

# LRDG Raid on Levitha

German forces defend an island against a LRDG seaborne raid  
Aegean Sea, Greece - 23<sup>rd</sup> & 24<sup>th</sup> October 1943

A 'Rapid Fire' scenario by Mark Piper

## What Really Happened



Wartime Italian Map of Levitha - Churchill's Folly' (2017 Edition) - Anthony Rogers

The island of Levitha is located 32 kilometres south west of Leros in the Aegean. The Royal Navy required its seizure to secure the surrounding waters and as a valuable observation post. It was thought to be garrisoned by 20-30 German troops but in reality it was more like 50, supported by Arado Ar 195 seaplanes and Ju-87 Stukas. A force of 49 Long Range Desert Group (LRDG) raiders were despatched by boat with the simple mission to "liquidate any enemy forces that are on the island of Levitha", (LRDG Operational Instruction 24 Oct 1943), a task not suited to the LRDG training or way of fighting. They arrived on the night of the 23<sup>rd</sup> October and quickly captured 35 of the enemy. As dawn broke Arado Ar 196 seaplanes, from the nearby temporary "seafield" in Levitha harbour, discovered the exposed LRDG positions. Arado seaplanes then returned and in concert with Ju 87 Stukas strafed and bombed the LRDG. By the end of the 24<sup>th</sup> October the LRDG had lost their prisoners and were either killed or prisoners themselves. Only 5 LRDG returned from this ill-fated mission.

## Where to Find Out More

'The Long Range Desert Group in the Aegean' - Brendan O'Carroll

'Swastika over the Aegean' - Anthony Rogers

'Kos & Leros', Osprey Campaign Series #339 - Anthony Rogers

'Churchill's Folly' (2017 Edition) - Anthony Rogers

'The Long Range Desert Group, 1940-45 : Providence Their Guide' - David Lloyd-Owen

'War in the Aegean: The Campaign for the Eastern Mediterranean in World War II' - Peter C. Smith & Edwin R. Walker

'Only a handful escaped: the LRDG disaster in Levitha, Saturday 29 October 1943' - Pierre Kosmodis

<https://www.ww2wrecks.com/portfolio/only-a-handful-escaped-the-lrdg-disaster-in-levitha-saturday-29-october-1943/>



Above: Colourised photo of  
LRDG/SBS in Aegean (Imperial War Museum)

## The Game

The game represents the raid by the LRDG, on the 23<sup>rd</sup> & 24<sup>th</sup> October 1943, to "liquidate" the German detachment on the island of Levitha. A figure ratio of 1:1 for troops and weapons is used for this scenario. The game is played on a 6' x 4' table and is limited to 15 moves.

## Victory Conditions

**Allied to Win** - inflict at least 20 "casualties" on German forces **and** withdraw at least 20 LRDG figures (from either **B1** or **B2**) at the end of 15 moves.

**German to Win** - prevent Allied forces achieving both objectives.

**Draw** - Allied forces have only achieved one objective.

## Special Rules (both)

**Night Fighting** - moves 1-6 are night and use the night fighting rules (rules 20.14-20.15). Mortars have 2 illumination rounds each.

**Day** - moves 7-15 are day and are played as normal.

**Medics** (rule 11.6) - if a medic is present the sub-unit may attempt to 'save' each casualty suffered that turn by throwing a D6. If the score is 5 or 6 they survive.

## Allied Deployment & Special Rules

Allied troops enter the table at **B1** or **B2** as indicated on the battle map.

**Elite** - LRDG are elite for all purposes and are trained to operate independently and do not suffer the unsupported -1 modifier for unit morale tests. Mountain trained, they move as normal at night, but with the same restricted observation and effects on morale tests etc. as the Germans (**RFR: add 1 to close assault and morale test throws**).

**LMGs** (rule 13.1) - figures armed with LMGs add +1 modifier to fire effect D6 throw (**RFR: add 1 x D6 throw to small arms firing**)

**SMGs** (rule 13.2) - figures armed with SMGs apply +1 modifier to short range values (**RFR: add 1 x D6 throw to small arms**) and no long range fire. Additions for 'elite' still apply.

**ADS** (rules 11.7 - 11.8) - no vehicle.

**Predicted Fire** (rules 14.2 - 14.6) - 'poor' intelligence. Predicted fire from HMS Dulverton and the motor launches (that delivered the LRDG) is available on moves 1 & 2.

## German Deployment & Special Rules

German troops begin the game deployed as shown (A-D) in buildings or dug into hard cover (not prepared defences). All elements must start at least 6" away from another element. They may not move or fire until the LRDG has been observed or has fired upon at least one friendly element.

