

2-08 Leros (September 2010)

Scenario 3—Night Melee: Küst Co (Less 3 Steps) sets up w/i 3 of B58.11 (with III-440).

1.1d clarification: Open terrain is considered to be Partly Protective for all purposes except it is still treated as Open terrain for spotting ranges.

1.2cB clarification: If boats carrying Heavy Loading Points enter the Approach Box during a Storm turn they must remain in the approach box until the first non-Storm turn. At that point they land normally.

1.2f clarification: The Op Sheets for units in Holding Boxes are considered implemented at the time they are drawn up (i.e. immediately before the units leave the Holding Box). No unit can accrue Weighted Turns before it actually arrives on Leros.

1.2g In order to resolve the conflict between the two rules regarding coastal batteries (one stating they can only fire once per phase and the other claiming they can fire once per Landing Zone), the correct version is that they can only fire once per phase.

Parachute Loss Table:

Delete the "or less" from the Parachute Loss Table's bottom row, it should read "1", not "1 or less."

Apply the entire range of AA guns when determining distance for the Parachute Loss Table, 3.6e is in error when it says to ignore those at ranges greater than three hexes.

Battalion Morale Boxes:

The II-16 Bn (German) Battalion Morale Box is missing; it should have one with the others.

British 2 inch Mortars:

The range on the 2 inch British Mortars is inaccurately long (they are rated here as being essentially the same as 60mm Mortars, which is not correct). In order to make these units match the method used in Matanikau and A Raging Storm, their values (something less than the current 2 points each) should be integrated evenly through the battalions they support. Effectively, this means remove them from the game.

Leros update for 4.0 rules

1.1g Ignore this rule.

1.4c & 1.4d Ignore "and artillery Attack Zones do not block line of sight."

1.7 Units with assault benefits have a -1 morale in Assault combat and also receive a +1 shift on the Fire Table when firing.

2.5 British Naval fire is executed on the 9 row without any further modifiers on the Artillery Adjustment Table.

Counter Key:



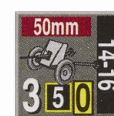
Infantry
Platoon



Mortar



AA Gun



Anti-Tank
Gun



Machine Gun
Section



Artillery
(On-Map)



Infantry Gun



Boat
(Heavy Landing)