Operation Mercury
The Invasion of Crete
Exclusive Rules

OPERATION MERCURY
THE INVASION OF CRETE

Symbol and Picture Legend

German

Infantry Units

Mountain Infantry	Mountain MG	Mountain Engineer	Air-Landing Infantry	Parachute Infantry	Parachute Engineer	Parachute MG	Bicycle Recon

Nachhut (platoon)	Motorcycle Infantry	Motorcycle MG					

Wheeled, Tracked & Air Units

| Pz.Kpfw II Ausf. C | Bedford OYD captured | Sd.Kfz 2 Kettenkrad | BMW R75 | Me 109 F | Ju 87 D | Ju 52/3m |

Gun Units

Mountain Hvy. Mortar	Para. Hvy. Weapons	Bicycle Hvy. Mortar	Heavy Mortar	Recoilless Rifle	Motor. Hvy. Mortar	Light Flak	Light AT Gun

Medium Howitzer							

Western Allied

Infantry Units

Infantry	Heavy Weapons	Engineer	Police	Commandos	Rearguard (platoon)

Wheeled, Tracked & Naval Units

| Matilda Mk. II A | Vickers Mk. VI B | Bedford OYD | Bedford OXD | Dido Class Cruiser | C Class destroyer |

Gun Units

Mortar	Artillery	Light Coast Artillery	Medium Coast Artillery	Light AT Gun	Light AA Gun	Medium AA Gun

Contents

INTRODUCTION

The Battle for Crete was one of the most dramatic battles of the Second World War. Over 12 days in May 1941 a mixed force of New Zealanders, British, Australian and Greek troops desperately tried to fight off a German airborne assault, led by Luftwaffe paratroopers and reinforced by Wehrmacht mountain troops. Despite suffering appalling casualties, the German parachutists and glider-borne troops who led the invasion managed to secure a foothold on the island and, with reinforcements, eventually gained the upper hand. The battle ended with the evacuation to Egypt of the bulk of the Allied force.

This game simulates the German invasion of Crete in May 1941.

COMPONENTS

    1 Series Rulebook
    1 Series Rules Summary
    1 Exclusive Rules
    9 Map Sheets
    1 Off-Map Display
    8 Counter Sheets
    2 CRT/TEC Charts
    4 Divisional Charts
    1 Morale Level/Turn Track
    1 Special Scenario Chart
    4 10-sided dice

OPERATION MERCURY: THE INVASION OF CRETE uses the newest Grand Tactical Series (GTS) rules, version 2.0. These were introduced in *The Greatest Day: Sword, Juno, Gold Beaches* as part of the Exclusive Rules. The *OPERATION MERCURY: THE INVASION OF CRETE* Exclusive Rules make only minor modification to the newest series rules to accommodate unique aspects of combat on Crete in 1941. Any rule stated here takes precedence over a GTS Series rules. If it is not directly addressed here, the GTS Series rule is in effect.

COUNTER SYMBOLS

The Unit counter symbols are shown on the inside cover of this Exclusive Rules book. The only Unit counter symbol that has any effect on the game is the engineer symbol. All other symbols are for historical interest only because the values, the colors of the values, and the colors around the values define all the other game functions. Each Leg Unit is company size with the exception of the Rearguard Units, which are platoon size.

The background color of each Unit counter shows to which Division the Unit belongs. The colors are tan (2nd New Zealand Infantry Division), light brown (CREFORCE – consisting of the Mobile Naval Base Defense Organization 1 Royal Marines, 19th Australian Infantry Brigade, and the 14th Infantry Brigade), light blue (German 7. Flieger-Division and Luftlande Sturm Regiment), and grey (German 5. Gebirgs Division).
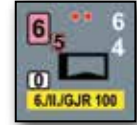

Division Colors

2nd New Zealand Infantry Division   CREFORCE

7. Flieger-Division & Luftlande Sturm Regiment   5. Gebirgs Division

The color band around the unit name designates the regiment or brigade formation. Independent units have white or black bars around the unit name. Greek units were under the command of local British and Commonwealth commanders and are in those division colors with blue and white unit symbols.

Greek Unit

 For some of the smaller Rethymnon and Heraklion scenarios, formations are battalions instead of regiments and brigades. Command and control (activation and use of Command and Dispatch points) in these scenarios is by battalions. Separate counters are provided for these battalion level scenarios. They are on countersheet 4 and have a black dot on them to distinguish them from the counters used for the campaign game.

EXCLUSIVE RULES

1.0 Weather and Time

During the time of the Invasion of Crete, the weather was typical, pleasant, springtime Mediterranean weather; sunny and dry, and had no impact on the battle. There are no specific weather rules.

The first daylight turn is 0700 and the Night Turn is the turn after the 1900 turn.

There is no movement penalty for Night.

The maximum Line of Sight distance at Night is 3 hexes. All Combat Strengths are reduced by 2 at night.
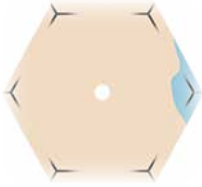
2.0 Terrain

The types of terrain in the game are:

Clear	Orchard/Vineyard	Scrub
Village	Town	City
Fortified	Roads	Rubble
Slopes		

All are described in full below. Each hex type is defined by the color of the circle in the center of the hex and for City, Town and Fortified hexes, the color of the hexsides. For example, if the hex has a light green center dot, then it is a scrub hex.

A hex without a center dot cannot be entered.

The movement costs for Leg, Wheeled, and Tracked units, not in Column or in Column, are indicated on the Terrain Chart. Modifications to Fire Rating, Blocking Terrain, and other impacts on play are noted below.

2.1 Clear

Clear terrain has a white circle in the center of the hex. Clear terrain is not Blocking Terrain, and does not modify the Fire Rating of Units firing into the hex.
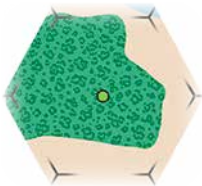
2.2 Orchard and Vineyard
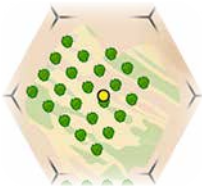
Orchard/Vineyard terrain has a yellow circle in the center of the hex. An orchard/vineyard hex is not Blocking Terrain on its own, but a Line of Sight traced through two orchard/vineyard and/or Scrub hexes is blocked. (Line of Sight can be traced through one Orchard/Vineyard or Scrub hex and into a second orchard/vineyard or Scrub hex). Orchard/Vineyard hexes modify the Fire Rating of Units firing into the hex by -1.

2.3 Scrub

Scrub terrain has a light green circle in the center of the hex. A Scrub hex is not Blocking Terrain on its own, but a Line of Sight traced through two Orchard/Vineyard and/or Scrub hexes is blocked. (Line of Sight can be traced through one Orchard/Vineyard or Scrub hex 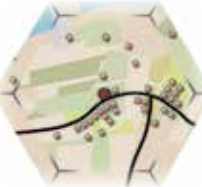and into a second Orchard/Vineyard or Scrub hex). Scrub hexes modify the Fire Rating of Units firing into the hex by -1.

2.4 Village

Village terrain has a tan circle in the center of the hex. Villages are not Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -1.

2.5 Town

Town terrain has a brown circle in the center of the hex. Towns are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -2.

A Wheeled or Tracked Unit cannot enter or leave a Town hex unless in Column but it may exit Column in a Town hex. Note that to leave a Town hex, such a Unit will have to reenter Column.

2.6 City

City terrain has a black circle in the center of the hex and a white border around the hex. City hexes are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -3.

A Wheeled or Tracked Unit may only enter a City hex in Column and may not leave Column while in a City hex.

2.7 Fortified

Fortified terrain has a black circle in the center of the hex and a gray border around the hex. Fortified hexes are Blocking Terrain, and modify the Fire Rating of Units firing into the hex by -4.

A Wheeled or Tracked Unit may only enter a Fortified hex in Column and may not leave Column while in a Fortified hex.

2.8 Roads

Roads allow Units in Column to move faster. Any Unit in Column that enters a hex along a road can do so for ½ movement point. The Unit can decide not to use the road and instead pay the base terrain cost, as indicated by the circle in the center of the hex. A Unit not in Column, or not entering or exiting the hex along a road, must pay the base terrain cost.

Where two Roads share the same hex but do not cross, a Unit must pay the base terrain cost to go from one Road to the other. Roads have no effect on Line of Sight. Roads have no effect on combat.

2.9 Rubble

Cities and Fortified hexes may be reduced to rubble. If an HE Indirect Fire artillery attack rolls a "0" when attacking a City or Fortified hex, place a Rubble counter on that hex. If the hex has an Observation Post or a Strongpoint, that Observation Post or Strongpoint is no longer considered to be in the hex. Additionally, subtract one to the defensive terrain value of the hex. This reduces a City defensive value to -4 and a Fortified hex defensive value to -5. Note that Roads are negated in a Rubble hex and the cost to enter a rubbled hex is increased (see the Terrain Effects Chart).

Engineers may clear Rubble by being in the Rubble hex, performing an Engineer action and passing a Troop Quality check. Men at Work does apply. Any OP or Strongpoint is still considered destroyed even if the Rubble has been cleared. Use the back of the Rubble counter to show this.

2.10 Slopes

Slopes are designated by an irregular white line with shading on one side. The shaded side is "Down Slope" or lower ground. The side without the shading is "Up Slope" or the higher ground.
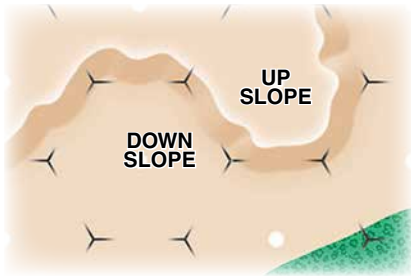
Slope hexsides block Line of Sight unless the Slope hexside is part of the spotting Units' hex or the spotted Unit's hex. **Exception:** LoS is blocked when two units are both "down slope" with the Line of Sight traced through higher ground.

A Line of Sight traced along a Slope Hexside is blocked.

Movement costs for all Units crossing a Slope hexside are increased unless moving in Column along a road.

Leg Units pay 2 additional movement points if the Unit is not in Column or 1 additional movement point if the Unit is in Column.

Wheeled and Tracked Units pay double the movement points to enter a hex across a Slope hexside.

The Defense Rating of units defending "up slope" of a Slope hexside during an Assault is decreased by 1 (i.e. -1). Slope hexsides do not modify the Fire Rating of Units firing across the hexside.

