instructions ending resistance and ordering the Allied troops to split into small groups and make for the hills. A Company of DLI, cut off from the main Allied force, went westward. Eventually they linked up with a battery of 75mm Italian guns, which were still in action despite under air attack.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** To win, the German player must eliminate more squads than he loses. Crews count as a 1/2 squad for this calculation.

### TURN RECORD CHART:

|                     |   |   |   |   |   |   |   |   |   |   |     |
|---------------------|---|---|---|---|---|---|---|---|---|---|-----|
| Allies Set Up First | + | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | END |
| German Moves First  |   |   |   |   |   |   |   |   |   |   |     |

**Elements of German landing force - enter Turn 1 on the east edge of board 4.**

9-1  
 4-6-7  
 LMG 2-8 B12

2 12 6

**Remnants of A Company, 1st Battalion, Durham Light Infantry - set up on hill hexes on board 2:**

9-1  
 4-5-7

4

**Elements of Italian Artillery Battery - set up on hill hexes on board 2:**

8-1  
 8-0  
 4-4-7  
 3-4-7  
 2-2-7  
 LMG 2-6 B11+  
 Art 75

2 2 4 4 4

### SPECIAL SCENARIO RULES:

**OAF 49.1.1: TERRAIN:** Wheatfields hexes are open ground; all buildings are of wooden construction.

**OAF 49.1.2:** Use the Allied minor counters to represent the Italians forces. Italian broken morale is the same as their non-broken good order side. Use 75\*HE ART to represent the additional 75 ART units as needed.

**OAF 49.1.3:** The Italian LMGs must initially start in hexes occupied by a 347 squad.

**OAF 49.1.4:** Only Italian crews may fire the artillery units; they may not be fired by non-qualified units.

**OAF 49.1.5:** German air support arrives on German Turns 3 & 6. Use the Chart below to determine the type and number of planes appearing (if any) by rolling once for each:

#### GERMAN AIR SUPPORT CHART

| dr:     | Type:                       | # planes: |
|---------|-----------------------------|-----------|
| 1, 2, 3 | Divebomber (Stuka with MMG) | One       |
| 4       | Fighter                     | Two       |
| 5, 6    | No planes                   |           |

**AFTERMATH:** After helping the Italians to repel an attack by German Infantry, A Company withdrew under the cover of darkness and made its way through enemy occupied territory to the city of Kos.

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