**Air Support** - From move 8 air support is available (each move) on a D6 throw of 5 or 6. Throw another D6: 1-4 = Arado Ar 196 Seaplane or 5-6 = Ju 87 Stuka dive bomber. They can target any LRDG elements in the open (not stationary and off tracks) or fired in previous move. Then remove the aircraft from the table.

**"Friendly" Fire** - if any friendly elements are within 12" of an enemy target of aircraft, throw an additional D6. On a 5 or 6 shift to the nearest friendly target and carry the attack with the armament chosen.

## Terrain

All movement by infantry is 6" (cross-country) or 9" (on tracks). Hills provide soft cover to stationary elements but do not affect movement. Buildings start intact and provide hard cover.

## Tactical Tips

**Allied** - What you have been asked to do is not the usual role for the LRDG. Your mountain training in Lebanon, prior to moving to the Aegean, will allow you to move quickly over the rough terrain at night. Concentrate your firepower on enemy forces before sunrise. Where possible get into hard cover or take cover off road as protection against any enemy air support once the sunup. Inflict as many casualties as possible before withdrawing to the motor launch embarkation points.

**German** - You are the garrison for this "god-forsaken island" in the middle of nowhere. Your forces are dispersed and on their own at night. Come daylight you will be able to call for assistance from the Arado seaplanes from the nearby temporary 'seafield' in Levitha harbour. If needed you can also call on Stuka air support from the island of Kos. Hunt down the enemy raiders before they withdraw to their boats.

## Scenario Designer's note

This scenario has been designed Rapid Fire (RF2) advanced rules. None of these currently exist in Rapid Fire Reloaded (RFR) so it is suggested that you make your own modifications or in some cases consider the rules optional. Some suggested advanced rules for RFR can be found on pages 8-9. These are to allow gaming of this scenario using RFR and should not be considered as official conversions.

## Allied Forces

### Long Range Desert Group 'Olforce'

**Section One (B Squadron - UK) - Captain James Olivey \* [Move 1 at B1]**

Morale: CO + 24 figures (Elite)

HQ	CO + 6 figures armed with SMGs, 2" mortar
ADS	Captain Dick Lawson
1 <sup>st</sup> detachment	6 figures armed with LMGs
2 <sup>nd</sup> detachment	6 figures armed with LMGs
3 <sup>rd</sup> detachment	6 figures armed with LMGs

\* Higher order CO

**Section Two (A Squadron - NZ) - Lieutenant Sutherland [move 1 at B2]**

Morale: CO + 23 figures (Elite)

HQ	CO + 5 figures, 2" mortar, SMGs, Medic
1 <sup>st</sup> detachment	6 figures armed with LMGs
2 <sup>nd</sup> detachment	6 figures armed with LMGs
3 <sup>rd</sup> detachment	6 figures armed with LMGs

#### Off-Board Support

HMS Dulverton - predicted fire [moves 1 & 2] 'poor' intelligence

Motor Launch (ML 579) - Lieutenant J. Bain - predicted fire [moves 1 & 2] 'poor' intelligence

Motor Launch (ML 836) - Lieutenant A. Clark - predicted fire [moves 1 & 2] 'poor' intelligence

### Allied Guns Data (Rapid Fire Reloaded)

<b>GUNS</b>		
Description	AT / HE Value	Notes
2" mortar	HE 6pts table 4 (2 x D6)	Minimum range 3", maximum range 18" 2 x illumination rounds each.
Motor Launch	12pts on table 4 (4 x D6)	Predicted fire
HMS Dulverton	12pts on table 5 (4 x D6)	Predicted fire

## German Forces

### 11<sup>th</sup> Company Lutwaffe Jager Regiment 21

**Company HQ** - Leutnant Dietzsch \*

Morale: Higher order CO + 5 figures

6 figures, 50mm mortar, MMG, medic [dug in at A]

**1<sup>st</sup> Platoon** [dug in at B]

Morale: CO + 21 figures (Regular)

HQ CO + 3 figures, 50mm mortar

1<sup>st</sup> section 6 figures

2<sup>nd</sup> section 6 figures

3<sup>rd</sup> section 6 figures

**2<sup>nd</sup> Platoon** [dug in at C]

Morale: CO + 21 figures (Regular)

HQ CO + 3 figures, 50mm mortar

1<sup>st</sup> section 6 figures

2<sup>nd</sup> section 6 figures

3<sup>rd</sup> section 6 figures

**Air Support** [available from move 8]

Arado AR196 seaplane

OR

Ju 87 Stuka (dive bomber)

## German Guns and Aircraft Data (Rapid Fire Reloaded)

<b>GUNS</b>		
Description	AT / HE Value	Notes
Rifle Grenade Launcher	Grenade attack	Minimum range 3", maximum range 12"
50mm Mortar	HE 6pts table 4 (4 x D6)	Minimum range 3", maximum range 18". 2 illumination rounds each.