Line of Sight Example

In the situation above, the green arrow shows where the Line of Sight is clear. The two red arrows show where the Line of Sight is blocked. The Line of Sight fron 64.21 to 62.22 is blocked as both Units are downslope, and the Line of Sight is traced through higher ground. The Line of Sight is also blocked from 64.21 to 63.23 as it is traced along a slope hexside.
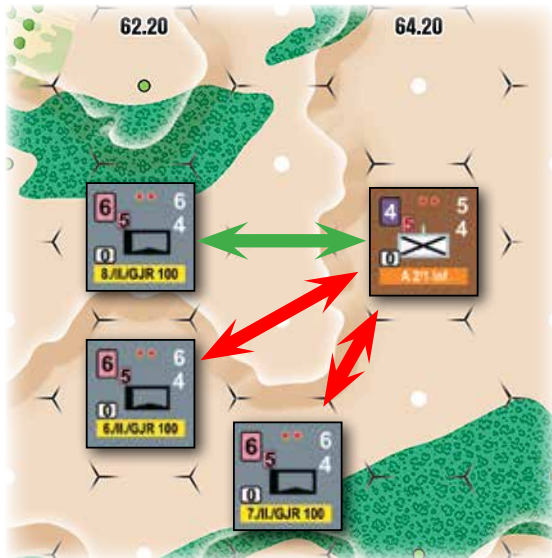
3.0 Sequence of Play

3.1 Adjustments to the Sequence of Play

Skip step A) Determine Weather. The Weather never changes.

Step B) If 0700, Determine Air and Allocate, is changed to just Allocate German Air Support. See Special Rule S11.0 Planned German Air Support.

Step F) Independent Formations, is changed to Deploy German Kampfgruppe Commanders and Attach Allied Battalions. See Special Rules S8.0 German Kampfgruppe Commanders and S9.0 Allied Attachments.

There are no other changes to the GTS 2.0 Sequence of Play.

3.2 Crete Sequence of Play

  A. Skipped

  B. If 0700, Allocate German Air Support

  C. Place Reinforcements in Reinforcement Boxes

  D. Dispatch Point Segment

  > I) Purchase Dispatch Points with Command Points

  > II) Purchase Formation Chits with Dispatch Points

  E. Artillery Parks

  > I) Create/Disband Artillery Parks

  > II) Attempt to Contact Leaders

  F. Independent Formations

  > I) Deploy German Kampfgruppe Commanders

  > II) Attach Allied Battalions

  G. Put eligible chits into the coffee mug

  H. Perform the Activation Phase

  I. Remove all Barrages; Flip all artillery Parks to Non-Fired Sides

  J. Move the Turn Record marker up one turn

4.0 Parachute Drops and Glider Landings

Player note: While the mechanics for parachute drops and glider landings are similar to those used in *The Devil's Cauldron* and *Where Eagles Dare*, simulating the German airborne assault onto Crete necessitates some differences. German paratroopers dropped without ready weapons. Most of their weapons were contained in canisters, delaying their immediate actions. Additionally, based on Ultra intercepts, the Allies were expecting an airborne assault and much more ready to engage the Germans on their drop zones.

4.1 When to Drop

German Units scheduled to arrive by parachute or glider landing arrive when the corresponding Division Activation chit is pulled that turn.

4.2 How to Drop

When the appropriate Division Activation chit is puled, place one Unit on each of the drop/landing zone (DZ/LZ) hexes. Units cannot drop in Column or mounted. No more than one Unit may land in a hex. A unit arriving by parachute or glider landing may not land in a hex containing an Enemy Unit. If forced to do so, the German Unit is eliminated.

Each Unit that arrives by parachute (not glider landing) has a paradrop marker placed on top of it. In addition, a Unit adds an extra glider/paradrop marker for each delay it suffers (more on this below, see 4.2.1). Dropped Units can be fired at during subsequent enemy activations, but the drop itself does not trigger Opportunity Fire.

To help with stacking, orange glider/paradrop markers are included that represent two glider/paradrop markers. When a delay marker is removed, replace the orange 2-delay marker with a normal yellow marker.

4.2.1 The Drop Table

All Units that drop must have their fate decided with a die roll on the Drop Table. Roll for each Unit on the Drop Table as soon as they are activated for the first time (the same Division Activation that placed them on the map). Rolling on the Drop Table does not trigger opportunity fire. The Drop Table has various results, which include elimination, Step loss, Activation delays, and no effect.

Note the numerous modifiers on the Drop Table. These are different from those in The Devil's Cauldron and Where Eagles Dare.

A Unit landing in a DZ/LZ hex suffers a +1 Drop Table modifier for every Allied Unit that projects a Fire Zone into the DZ/LZ hex.

A Unit landing in a DZ/LZ hex suffers an additional +1 modifier for every Allied AA Unit that projects a Fire Zone into the DZ/LZ hex.

So an AA unit with a Fire Zone on a DZ/LZ hex applies a total +2 modifier.

A Paradrop unit suffers a +1 and a Glider unit suffers +2 for landing in an Orchard/Vineyard, Village, or Scrub hex.

All of these modifiers are cumulative. A roll of 0 is always No Effect.

4.2.2 Glider/Paradrop Markers

Each glider/paradrop marker on a Unit takes the Unit one Action to remove. Removing a glider/paradrop marker does not trigger Opportunity Fire. A Unit with a glider/paradrop marker on it may perform no other actions, except Rally if it is Suppressed. A Suppressed Unit must Rally from Suppression before it can remove its glider/paradrop marker. Note that the restriction against performing the same Action twice in a row as a Second Action does apply to removing a glider/paradrop marker.

A Unit with a glider/paradrop marker projects a Fire Zone normally and may Opportunity Fire and defend if Assaulted.

5.0 Random Events

At the start of play, place all the Random Event counters in two opaque containers. The tan counters are placed in one container for the Allied player and blue counters in the other container for the German player. The fronts of these counters are colored coded to determine to which side they belong.

Each turn, the Random Event Chit for each side is added to the draw cup (one German chit and Allied chit). A Random Events occurs when a Player's Random Event chit is pulled. Immediately draw an Event counter from the Event Cup belonging to the side whose Random Event Chit was drawn. That player is termed the Friendly Player in the following rules.

5.1 Air Strike/Support

German Air Support: When the German Player draws this chit, roll a 10-sided die, halve the roll (round down fractions) and give the German Player that number of Luftwaffe airstrikes counters. He receives no airstrikes should he roll a "0" or "1". Immediately resolve any attacks and place the Event Chit back in the cup. If it is currently Night, treat as a no event and just return the Event counter back to the Event cup.

Allied Air Strike: When the Allied player draws this chit, he receives one (1) Luftwaffe airstrike counter (a mistaken or friendly fire attack that is performed by the Allied player on an Enemy Unit). Immediately resolve the attack and place the Event counter back in the cup. If it is currently Night, treat as a no event and just return the Event counter back to the Event cup.

To resolve each airstrike attack, choose a friendly unit. You may then place one or more airstrike counters (up to the total number you are allowed for this event) on any hex that is within 3 hexes of the friendly unit.

Resolve as a "3" white Fire Power attack on any unit on that hex. The only modifiers considered are the Direct Fire modifiers with positive values (that's right—no negative modifiers, even for entrenchments or Defense Rating!). Place all Luftwaffe airstrike counters on chosen hexes before any attack rolls take place. You don't have to declare your target (should multiple units be in the hex) but you do have to declare the hex you are attacking prior to any attack resolutions.

5.2 Greek Rout

When this event is drawn, the German player picks one Greek Unit to check for Rout. The Greek Unit conducts a Troop Quality Check. If the Greek Unit fails, he is removed from play. A Command Point may be used to pass the Troop Quality Check if the Unit is In Command. Return the Event counter back to the Event Cup.

5.3 Heroic

Place the Heroic marker on any one friendly Unit. That Unit now has its TQ increased by one and a Defense Rating reduced by one. This marker stays with this Unit until the next time the

friendly player's Random Event Chit is pulled. At that time, the marker is removed from the Unit and placed back in the event cup (before a new Event counter is chosen so that the Heroic event may be drawn again). Once the Heroic marker is removed from the Unit, its effects no longer apply to that Unit.

5.4 Intelligence

The Friendly Player may add 2 Command Points and 1 Dispatch Point to any one formation. Place the Event counter back in the cup.

5.5 Rally

Remove up to 2 Suppression Markers from friendly Units of any single Formation regardless of the presence of enemy Fire Zones. Place the Event counter back in the cup.

5.6 Tanks Breakdown

When this event is picked, the German player picks one Allied Armor Unit. That unit becomes suppressed. The Allied player may not attempt to convert this into a Cohesion Hit. Place the Event counter back in the cup.

5.7 Partisan Attack

The Allied player may attack any German Unit within 2 hexes of a Village, Town, or City hex with a "2" pink FP attack. No Modifiers apply to this attack. Place the Event counter back in the cup.

5.8 Out of Ammo

The Enemy Player picks a map in play then the Friendly Player picks one of his Units adjacent to an Enemy Unit on that map and that Friendly Unit suffers suffers a Cohesion Hit. If there are no Friendly Units adjacent to an Enemy Unit, treat this as No Event. Place the Event counter back in the cup.

5.9 Resupply Drop

Remove up to 2 Cohesion Hits from Units of any single Formation regardless of the presence of enemy Fire Zones. Any excess Cohesion Hits are ignored. Place the Event counter back in the cup.

5.10 Lost Fallschirmjägers

The German player may replace one step loss from any one Fallschirmjäger Unit. This allows a destroyed Unit to be placed back on the map in a leader's hex (at one step strength). Place the Event Chit back in the cup.

5.11 Leader Loss

The Allied Player selects a Formation then the German player replaces the Leader of that formation. Place the Replacement Leader on any unit of the formation. If the Leader has already been replaced, treat as No Event. Place the Event counter back in the cup.

5.12 Command Confusion

The German Player selects an Allied Division and that Division loses two Command Points. Place the Event counter back in the cup.

5.13 No Event

Sorry, false alarm. No Event. Place the event chit back in the cup.

6.0 Greek Units

The Greek Units (Allied Units with the light blue band and white unit symbols filled with blue) do not have formation chits or Leaders. The Greek Units on Crete were placed under nominal Allied Command.

Greek Units are In Command if they are in range of *any* Allied Leader. If Command Points are spent by these Greek Units, the points are taken from the Division to which the Leader belongs.

