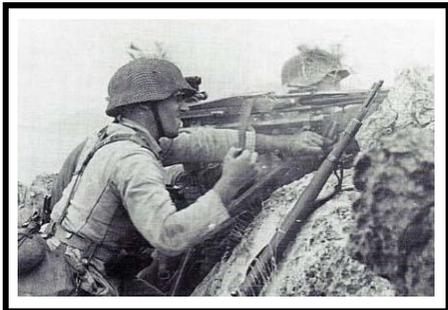


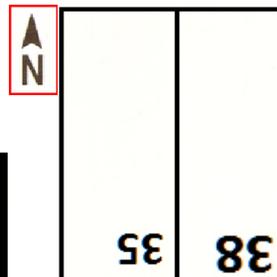
Polar Bear



Island of Kos — October 3rd, 1943

In response to British occupation of The Dodecanese islands, the Germans launched Operation Polar Bear to secure the airfield on the Island of Kos in order to support their planned invasion of Leros. Elements of the 22nd Infantry Division were landed with armored cars and light artillery in order to suppress the British forces and the remnants of the Italians defending the island. Stukas would also be brought to bear against the island's defenders.

Board Configuration:

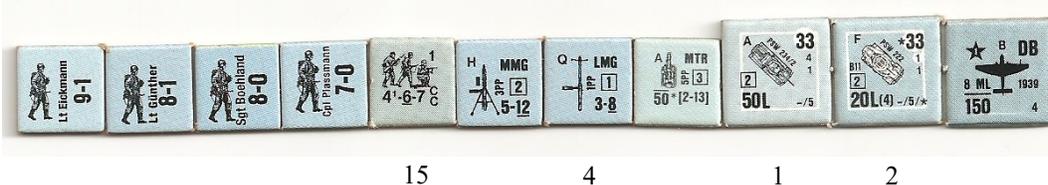


VICTORY CONDITIONS: The Germans win immediately by controlling Building Hexes , D7, E6, and N2 on Board 38

British/Italian (Sets Up First)	+	1	2	+	3	4	5	6
German (Moves First)								



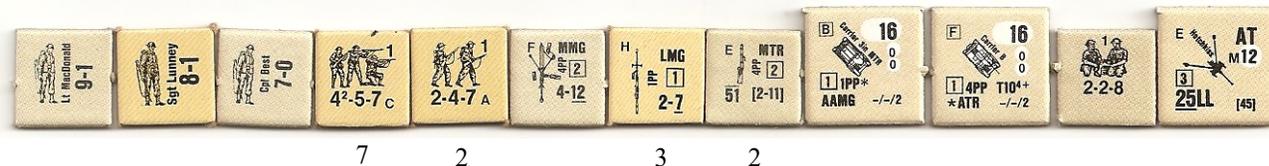
Elements of the 22nd Infantry Division (ELR 4) (SAN 2) Setup: Enter Turn 1 on the west edge of Board 35.



Elements of Italian Garrison (ELR 1) (SAN 2) Setup: Board 38— in Building Hexes D7, E6, and N2—one MMC per building hex. AA Guns must set up in any non-airstrip hex within 5 hexes of Hex J6.



Elements Durham Light Infantry (ELR 4) (SAN 2) Setup East of the Road A6 –P5-GG6 on Board 35



Special Rules/Notes:

1. EC are moderate with no wind.
2. Treat wheat fields as open ground.
3. The Italians and British cannot form fire groups or otherwise cooperate. In the event that Italian and British MMC occupy the same hex, then the hex is to be considered over stacked regardless of the number of MMC in the hex.
4. The Germans receive Air Support (E7) on Turn 3 in the form of one Stuka with bombs.

Aftermath:

The British defenders were overwhelmed by the numbers and speed of the German attack. The Italians offered a lackluster defense and by 6:00 AM on the 4th of October, the island was in German control. The Italians would regret not fighting harder as Col. Felice Leggio, and 90 of his officers were shot by the Germans, according to Hitler's 11 September order to execute captured Italian officers who had taken up arms against Germany