<b>Aircraft</b>		
Description (Main Weapon)	Type	Ground Attack Armament
Arado Ar 196 float plane	Light bomber	Multiple 20mm autocannon, 2 x small bomb
Ju 87 Stuka	Dive Bomber (light bomber)	2 x MMG (8pts) OR (4 x D6) 1 x heavy bomb (15pts table 5) (8 x D6)



Left: The Italian wireless station

<https://www.ww2wrecks.com/portfolio/only-a-handful-escaped-the-lrdg-disaster-in-levitha-saturday-29-october-1943/>

Right: Levitha cove from Olivey's command



<https://www.ww2wrecks.com/portfolio/only-a-handful-escaped-the-lrdg-disaster-in-levitha-saturday-29-october-1943/>

## Rapid Fire Reloaded suggested 'Advanced' Rules (V1.01)

Rapid Fire 2<sup>nd</sup> Edition (RF2) advanced rules used in scenarios can either be ignored or 'interpreted' when using Rapid Fire Reloaded (RFR). The following is a guide to using these rules with RFR for this scenario and is not an "official" set of rules.

**Higher Order CO** - the loss of the nominated higher order CO is an additional -1 modifier when carrying out morale tests.

**Medics** - if a medic is present with an element throw a D6 for each casualty this turn (after all firing against this element is finished and before removal of any casualties). On a 5 or 6 = the figure saved. Then remove any casualties as normal.

**ADS** - if an ADS is within 12" of one element, that does not have a medic, throw a D6 for every casualty caused this turn (after all firing against this element is finished and before removal of any casualties). A result of a 5 or 6 = the figure saved.

### **Air Support**

**Availability** - Availability of aircraft will be determined by the scenario. A simple system is to throw a D6 at the start of each move for the side that has aircraft available. On a 5 or 6 an aircraft is available this move. If more than one aircraft type is available (normally determined by the scenario) throw another D6 e.g. 1-4 = Arado Ar 196 Seaplane, 5-6 = Stuka.

**Targets** - The target of the aircraft can be any enemy troops and vehicles in the open or fired in the previous move. If requested by an 'air link' OP vehicle the aircraft may attack any target observed by the crew of the vehicle. A radio test must be successfully taken as for artillery.

**"Friendly Fire"** - If friendly troops or vehicles are within 12" of the target throw for "friendly fire". On a 5 or 6 shift the target to the nearest friendly element or vehicle. If there is more than one friendly element or vehicle to choose from, throw a D6 e.g. 1-3 friendly element or vehicle A, 4-6 friendly element or vehicle B.

**Anti-aircraft** - If the target is deployed infantry (not artillery crew or vehicles), and they did not fire in their own turn the deployed infantry has a chance to drive off the attack. Against a Stuka a throw of 6 is required, for a Arado Ar 196 a throw of 5 or 6 is required.

If a dedicated AA gun is within 24" of the target (and they had not fired in their own turn) they each add an additional D6 throw (results as per the deployed infantry).

**Firing** - In a move an aircraft may carry out either (a) a strafing, anti-tank/rocket or (b) bombing attack:

- Stuka - drops a bomb. 4,5 or 6 = hit. HE effect = 6 x D6.
- Arado Ar 196 Strafing with MG /autocannon = 6 x D6 (small arms firing at medium range). AT = gun class 4 (no modifiers).

### **Predicted Fire**

Each move 6 x 150mm naval guns can fire 'predicted fire' against a geographical feature or part of a feature or fixed enemy position within 36" of the waterline (or table edge). No test required to target geographical features, but in the case of enemy positions throw a D6 for each gun.

To fire at the targeted feature or enemy position throw a D6 for each gun:

- Good intelligence = +1 to dice throw result
- Poor intelligence = -1 to dice throw result
- 1 = miss
- 2, 3, or 4 = near miss - throw a second D6 for the nearest unit (including enemy units) within 6" of the target troops and vehicles. If more than one throw a D6 e.g. 1-3 = target A, 4-6 = target B
- 5 or 6 = original target hit

Throw 8 x D6 for each hit with the usual deductions as per HE Indirect. In addition deduct the following:

- Deduct 1 x D6 - for any units hit by fire against a geographical feature
- Deduct 1 x D6 - if a unit is hit that is not occupying the enemy positions being targeted
- Deduct 2 x D6 - any hits on moving units

**Night** - movement rates are halved, and maximum observation is 12" unless target has fired. Remove a 1D6 throw from each firing effect taken. Mortars can fire up to 1 illumination rounds each. Select the target, throw a D6 and if the result is a 4,5 or 6 the target can be seen using the normal observation rules.