During Division Activation and Direct Command, Greek Units within the Command Range of any Allied Leader (of the activated division, for a Division Activation) may be activated normally. Greek Units are not activated during a Formation Activation. Greek Units do not count against the Attachment Rating of the activating leader.

Greek Units may not spot for Indirect Fire or create Rearguards.

7.0 Rearguards and Roadblocks
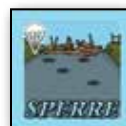
Sperre (plural Sperren) and Nachhut (plural Nachhuten) are the German words for Roadblock and Rearguard and are treated exactly the same in the Series Rules. They are created and removed in the same way as in the Series Rules for Roadblocks and Rearguards.
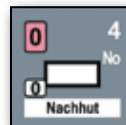
The number of Roadblocks and Rearguards available to a player is limited by the scenario instructions and is an absolute limit. Rearguards lost in combat may be reused again later in the game. Place any rearguards eliminated in any way from the map back into the Available Rearguards box on their Division Display. They may be continually reused throughout the game.

8.0 Auto-Command Units

Auto-Command units have a red Troop Quality Rating. You may ***never*** spend Command Points nor use Dispatch Points on these Units. These Units are always considered In Command.

Auto-Command Ground Units may activate only when the Direct Command Chit is pulled. They are activated just as if a Command Point was spent to activate them but no Command Point is actually required. This means they can

perform any action except an Engineering Action and cannot perform second actions.

If using Optional Rule 2.0 Allied Naval Support, Allied Naval Units are activated only when the Naval Chit is pulled.

9.0 Special Rules

The following special rules are used in some scenarios. Each scenario will state which rules are to be used and if they are modified in any way.

S1.0 Off-Map Movement

German and Allied Units may move from map-to-map by transiting to and through the Off-Map Display. During a Unit's Activation, the controlling player may move the Unit to the off-map display at the cost of 1 Command Point from the appropriate Division per unit (the Unit does not have to be In Command for the point to be spent). This Command Point to move off map is in addition to any Command Point used to activate the Unit.

If there is at least one Enemy Unit currently on the map, the activated Unit must first move to an Exit Hex. Once it reaches an Exit Hex, the Unit may immediately be placed on the Off-Map Display in the box for the map and Exit Hex.

If no Enemy Units are on the map, the active Unit may be picked up and place on the Off-Map Display. If the map has two boxes, the unit may be placed in either box.

The Unit must be capable of moving (No Suppressed Units or Units with a "No" movement). Moving to an Off-Map Display is a Movement Action.

Moving to the Off–Map Display is considered moving into a hex that is not in the Fire Zone of an enemy Unit and gets a minus one modifier for Fire Zone to non-Fire Zone movement.

Units moved to the Off-Map display remove any status markers (Cohesion Hits, Column makers…) they may have.

Wheeled, Tracked, and Leg Units with Organic Transportation may be moved from their current transit/map box to a connected one during the Unit's Division Activation.

Leg Units without Organic Transportation may be moved from their current transit/map box to a connected box during the Unit's Division Activation on a Night Turn. If the Unit's Division Activation chit is not played on the Night Turn (it is the last one drawn), the unit may move during the Unit's Division Activation of the 0700 game turn.

Units in a map box may be placed as reinforcements in the appropriate Exit hex, during the Unit's Division Activation. They may be placed overstacked, and this placement does not trigger Opportunity Fire.

If an enemy Unit occupies the Exit hex, or an enemy Fire Zone is projected into the Exit hex, reinforcements may be placed in any permissible and unoccupied map edge hex within 5 hexes of the specified Exit hex.

When Allied Units are placed as reinforcements from the Off-map Display, roll once on the Airland/Interdiction Table for each Unit ignoring any modifiers. Apply the appropriate result and place the Units in the Exit hex.

Allied and German units may occupy the same transit/map boxes on the Off-map display with no effect until Allied Withdrawal is in effect. Once Allied Withdrawal is in effect, at the end of each Night Turn, Allied units occupying transit/map boxes with German units are removed from play.

Units on the Off-map Display may not perform any Actions.

Off-Map Movement Example

In the example on the right, the CREFORCE Unit is actived under a Formation Activation, and moves into the West Exit hex of the Heraklion map. The Unit then attempts to move from this Exit Hex to the Off-Map Display.

This movement provokes Opportunity Fire from the German Unit in hex 01.10. If the German Unit rolls and passes the TQC needed in order to take the shot, the modified Fire Rating for the German Unit is 5 (6 reduced by 1 for FZ to non-FZ movement). The German player rolls a die and gets a 3, which is a Suppression. This would leave the Allied Unit stuck in the current hex, and unable to leave the map.

However, the Allied player can convert the Suppression result into a Cohesion Hit either by rolling to pass a TQC or spending 1 Command Point to automatically pass the TQC (assuming the unit is In Command).

The Allied player decides to spend the Command Point and converts the Suppression to a Cohesion Hit. The CREFORCE Unit may complete its movement and enter the Heraklion box of the Off-Map Display for the cost of 1 Command Point. As it enters the display, the Cohesion Hit marker is removed.
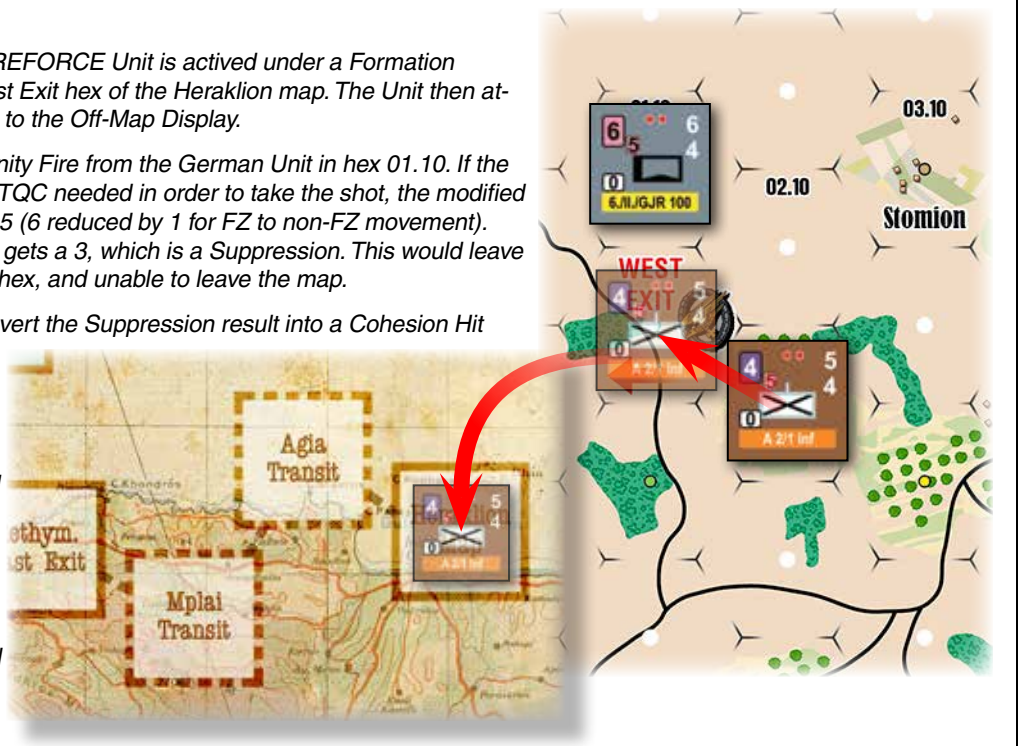
S2.0 Allied Shipping

During a Night Turn, the Allied player may ship up to two Units from one port hex to another at the cost of 1 Command Point from the appropriate Division per Unit (the Unit does not have to be In Command for the point to be spent). Moving from port to port is considered a Movement Action.

The Unit must be capable of moving (No Suppressed Units or Units with a "No" movement). Moving to the Off–Map Display is considered moving to an adjacent clear hex that is not in a Fire Zone for the purposes of Opportunity Fire. After paying the Command Point and resolving any Opportunity Fire, an activated Unit in a port hex is simply picked up and placed in another port hex not occupied by an enemy unit or in an enemy Fire Zone. This ends the Unit's activation. The Command Point to ship a unit is in addition to any Command Point used to activate the Unit.

Units moved from Port to Port via Allied Shipping remove any status markers (Cohesion Hits, Column markers…).

S3.0 Ad-hoc Airdrops

Starting on the Night Turn of 26 May, the German player may move up to three German 7. Flieger-Division Units from an airfield hex to the air-drop box of the Off-Map Display at the cost of 1 Command Point per Unit (the Unit does not have to be In Command for the point to be spent). Units in an enemy Fire Zone may not be moved to the Air Drop Box of the Off-map Display.

After paying the Command Point for an activated 7. Flieger-Division Unit in an airfield hex, pick up and place the Unit in the Air Drop Box on the Off Map Display, ending its activation. The Command Point to transfer the unit to the Air Drop Box is in addition to any Command Point used to activate the unit. This is considered a Movement Action.

Units in the Air Drop Box of the Off-map display may enter as reinforcements during the 0700 or 1500 game turn via Parachute drop (rule 4.0) on any map. The German player designates any Clear, Orchard/Vineyard, Scrub, or Village hex a Drop Zone. All Units from the Air Drop Box must be placed at the same time and must drop on or adjacent to the Drop Zone hex.

Airlanding Reinforcements (see S7.0) may not be received on a turn the German conducts Ad-hoc Airdrops.

S4.0 Supply Determination

Starting on the Night Turn of 23 May, during *Step C: Place Reinforcements in Reinforcement Boxes* of the Sequence of Play, each player rolls a die to determine the supply status of his forces on each map.

On a roll of 1 or less, supplies arrive and the Supply marker for the map is moved left (increasing supply status). On a roll of 7 or more, the supply situation worsens and the Supply marker is moved down one level (so if currently on Reduced Supply, move the marker down to Diminished Supply), and if already at Emergency Supply, leave the status unchanged.

If the Allied Player does not control a Port hex on the map, supply status cannot be increased.

If the German Player controls an Airfield on the map, his supply status may not be decreased (S6.0 Port and Airfield Control).

The supply status is tracked on the Off-Map Display.

The supply marker has 4 stages: Full Supply, Reduced Supply, Diminished Supply, and Emergency Supply. Full Supply and Reduced Supply have no effect on gameplay.

While under Diminished supply, the Troop Quality Rating for all units on the affected map(s) is reduced by 1.

While under Emergency supply, the Troop Quality Rating for all units on the affected map(s) is reduced by 2. Additionally, all Fire Ratings are reduced by 1.

Supply status does not affect Greek Units.

S5.0 Allied Morale and Allied Withdrawal
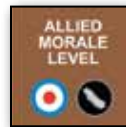
Each scenario, if applicable, will state the starting Allied Morale level. The Allied Morale level can never go above this value. During the course of the scenario this value will decrease or increase (to a maximum of the starting level) based on events.

-1	Each Allied non-Greek step eliminated
-3	Allied Diminished Supply Status Maleme - Suda
-4	Each Naval Unit Eliminated
-5	Allied Emergency Supply Status Maleme - Suda
±10	Control of an Airfield/Port
+1	Each German step eliminated

The Morale level is adjusted down when the Germans gain control of an Airfield or Port and back up if the Allies regain control (see S6.0). Control and the Morale level may be adjusted several times. The Morale level is adjusted only the first time the Allies reach Diminished or Emergency Supply status on the Maleme – Suda map area. Adjust the Morale level the instant that an applicable event occurs.

Should the Morale level fall below 1 at any point in the game, Allied Withdrawal is triggered. Flip the Allied Morale marker to the "Withdraw" side. Allied Withdrawal remains in effect for the remainder of the game and adjustments are only made for withdrawing units.

Allied Units no longer have to pay a Command Point to move to the off-map display. The moment Allied Withdrawal is triggered, the Allied player removes all Units with a "No" movement. The Allied player may begin exiting forces off Sfakia Exit and Heraklion Withdrawal hexes (Sfakia Exit Map: hex 78.67 and Heraklion Map: hex 28.26).

During a Night Turn, the Allies may also withdraw up to two Units from a port hex. The Units must start their activation on the port hex and are simply removed from play.

For each each Allied, non-Greek unit withdrawn, increase the Allied Withdrawal Level by 1. The "'Withdrawal" level is used to determine victory levels.

Once Allied Withdrawal is in effect, during *Step C: Place*

Reinforcements in Reinforcement Boxes, of each Night Turn, the Allied player conducts a TQ check for each Greek Unit. If the unit fails the TQ check, it is removed from play. Command Points may be spent to pass the TQ check if the Greek Unit is In Command.

S6.0 Port and Airfield Control

All Ports and Airfield start under Allied Control unless specified in the scenario special rules.

Control of a Port or Airfield hex is gained by being the last player to occupy the hex.

For adjusting Allied Morale, the German must control all the hexes of an airfield.

S7.0 German Reinforcements

German Airland Reinforcements are available starting at 1700 on 21 May. The German player must control (S6.0) two connected runway hexes of an Airfield in order to place Airland Reinforcements.

Serials are available to arrive as reinforcements, and they must arrive in order. The previous serial has to be airlanded before the next serial is available as reinforcements.

Airlanding Reinforcements may arrive on the following game turns.

21 May	1700, 1900
22 May	0700, 1100, 1500, 1900
23 May	0700, 1100, 1500, 1900
24 May	0700, 1500, 1900
25 May	0700, 1500
26 May	0700, 1500
27 May	0700, 1500
28 May	0700, 1500
29 May	0700, 1500

All units in a serial must arrive at the same Airfield. Airland reinforcements are placed in any controlled Airfield hex when the Division Activation Chit is drawn. Units may be placed in Column and/or mounted and may be overstacked.

German Airland reinforcements arriving at an Airfield with at least one hex in a Fire Zone must roll on the Airlanding/Interdiction table when placed.

German Airland reinforcements may not be activated the turn they arrive as reinforcements. Place an Airlanding Delay marker on each stack. Remove it during the next Division Activation, before Activating the Unit. This is not an Action.

Airlanding Reinforcements may not be received on a turn the German conducts Ad-hoc Airdrops (see S3.0).

S8.0 German Kampfgruppe Commanders

Each German Division has Kampfgruppe Leaders that may be placed on any unit of the Division during *Step F. Independent Formations, 1)*

Deploy German Kampfgruppe Commanders of the Sequence of Play. Once placed, they are not removed from the map.

This Leader may be placed on any Unit and keeps all Units within his command range "In Command" in order to do something that requires it to be In Command (e.g., perform a Second Action, spend a Command Point to pass a TQ Check), or that would be affected if the Unit was Out of Command (e.g., avoid negative Troop Quality penalty for being out of command). During a Formation Activation, Units of the Commander's Formation and Independent Units within Command Range of a Kampfgruppe Commander are considered to be In Command. Independent Units that are In Command through a Kampfgruppe Commander count against the Formation Leader's Attachment Rating.

Kampfgruppe Leaders move like normal Leaders, i.e. they may transfer at the end of the Division Activation.

S9.0 Allied Attachments

Each Allied Division may attach one Battalion from one Brigade Formation to another.

During *Step F: Independent Formations* of the Sequence of Play, the Allied player announces the attachment: designating the Battalion and identifying all the subordinate units and its new parent formation.

The attached Battalion in now commanded by the new parent formation leader and is activated with that Formation activation. No roll is required.

Only one Battalion may be attached at any time, per Division, and remains attached until the next game turn, when it can return to its original Brigade Formation, be attached to another brigade, or remain with the current Brigade Formation. Place the Battalion's Attachment marker in the Brigade Box on the Allied Command card as a reminder.

S9.1 Allied Battalions

Below is a list of the Units that belong to each Battalion that can be attached.

CREFORCE

7 Med RAA: A/7 Med RA; B/7 Med RA; C/7 Med RA

2/Black Watch: A 2/B W; B 2/B W; C 2/B W; D 2/B W; S(Mtr) 2/B W

1/A & S Hlds: A 1/A & S; B 1/A & S; S(Mtr) 1/A & S

2/8 Inf Bn (AUS): B 2/8 Inf; C 2/8 Inf; S(Mtr) 2/8 Inf

2/7 Inf Bn (AUS): A 2/7 Inf; B 2/7 Inf; C 2/7 Inf; D 2/7 Inf; E 2/7 Inf; S(Mtr) 2/7 Inf

Dock Def Force: RN DDF; NZE DDF; RE DDF; Res DDF; 42 Fld RE

Royal Marines: A RM Bn; B RM Bn; C RM Bn

1st Rangers: A 1 Rangers; B 1 Rangers; S(Mtr) 1 Rngr

2/2 AUS Fld: A 2/2 Aus Fld; B 2/2 Aus Fld

1st Welch: A 1 Welch; B 1 Welch; C 1 Welch; D 1 Welch;

S(Mtr) 1 Welch

2/4 Inf (AUS): A 2/4 Inf; B 2/4 Inf; C 2/4 Inf; D 2/4 Inf; S(Mtr) 2/4 Inf

2/Yorks & Lancs: A 2/Y & L; B 2/ Y & L; C 2/ Y & L; D 2/ Y & L; S(Mtr) 2/ Y & L

2/Leicesters: A 2/Leics; B 2/Leics; C 2/Leics; D 2/Leics; S(Mtr) 2/Leics

2/1 Inf (AUS): A 2/1 Inf; B 2/1 Inf; C 2/1 Inf; D 2/1 Inf; S(Mtr) 2/1 Inf; HQ 2/1 Inf

2/11 Inf (AUS): A 2/11 Inf; B 2/11 Inf; C 2/11 Inf; D 2/11 Inf; S(Mtr) 2/11 Inf

16 Aus Com: A 16 Aus Com; B 16 Aus Com; C 16 Aus Com

17 Aus Com: A 17 Aus Com; B 17 Aus Com; C 17 Aus Com

Royal Periv: A Royal Periv; B Royal Periv; C Royal Periv; D Royal Periv

106 RHA: A 106 RHA; B 106 RHA; C 106 RHA

N Hussars: A/N Hussar; B/N Hussar

Note: **Layforce** has no Attachment Chit, and cannot be attached.

2/8 Fld RAE is not part of a battalion

2nd New Zealand Infantry Division

18 Bn: A 18 Bn; B 18 Bn; C 18 Bn; D 18 Bn; S(Mtr) 18 Bn

19 Bn: A 19 Bn; C 19 Bn; D 19 Bn; S(Mtr) 19 Bn

20 Bn: A 20 Bn; B 20 Bn; C 20 Bn; D 20 Bn; S(Mtr) 20 Bn

21 Bn: A 21 Bn; B 21 Bn; C 21 Bn; D 21 Bn; S(Mtr) 21 Bn

22 Bn: A 22 Bn; B 22 Bn; C 22 Bn; D 22 Bn; S(Mtr) 22 Bn

23 Bn: A 23 Bn; B 23 Bn; C 23 Bn; D 23 Bn; S(Mtr) 23 Bn; 1 HQ 23 Bn; 2 HQ 23 Bn

28 Maori: A 28 Maori; B 28 Maori; C 28 Maori; D 28 Maori; S(Mtr) 28

10 Comp Bn: 4 Nz Fld Regt; 5 NZ Fld Regt; NZ Div Supply; NZ Div Cav Det; RMT; NZ Div Petrol

FPC; 7 NZ Fld; 19 A Trp are not part of a battalion

S10.0 Divisional Trucks

There are a series of Units labeled Divisional Trucks and these appear at the start of play or as reinforcements. These are kept off the map until used.

If In Command, a Unit of the owning Division may use these assets. As an Action, a Leg or Gun Unit with a ★ movement, may mount just as if it had Organic Transportation. Take an available Divisional Truck from the Unit's Division Display and place the Divisional Truck on top of the Unit now mounted in the trucks. The Divisional Truck is a white-striped Unit and the Unit loaded in it is inactive while it is loaded into the Divisional Truck. When the loaded Unit dismounts, remove the Divisional Truck from the map and

put it back on its Division Display; it is kept off map until used again. The Unit may not be active during the activation it dismounts. If any Divisional Trucks are eliminated or abandoned while in play, these assets are removed from the game; otherwise, even if they suffered a step loss while in play, they return to the display at full strength and they can be reused an unlimited number of times.

Divisional Trucks can only be placed on Units that are currently active but haven't performed any actions yet. If you place a Truck on a one-step unit, the Truck is also placed as a one-step Truck. You never "make change" with Trucks. If you pull a Truck off the Division Display and place it on a one-step Unit, you don't leave a one-step Truck on the Display. Zero-step units may never use Divisional Trucks.

Divisional Trucks may only be used on the Maleme, Canea-Suda, and Georgeoupolis maps.

Allies receive two Divisional Trucks for the 2nd New Zealand Division and two Divisional Trucks for CREFORCE command.

The turn following simultaneous German control of all three hexes of Maleme Airfield, with no Allied Fire Zones to any hex of the airfield, the German player receives one Divisional Truck for each Division.

S11.0 Planned German Air Support

During Step B of each 0700 turn, starting on 22 May, the German player may allocate 4 Luftwaffe airstrikes for use during the day. He designates how many of the 4 counters will be used each turn. Place the Air Strike counters on the turn record track for the turn they will be used. Each airstrike counter may only be used once per day.

Airstrikes are resolved when a Division Activation (either the 7. Flieger-Division or 5. Gebirgs Division) chit is drawn on the designated turn as per 5.1 Air Strike/Support.

10.0 Optional Rules

The following are optional rules that may be used if both players agree to them.

O1.0 German Free Drops

The German organizes his airborne reinforcements into Battalion Sticks consisting of all the Units of a Battalion (3 – 5 units) plus up to one additional Independent Unit. The regimental companies of FJR 1, FJR 2, and FJR 3, the 13. and 14. companies of each regiment, are grouped into a 2-company "battalion" for forming Battalion Sticks.

3. FA Abt 7 is not available to arrive via airdrop. Dets Muerbe, Gentz, and Altmann as well as KG Ramcke and KG Vogel Units are not available; use the optional counters with true unit designations. The 7 and 8 II/FJR 2 fall under command of FJR 2 not FJR 1; again, use the optional counters. Optional Campaign game counters have a black border around the nameplate and colored Unit symbols.

When German player receives reinforcements by parachute/glider landing, he designates any Clear, Orchard/Vineyard, Scrub, or Village hex a Drop Zone Target hex. All Units from a Battalion Stick must be placed in the designated Drop Zone

Target hex or adjacent to it, one Unit per hex. There must be at least two hexes between each Drop Zone Target hex.

For each Battalion Stick, roll on the table below to determine if the Stick is subject to scatter.

Turn	Stick Scatters on a Die Roll of
20 May 0700	8 - 9
20 May 1500	6 - 9
20 May 1700	5 - 9
20 May 1900	7 - 9
21 May 1500	8 - 9
24 May 1500	8 - 9

There is a +1 Scatter modifier for every Allied Unit that projects a Fire Zone either into the Drop Zone Target hex or adjacent hex, and another +1 modifier for every Allied AA Unit that projects a Fire Zone into the Drop Zone Target hex or adjacent hex. This means that an AA unit with a Fire Zone on Drop Zone Target hex or adjacent hex applies a total +2 modifier.

For each Unit in a Battalion Stick subject to Scatter, roll 1D6 to determine direction and 1D10/3 (round fractions up) for distance to determine where they land. German Airborne Reinforcements that land in a Water, City, or Town hex or on an Enemy Unit are eliminated.

Example of the direction of scatter d6 die roll.

Once placed, all Units continue with the Paradrop and Glider Landing as per 4.2, How to Drop.

O2.0 Allied Naval Support

Allied naval support was available during the battle and even showed up the night of 22 May when the Destroyers Kelly, Kashmir, Kelvin and Jackal bombarded Maleme Airfield with little effect. Despite the Allied naval success against the Axis invasion convoys, the British navy was severely damaged by the Luftwaffe (3 cruisers sunk, 6 damaged, and 6 destroyers sunk, 7 damaged). Thereafter, support was restricted to some nighttime supply runs and then the evacuation.

This optional rule allows the Allied player added naval support at the risk of losing ships and affecting his morale.

O2.1 Allied Naval Availability

22 May, Night. During *Step C: Place Reinforcements in Reinforcement Boxes*, place a DD Flotilla in any Naval Box on any map and place the Naval Target Zone marker as per O2.7 Move Naval Target Zone Marker. Add the Naval Chit to the mug.

25 May, Night. During *Step C: Place Reinforcements in Reinforcement Boxes*, place Ajax, Dido, and two DD Flotilla

Naval Units in any Naval Box on any map and place the Naval Target Zone marker as per O2.7 Move Naval Target Zone Marker. Add the Naval Chit to the mug if not already included.

O2.2 The Naval Chit

Starting on the Night Turn of 22 May, the Allied player adds the Naval Chit to the mug. The Naval Chit is automatically added each turn when Naval Units are present on any map. When the Naval Chit is drawn, play proceeds to the naval sub-phase.

O2.3 Naval sub-phase

Step 1: Activate Naval Units.

Step 2: German Air Attacks (skip during a Night Turn).

Step 3: Move Naval Units.

Step 4: Move Target Zone Marker.

O2.4 Step 1 Activate Naval Units

Naval Units are activated to Rally or Fire at shore targets.

Naval Units may Rally normally to remove Suppression and Cohesion Hits. They are never considered to be in an enemy Fire Zone.

To fire, the Allied player picks a ship from the Naval box and a target enemy Unit that is in line of sight of the Naval Target Zone marker. Calculate the range from the Naval Target Zone Marker and add 20 to ensure the ship is in range. The Allied Player now takes the shot, treating it as Indirect HE fire according to the GTS rules.

Two things to remember, the maximum Line of Sight distance at Night is 3 hexes and all Combat Strengths are reduced by 2 at Night.

O2.5 Step 2 German Air Attacks

If it is a daylight turn, each naval unit suffers a white six (6) air attack. Remember the only modifiers considered are the Direct Fire modifiers with positive values (that is right—no negative modifiers, even for Defense Rating). Adjust the Allied Morale for any Naval Unit losses.

O2.6 Step 3 Move Naval Units

Naval Units may remain in place, move to the Naval Box on another map, or be withdrawn back to Egypt and removed from play. Suppressed Naval Units may not move to another map but may still withdraw to Egypt. Once Naval Units are withdrawn, they remain out of play for the rest of the game. Once Allied Withdrawal is in effect, Naval Units must be withdrawn.

All Naval Units must remain together when in play but may be withdrawn individually.

O2.7 Move Naval Target Zone Marker

Move the Naval Target Zone Marker to a hex along the coast. The Target Zone Marker must be on the same map as Naval Units.

If all the Naval Units have been withdrawn, re-

move the Target Zone Marker.

O3.0 Allied Coastal Artillery

Allied coastal artillery was deployed in two gun sections, primarily focused around Suda Bay and the ports with one section near the Maleme Airfield. It remained oriented toward a seaborne assault and did not contribute significantly to the land battle. Nevertheless, the Allied Coastal Artillery units are included for completeness and can be used to add some firepower to the Allies.

Allied Coastal Artillery have a Black Fire Rating and are treated as Indirect HE Units for purposed of fire mechanics. They are exempt from the restriction of being in an Artillery Park in order to gain contact with a Leader but otherwise, they work the same way as other indirect fire Units. That is, they may self-spot or be put in contact with any friendly leader. They may use any Unit that is In Command of the leader to which they are attached (including In Command Independent Units) as a spotter. When firing, these Units use the Black row on the CRT.

Allied Coastal Artillery Setup

Maleme - Canea Map: Z CD Bty Rm (09.06)

Suda Map: 2 15 Coast RA (76.16); 3 15 Coast RA (53.06); 4 15 Coast RA (81.21)

Georgeoupolis Map: X CD Bty RM (98.40)

Heraklion Map: 1 15 Coast RA (19.08)

O4.0 Table Space

The parts of the Battle for Crete fought around Rethymnon and Heraklion were really focused on the cities and air-fields. In order to alleviate some table space requirements for players, *Operation Mercury: the Invasion of Crete* includes smaller map sheets covering the essential areas for the fights around Rethymnon and Heraklion, both for the Rethymnon and Heraklion scenarios and the Campaign Scenario.

Adjustments for the smaller map sheets are:

Rethymnon Map

Change:

Reinforcements

20 May

1500: Drop One

Stick Five (arrives via Parachute): 3./I./FJR 2 (DZ: 42.07)

To:

20 May

1700: 3./I./FJR 2 (36.09)

Heraklion Map

Change:

Reinforcements

20 May

1700: Drop One

Stick One (arrives via Parachute): 1./I./FJR 1, (DZ: 46.10)

To:

20 May

1900:

1./I./FJR 1 (38.10)

Change:

20 May

1900: Drop Two

Stick One (arrives via Parachute): 3./I./FJR 1 (DZ: 46.10)

To:

20 May

Night:

3./I./FJR 1 (38.10)

Change:

20 May

Night:

2./I./FJR 1: (47.11)

To:

21 May

0700:

2./I./FJR 1: (38.10)

Change:

24 May

Allies – 14th Infantry Brigade

24 May

1500: Det C 7 RTR, (28.26)

1700: 1/A & S Hlds (28.26)

To:

24 May

1500: Det C 7 RTR, (29.26)

1700: 1/A & S Hlds (29.26)

Finally, during Allied Withdrawal, the Allies may exit forces off the Heraklion Map at 29.26.

11.0 Scenarios

General Comments

For the scenario, please remember the following:

All Units start at full strength, unless otherwise noted.

Leaders stack with any of their Units at setup, unless otherwise noted.

All Units may setup mounted or not, in Column or not (observing stacking limits) at the owning player's choice except when otherwise noted.

No Indirect HE contact markers are placed at setup, unless otherwise noted.

Reinforcements may arrive overstacked.

Leaders arrive with any Unit of their Formation on the first turn a Unit arrives.

The last chit drawn for a turn becomes the first chit in play the next turn, except when otherwise noted.

The German Direct Command chit is labeled "*Direkten Befehl*".

The Dispatch Rating and Command Rating of a Division can be tracked on the Divisional Charts using the appropriate Command Rating and Dispatch Rating Markers.

In scenarios that start with a German para drop, scenarios 1 – 6 and 11 – 13, the Germans do not roll for or receive Dispatch or Command points during the first activation.

Air Strikes received by Scenario Special Rules in conjunction with para drops, scenarios 1 – 6 and 11 – 13, should be resolved before placing para drop reinforcements.

Learning Scenario

"Storming the Kastelli"

0900 24/5/41 – 1700 24/5/41

Description

Despite success at Maleme and the flow of air landing reinforcements, the German commander on Crete, General der Gebirgstruppe Ringel, realized he needed a port if armor reinforcements were going to be possible. He dispatched the reinforced Gebirgs Pioneer Battalion 95 under command of Maj Schaette to attack and seize the small Port of Kastelli.

After defeating the initial airborne assault, the 1st Greek Regiment, under command of a NZ major, waited with no news of the fighting elsewhere.

Scenario Map and Length

The scenario starts on the 0900 turn of May 24th. The scenario ends when the last chit is drawn on the 1700 turn of May 24st (this last chit is not played).

Use the Campaign Counters and the Kastelli Map.

Allied Setup

2nd New Zealand Division, *1 Inf (Greek):* 1 A/1 Inf; 2 A/1 Inf; 3 A/1 Inf; 1 B/1 Inf; 2 B/1 Inf; 3 B/1 Inf (6 units) place one in each hex; 02.02, 03.04, 04.05, 08.05, 10.05, 12.05

2nd New Zealand Division, *Kastelli Police:* Kastelli place in hex 06.05

Axis Setup

5. Gebirgs Division, *Gebirgs-Pionier-Bataillon 95 (Independent).* 1. Geb.Pi. 95; 2. Geb.Pi. 95; 3. Geb.Pi. 95 (3 Units) with Kgr. Commander Maj Schaette placed in hex 15.06

Reinforcements

Allies

None

Axis

24 May

1100

5. Gebirgs Division, *Gebirgs-Panzerjäger-Abteilung 95 (Independent).* 1. Geb.Pz.Jäg. 95 placed in hex 15.06

Note: the German forces set-up on the map and are not reinforcements. They are In Command to start.

Command Values

Dispatch ratings are not used. Instead, each turn place the Allied and German Direct Command, 5. Gebirgs Division and the 2nd NZ Division Activation in the Cup. The Axis Direct

Command (Direkten Befehl) is the first chit played 0900 24 May.

The 2nd NZ Division has a Command Rating of 2. The 2nd NZ Division starts with 4 Command Points.

The 5. Gebirgs-Division has a Command Rating of 3. The 5. Gebirgs-Division starts with 6 Command Points.

Special Scenario Rules

Major Bedding is placed with any Greek Unit and allows Greek Units on the Kastelli map to be In Command. Neither Major Bedding nor any Greek Unit may leave the Kastelli map.

The Germans receive Air Support, using 2 Luftwaffe airstrikes counters, as per Rule 5.1 for use when the 5. Gebirgs Division Activation chit is drawn of 0900 24 May.

Victory Conditions

The German player wins if he controls the Port of Kastelli (06.04) the end of any game turn. Otherwise the Allied player wins.

Special Rules in Effect

S6.0 Port and Airfield Control

S8.0 German Kampfgruppe Commanders

Scenario 1

"SNAFU"

1500 20/5/41 – 1900 21/5/41

(Rethymnon Historical Airdrops)

Description

While innovators in airborne operations, the German execution of paradrops was crude by late war allied standards that used well-timed massed jumps preceded by pathfinders to designate and mark drop zones.

Historically during the Invasion of Crete, the departures and flights for the afternoon drops on 20 May 1941 were not well coordinated and plagued by delays and weather. After a short and ineffective aerial bombardment, transports started to arrive over Rethymnon and the surrounding area haphazardly.

Compounding the uncoordinated drops was the poor German intelligence that estimated no Allied troops were in the area. This led to drop zones almost on top of allied troops with aircraft and paratroopers engaged during the drop.

Nevertheless, the Fallschirmjägers collected themselves on the ground the best they could and carried out their missions.

Scenario Map and Length

The scenario starts on the 1500 turn of May 20th. The scenario ends when the last chit is drawn on the 1900 turn of May 21st (this last chit is not played).

Use the Rethymnon Scenario counters for Formation Units and the Rethymnon Map.

Allied Setup

CREFOR, *19th Australian Infantry Brigade*

2/1 Inf (AUS): A 2/1 Inf (29.11); B 2/1 Inf (29.14); C 2/1 Inf (28.12); D 2/1 Inf (29.13); HQ 2/1 Inf (27.13); S(mtr) 2/1 Inf (27.14). Units may be set up in IP.

2/11 Inf (AUS): A 2/11 Inf (25.14); B 2/11 Inf (22.15); C 2/11 Inf (22.14); D 2/11 Inf (23.14); S(mtr) 2/11 Inf (24.14). Units may be placed in IP.

Independent: Det A 7 RTR; place in hex 28.14.

Independent: 2/1 MG; place in hex 29.12. May be placed in an IP.

Independent: B 2/3 RAA; place in hex 31.12.

Independent: Sec 106 RHA; place in hex 25.14.

1/4 Inf (Greek): 1 1/4 Inf, 2 1/4 Inf, and 3 1/4 Inf (3 units); place randomly, one unit per hex, in 25.15, 25.16, and 26.15.

2/4 Inf (Greek): 4 2/4 Inf, 5 2/4 Inf, and 6 2/4 Inf (3 units); place randomly, one unit per hex, in 26.13, 26.14, and 27.15

1/5 Inf (Greek): 1 1/5 Inf, 2 1/5 Inf, and 3 1/5 Inf (3 units); place randomly, one unit per hex, in 26.16, 27.16, and 28.16.

2/5 Inf (Greek): 4 2/5 Inf, 5 2/5 Inf, and 6 2/5 Inf (3 units), place randomly, one unit per hex in 26.17, 27.17, and 28.17.

Greek Police: Rethymnon, Platanias, Gallos, and Perivolia (4 units); place randomly, one unit per hex, in 08.14, 09.14, 09.15, and 10.14.

Axis Set-up

None

Reinforcements

Allies

None

Axis

20 May

1500: Drop One

Fallschirmjäger-Regiment 2

Stick One (arrives via Parachute): 9./III./FJR 2, 11./III./FJR 2, 1. Fsch. MG 7, 2. Fsch. Flak 7, and 2. Fsch.Art. 7 (5 units) (DZ: within 1 hex of 17.15 and/or 19.15, one unit per hex)

Stick Two (arrives via Parachute): 10./III./FJR 2, 12./III./FJR 2, 13. FJR 2, and 14. FJR 2 (4 units) (DZ: within 1 hex of 33.14, one unit per hex)

Stick Three (arrives via Parachute): 2./I./FJR 2 (DZ: 25.12)

Stick Four (arrives via Parachute): 1./I./FJR 2, 4./.I/FJR 2, and 2. Fsch. MG 7 (3 units) (DZ: within 1 hex of 31.11, one unit per hex)

Stick Five (arrives via Parachute): 3./I./FJR 2 (DZ: 42.07)

Command Values

The 19th Brigade (Australian) has a Command Rating of 4 and Dispatch Rating of 1. The 19th Australian Brigade starts with 3 Command Points and 1 Dispatch Point.

The Fallschirmjäger Regiment 2 has a Command Rating of 4 and a Dispatch Rating of 2. The Fallschirmjäger Regiment 2 starts with 3 Command Points and 2 Dispatch Points.

Place the German and Allied Direct Command, the German and Allied Event, 19th Brigade (Australian), I./FJR 2 and III./FJR 2 formation chits in the cup. The Fallschirmjäger Regiment 2 chit is the first in play.

The Allies control all Victory Hexes at the start.

Special Scenario Rules

Player should use the special Rethymnon scenario card.

Start with step H Perform Activation Phase, of the Sequence of Play.

The Germans do not receive Command or Dispatch points the first turn.

The Germans receive Air Support, using 4 Luftwaffe airstrikes counters, as per Rule 5.1 during the Fallschirmjäger Regiment 2 activation on the first turn. Ignore the requirement to place the airstrike within 3 hexes of a friendly unit.

The German Random Event chit for Leader Loss is not used.

The Allies have 4 Rearguards available.

The Germans have 2 Nachhuten available.

Victory Conditions

The German player wins if he controls the Port of Rethymnon (08.13) and the two airfield hexes (27.12 and 28.11) at the end of any game turn. The Allied player wins if he has eliminated 13 German steps. If both players or neither player achieves their objective, the result is a draw.

Special Rules in Effect

S6.0 Port and Airfield Control

Scenario 2

"With Expected German Precision"

1500 20/5/41 – 1900 21/5/41

(Planned Airdrops)

Description

The original German planning was for all of III./FJR 2 and its attachments to drop between Rethymnon and the airfield and I./FJR 2 to drop east of the airfield with an assault element dropping just west of the airfield. This scenario allows for concentrated German drops.

Scenario Map and Length

Scenario Length, Command Values, and Special Scenario Rules are the same as Scenario 1, "SNAFU".

Use the Rethymnon Scenario counters for Formation Units and Rethymnon Map.

Allied Setup

CREFOR, *19th Australian Infantry Brigade*

2/1 Inf (AUS): A 2/1 Inf, B 2/1 Inf, C 2/1 Inf, D 2/1 Inf, HQ 2/1 Inf, and S(Mtr) 2/1 Inf (6 Units); place within two hexes of 29.14, one unit per hex. Units may be set up in an IP.

2/11 Inf (AUS): A 2/11 Inf, B 2/11 Inf, C 2/11 Inf, D 2/11 Inf, and S(Mtr) 2/11 Inf (5 Units); placed within two hexes of 24.14, one unit per hex. Units may be set up in an IP.

Independent: Det A 7 RTR; place in hex 28.14.

Independent: 2/1 MG; place within two hexes of 24.14 or 29.14. May be place in an IP.

Independent: B 2/3 RAA; place within one hex of 29.14.

Independent: Sec 106 RHA; place within one hex of 24.14.

1/4 Inf (Greek) and 2/4 Inf (Greek): 1 1/4 Inf, 2 1/4 Inf, 3 1/4 Inf, 4 2/4 Inf, 5 2/4 Inf, and 6 2/4 Inf (6 units); place within one hex of 26.14, one unit per hex.

1/5 Inf (Greek) and 2/5 Inf (Greek): 1 1/5 Inf, 2 1/5 Inf, 3 1/5 Inf, 4 2/5 Inf, 5 2/5 Inf, and 6 2/5 Inf (6 units); place within one hex of 26.17, one unit per hex

Greek Police: Rethymnon, Platanias, Gallos, and Perivolia (4 units); place within one hex of 09.15, one unit per hex.

Axis Set-up

None

Reinforcements

Allies

None

Axis

20 May

1500: Drop One

Fallschirmjäger-Regiment 2

Stick One (arrives via Parachute): 9./III./FJR 2, 10./III./FJR 2, 11./III./FJR 2, 12./III./FJR 2, 1. Fsch. MG 7, 2. Fsch. Flak 7, and 2. Fsch.Art. 7 (7 units) (DZ: within 1 hex of 17.15 and/or 19.15, one unit per hex)

Stick Two (arrives via Parachute): 2./I./FJR (DZ: 25.12)

Stick Three (arrives via Parachute): 1./I./FJR 2, 3./I./FJR 2, 4./I./FJR 2, 13. FJR 2, 14. FJR 2, and 2. Fsch. MG 7 (6 units) (DZ: within 1 hex of 32.10 and/or 34.10, one unit per hex)

Victory Conditions

The German player wins if he controls the Port of Rethymnon (08.13) or the two airfield hexes (27.12 and 28.11) at the end of the game. The Allied player wins if he has eliminated 11 German steps. If both players or neither player achieves their objective, the result is a draw.

Special Rules in Effect

S6.0 Port and Airfield Control

Scenario 3

"A Heraklion Effort"

1700 20/5/41 – Night 22/5/41

Description

After the morning parachute drops and landings around Maleme and Canea, the German aircraft returned to Greece to embark the second wave of Fallschirmjägers. Unfortunately, aircraft losses and delays threw the second wave into disorder.

The British 14th Infantry Brigade had been forewarned and was prepared for the airborne assault with its units deployed tightly around Heraklion and the airfield.

The Fallschirmjäger Regiment 1 jumped spread out in space and time but nevertheless, gathered up and tried to carry out their mission to capture the airfield and port.

Scenario Map and Length

The scenario starts on the 1700 turn of May 20th. The scenario ends when the last chit is drawn on the Night Turn of May 22nd (this last chit is not played).

Use the Heraklion Scenario counters for Formation Units and the Heraklion Map.

Allied Setup

14th Infantry Brigade

2/Black Watch: A 2/B W (29.12); B 2/B W (30.10); C 2/B W (28.09); D 2/B W (30.09); S(mtr) 2/B W (31.12). Units may be placed in IPs.

2/4 Inf (AUS): A 2/4 Inf (27.11); B 2/4 Inf (26.12); C 2/4 Inf (27.10); D 2/4 Inf (26.10); S(mtr) 2/4 Inf (26.11). Units may be placed in IPs.

7 Med RA: A/7 Med RA (24.07); B/7 Med RA (23.09); C/7 Med RA (22.08). Units may be placed in IPs.

2/Leicesters: A 2/Leics (23.11); B 2/Leics (23.10); C 2/Leics (23.12); D 2/Leics (23.13); S(mtr) 2/Leics (23.12). Units may be placed in IPs.

2/York & Lanc: A 2/Y & L(21.10); B 2/Y & L(22.11); C 2/Y & L(22.10); D 2/Y & L(21.11); S(mtr) 2/Y & L(21.11). Units may be placed in IPs.

Independent: Det B 7 RTR and Det A 3 Hussa. (2 units); place randomly, one unit per hex in 27.07 and 31.10.

Independent: 7 AUS Lt AA, A 156 Lt AA, and 4 C Hvy AA RM (3 units); place randomly, one unit per hex in 27.09, 30.08, and 28.07.

Independent: 234 Med RA; place in hex 28.10.

1/3 Inf (Greek): 1 1/3 Inf, 2 1/3 Inf, and 3 1/3 Inf (3 units); place randomly, one unit per hex, in 16.08, 17.08, and 17.09.

1/7 Inf (Greek): 1 1/7 Inf, 2 1/7 Inf, and 3 1/7 Inf (3 units); place randomly, one unit per hex, in 16.11, 18.11, and 19.11.

5 Garrison (Greek): 1/5 Garrison, 2/5 Garrison, 3/5 Garrison (3 units); place randomly, one unit per hex, in 19.08, 20.08, and 19.09.

Axis Set-up

None

Reinforcements

Allies

None

Axis

20 May

1700: Drop One

Fallschirmjäger-Regiment 1

Stick One (arrives via Parachute): 1./I./FJR 1 (DZ: 46.10)

Stick Two (arrives via Parachute): 6./II./FJR 1 and 1. Fsch Flak 7 (DZ: 25.08 and 26.08)

Stick Three (arrives via Parachute): 5./II./FJR 1 and 7./II./FJR 1 (DZ: 33.12 and 33.13)

Stick Four (arrives via Parachute): 9./III./FJR 1, 10./III./FJR 1, and 14. FJR 1 (DZ: 13.09, 15.10, and 14.09)

Stick Five (arrives via Parachute): 11./III./FJR 1 (DZ: 17.12)

Stick Six (arrives via Parachute): 7./II./FJR 2 and 8./II./FJR 2 (DZ: 10.09 and 10.10)

1900: Drop Two

Fallschirmjäger-Regiment 1

Stick One (arrives via Parachute): 3./I./FJR 1 (DZ: 46.10)

Stick Two (arrives via Parachute): 8./II./FJR 1, (DZ: 33.12)

Stick Three (arrives via Parachute): 13. FJR 1 (DZ: 17.13)

Night:

Fallschirmjäger-Regiment 1

2./I./FJR 1: (47.11)

Command Values

The 14th Infantry Brigade has a Command Rating of 4 and Dispatch Rating of 1. The 14th Infantry Brigade starts with 4 Command Points and 1 Dispatch Point.

The Fallschirmjäger-Regiment 1 has a Command Rating of 6 and a Dispatch Rating of 2. The Fallschirmjäger-Regiment 1 starts with 5 Command Points and 2 Dispatch Points.

Place the German and Allied Direct Command, the German and Allied Event, 14th Infantry Brigade, II./FJR 1 and III./FJR

1 formation chits in the cup. The Fallschirmjäger-Regiment 1 chit is the first in play.

The Allies control all Victory Hexes at the start.

Special Scenario Rules

Player should use the special Heraklion scenario card.

Start with step H Perform Activation Phase, of the Sequence of Play.

The Germans do not receive Command or Dispatch points the first turn.

The Germans receive Air Support, using 4 Luftwaffe airstrikes counters, as per Rule 5.1 during the Fallschirmjäger-Regiment 1 activation on the first turn. Ignore the requirement to place the airstrike within 3 hexes of a friendly unit.

The German Random Event chit for Leaders Loss is not used.

The Allies have 4 Rearguards available.

The Germans have 2 Nachhuten available.

Victory Conditions

The German player wins if he controls the Port of Heraklion (19.08) or at least two connected runway hexes (27.08, 28.08, 29.08, 29.09, 30.09) at the end of the game. Otherwise the Allied player wins.

Special Rules in Effect

S6.0 Port and Airfield Control

Scenario 4

"Piling On"

1700 20/5/41 – 1900 25/5/41

Description

The battle around Heraklion settled down into a stalemate by 22 May. German plans to airland elements of the 5. Gebirgs Division at Heraklion were adjusted for the success at Maleme. Nevertheless, Fallschirmjägers orphaned on the airfields in Greece were gathered up and sent to Heraklion to make sure Allied forces were tied down and could not move to reinforce other areas.

The Allies were anticipating reinforcements from troops landing on the southern coast and, in addition to maintaining their defense, were being pressured to push troops to Suda and Rethymnon.

Scenario Map and Length

This scenario extends Scenario 3 with additional forces. Use the Heraklion Scenario counters for Formation Units and Heraklion Map. Set-up and Command Values are the same as Scenario 3, "Heraklion Effort."

The scenario starts on the 1700 turn of May 20th. The scenario ends when the last chit is drawn on the Night Turn of May 25th (this last chit is not played).

Allied Setup

As per Scenario 3 "A Heraklion Effort"

Axis Set-up

None

Reinforcements

Axis

20 May

As per Scenario 3 "A Heraklion Effort"

24 May

Fallschirmjäger-Regiment *1*

1100

Stick One (arrives via Parachute): 1. Kgr. Vogel, 2. Kgr. Vogel, 3. Kgr. Vogel, 4. Kgr. Vogel (4 units), (DZ: Within 2 hexes of 16.15, one unit per hex)

Allies

24 May

14th Infantry Brigade

1500: ***Independent:*** Det C 7 RTR, (28.26)

1700: 1*/A & S Hlds:* A 1/A & S, B 1/A & S, and S(Mtr) 1/A & S (3 Units), (28.26)

Command Values

The 14th Infantry Brigade has a Command Rating of 4 and Dispatch Rating of 1. The 14th Infantry Brigade starts with 4 Command Points and 1 Dispatch Point.

The Fallschirmjäger-Regiment 1 has a Command Rating of 6 and a Dispatch Rating of 2. The Fallschirmjäger-Regiment 1 starts with 5 Command Points and 2 Dispatch Points.

Place the German and Allied Direct Command, the German and Allied Event, 14th Infantry Brigade, II./FJR 1 and III./FJR 1 formation chits in the cup. The Fallschirmjäger-Regiment 1 chit is the first in play.

The Allies control all Victory Hexes at the start.

Special Scenario Rules

Player should use the special Heraklion scenario card.

Start with step H Perform Activation Phase, of the Sequence of Play.

The Germans do not receive Command or Dispatch points the first turn.

The Germans receive Air Support, using 4 Luftwaffe air-strikes counters, as per Rule 5.1 during the Fallschirmjäger-Regiment 1 activation on the 1700, 20 May and 1100, 24 May game turns. Ignore the requirement to place the airstrike within 3 hexes of a friendly unit.

The German Random Event chit for Leaders Loss is not used.

The Allies have 4 Rearguards available.

The Germans have 2 Nachhuten available.

Allied units removed from play by rules S1.0 and S2.0 are set aside out of play for the remainder of the scenario.

Victory Conditions

Each side receives victory points at the end of the game as follows:

Both Players:

1VP	Each enemy step eliminated
3VP	Control of Apex Hill OP
3VP	Control of AMES Ridge OP

German Player Only:

5VP	For each airfield hex in German Control
10VP	German control of a Port

Allied Player Only:

1VP	Each Allied step shipped from Port
1VP	Each Allied step exited from West Exit

The side with more victory points wins.

Special Rules in Effect

S1.0 Off-map movement

S2.0 Allied Shipping

S4.0 Supply Determination

S6.0 Port and Airfield Control

Scenario 5

"Descent into Hell"

0700 20/5/41 – 1900 21/5/41

Description

Soon after dawn on 20 May 1941 Luftwaffe aircraft struck the Maleme-Canea area. This was more than the daily harassment bombing. The objective was to silence AA batteries and to prevent use of the roads between Suda and Maleme. At Maleme the attack was especially heavy. This was the prelude to the first wave of the airborne assault on Crete.

The German Luftlande Sturmregiment landed around the Maleme Airfield with the mission to secure the airfield for follow-on airlanding forces. The Fallschirmjäger Regiment 3 of the 7. Flieger-Division landed south of Canea in the Aghya Prison valley with the mission to secure Galatas and if possible capture the Port in Canea.

The 2nd New Zealand Division bore the brunt of the initial attack with the 5th NZ Brigade defending in vicinity of Maleme and the 4th and 10th NZ Brigades, with Greek allies, defending south of Canea.

Scenario Map and Length

The scenario starts on the 0700 turn of May 20th. The scenario ends when the last chit is drawn on the 1900 turn of May 21st (this last chit is not played).

Use the Campaign Game Counters (Regimental/Brigade Leaders) and Maleme Map.

Allied Setup

2nd NZ Division, *5th NZ Bde* (All units, except D 22 Bn, may set up in IPs)

22 Bn: A 22 Bn (09.07); B 22 Bn (10.08); C 22 Bn (10.04); D 22 Bn (08.06); S(mtr) 22 Bn (12.06)

21 Bn: A 21 Bn (12.10); B 21 Bn (12.09); C 21 Bn (13.09); D 21 Bn (13.10); S(mtr) 21 Bn (14.10)

23 Bn: A 23 Bn (15.08); B 23 Bn (16.08); C 23 Bn (15.09); D 23 Bn (14.07); S(mtr) 23 Bn (15.09); 1 HQ 23 Bn (13.08); 2 HQ 23 Bn (16.08)

28 Maori: A 28 Maori (25.09); B 28 Maori (24.09); C 28 Maori (24.08); D 28 Maori (22.07); S(mtr) 28 (25.07)

Miscellaneous: 7 NZ Fld (18.07); FPC (18.08); 19 A Trp (20.07)

2nd NZ Division, *4th NZ Bde* (All units, may set up in IPs)

18 Bn: A 18 Bn (41.08); B 18 Bn (45.11); C 18 Bn (42.09); D 18 Bn (41.09); S(mtr) 18 Bn (42.08)

19 Bn: A 19 Bn (41.11); C 19 Bn (40.11); D 19 Bn (39.11); S(mtr) 19 Bn (42.10)

20 Bn: A 20 Bn (43.09); B 20 Bn (43.10); C 20 Bn (44.09); D 20 Bn (44.10); S(mtr) 20 Bn (45.10)

2nd NZ Division, *10th NZ Bde*

10 Comp Bn: 4 NZ Fld Regt (33.10); 5 NZ Fld Regt (34.11); NZ Div Supply (33.11); NZ Div Cav Det (28.14); NZ Div Petrol (35.11); RMT (33.09). All units may set up in IPs.

6 Inf (Greek): 1 1/6 Inf, 2 1/6 Inf, 3 1/6 Inf, 4 2/6 Inf, 5 2/6 Inf, and 6 1/6 Inf (6 units); place randomly, one unit per hex, in 37.12, 38.11, 38.12, 39.13, 39.14, 40.13

8 Inf (Greek): 1 1/8 Inf, 2 1/8 Inf, 3 1/8 Inf, 4 2/8 Inf, 5 2/8 Inf, and 6 1/8 Inf (6 units); placed randomly, within two hexes of 30.18, one unit per hex.

Independent: A 27 NZ MG (09.06) – may set up in an IP; Det D 7 RTR (10.07); Det B 3 Hussa. and Det C 3 Hussa. (39.11); B 156 Lt AA (09.04); C 7 AUS Lt AA (11.05); 2 C Hvy AA RM (09.07)

Independent: A 27 Art and B 27 Art (2 units); place in 2nd NZ Div Artillery Park A (15.10)

Independent: C 27 Art; place in 2nd NZ Div Artillery Park B (18.08)

Independent: F 28 Art and 1 LT Trp RA (2 units); place in 2nd NZ Div Artillery Park C (41.11)

CREFOR, *MNDBO*

Royal Perivolians: A Royal Periv (44.11); B Royal Periv (45.12); C Royal Periv (44.12); D Royal Periv (44.13)

Royal Marine Battalion: A RM Bn (46.13)

2 Inf (Greek): 1 1/2 Inf, 2 1/2 Inf, 3 1/2 Inf, 4 2/2 Inf, 5 2/2 Inf, and 6 1/2 Inf (6 units); place randomly, one unit per hex, in 42.17, 43.17, 44.16, 45.16, 46.16, and 47.17

Axis Set-up

None

Reinforcements

Allies

20 May

19th Bde (AUS) – Brig Vassey stacks with any unit

1900: *2/8 Inf Bn (AUS)* B 2/8 Inf, C 2/8 Inf, and S(Mtr) 2/8 Inf (3 units) (48.12)

Axis

20 May

0700: Drop One

Luftlande Sturmregiment

Stick One (arrives via Glider Landing): 3./I./LLSR (LZ 07.04); 4./I./LLSR (LZ 08.09)

Stick Two (arrives via Parachute): 5./II./LLSR, 6./II./LLSR, 7./II./LLSR, and 8./II./LLSR (4 units) (DZ: within 1 hex of 02.04, one unit per hex)

Stick Three (arrives via Parachute): 9./III./LLSR (DZ 11.06); 10./III./LLSR (DZ 17.07); 11./III./LLSR (DZ 12.08); 12./III./LLSR (DZ 15.07)

Stick Four (arrives via Parachute): 13./IV./LLSR, 14./IV./LLSR, 15./IV./LLSR, 3. Fsch Flak 7, 1. Fsch.Art. 7 (5 units) (DZ: within 1 hex of 05.06, one unit per hex)

Stick Five (arrives via Parachute): 16./IV./LLSR (DZ 06.10)

Fallschirmjäger-Regiment 3

Stick Six (arrives via Parachute): 1./I./FJR 3, 2./I./FJR 3, 3./I./FJR 3, 4./I./FJR 3 (4 units) (DZ: within 1 hex of 35.16, one unit per hex)

Stick Seven (arrives via Parachute): 5./II/FJR 3, 6./II/FJR 3, 13. FJR 3, 14. FJR 3 (4 units) (DZ: within 1 hex of 32.14, one unit per hex)

Stick Eight (arrives via Parachute): 7./II/FJR 3 (DZ 35.12)

Stick Nine (arrives via Parachute): 9./III/FJR 3 (DZ 39.12); 10./III/FJR 3 (DZ 40.09); 11./III/FJR 3 (DZ 41.15); 12./III/FJR 3 (DZ 37.14)

Stick Ten (arrives via Parachute): 4. Fsch. Flak 7 (DZ 41.12)

Stick Eleven (arrives via Parachute): 1. Fsch. Pi. 7 (DZ 26.17); 2. Fsch. Pi. 7 (DZ 27.19); 3. Fsch. Pi. 7 (DZ 28.16); 3. Fsch. MG 7 (DZ 27.20)

21 May

1500: Drop One

Luftlande Sturmregiment

Stick One (arrives via Parachute): 1. Kgr. Ramcke and 3. Kgr. Ramcke (DZ: within 2 hexes of 20.07, one unit per hex)

1700: Drop Two

Luftlande Sturmregiment

Stick One (arrives via Parachute): 2. Kgr. Ramcke, 4. Kgr. Ramcke, 1. Fsch.Pz.Jäg. 7, and 2. Fsch.Pz.Jäg. 7 (4 units) (DZ: within 1 hex of 05.06, one unit per hex)

Airlanding Reinforcements Serials (Arrive as per S7.0)

Serial 1 II./GJR 100 (5 units)

Serial 2 I./GJR 100 (5 units), GrW GJR 100

Command Values

The 2nd NZ Division has a Command Rating of 4 and Dispatch Rating of 2. The 2nd NZ Division starts with 6 Command Points and 0 Dispatch Points.

The CREFOR has a Command Rating of 2 and Dispatch Rating of 1. The CREFOR starts with 7 Command Points and 0 Dispatch Points.

The 7. Flieger Division has a Command Rating of 5 and a Dispatch Rating of 2. The 7. Flieger Division starts with 5 Command Points and 2 Dispatch Point.

The 5. Gebirgs Division has a Command Rating of 3 and a Dispatch Rating of 3. The 5. Gebirgs Division starts with 3 Command Points and 1 Dispatch Point. The 5. Gebirgs Division Activation Chit is added to the cup on the turn Serial 1 is to arrive.

Place the German and Allied Direct Command, the German and Allied Event, Fsch.Jäg.Rgt. 3 and Luftl.Sturm-Rgt formation chits in the cup. The 7. Flieger Division chit is the first in play.

The 2nd NZ Division Activation Chit is added to the cup on the 0900, 20 May game turn.

The CREFOR Division Activation Chit is added to the cup on the 1500, 20 May game turn.

The MNDO Activation Chit is available for purchase 1500, 20 May game turn.

The 19th Bde (AUS) activation chit is available for purchase 1900, 20 May game turn.

Special Scenario Rules

Start with step H Perform Activation Phase, of the Sequence of Play.

The Germans do not receive Command or Dispatch points the first turn.

The Germans receive Air Support, using 4 Luftwaffe airstrikes counters, as per Rule 5.1 during the 7. Flieger Division activation on the 0700, 20 May game turn. Ignore the requirement to place the airstrike within 3 hexes of a friendly unit.

The 2nd NZ Division has 9 Rearguards and 2 Roadblocks available.

The CREFOR has 2 Rearguards available.

The 7. Flieger Division has 4 Nachhuten and 4 Sperren available.

Victory Conditions

The German player wins if he controls at least two adjacent hexes of Maleme Airfield (09.04, 10.04, 11.05) or exits 3 units off the east edge of the map between hexes 48.07 and 48.09, inclusive, by the end of the scenario; otherwise it is an Allied victory.

Special Rules in Effect

S6.0 Port and Airfield Control

S7.0 German Reinforcements

S8.0 German Kampfgruppe Commanders

S10.0 Divisional Trucks

S11.0 Planned German Air Support

Scenario 6

"Jump, Die, Repeat"

0700 20/5/41 – 1900 21/5/41

Description

The German Airborne commander's initial plan was to concentrate all his forces on one objective to overwhelmingly secure a foothold to conquer Crete. He was overruled by senior Luftwaffe Commanders and the German execution for the initial airborne invasion was a series of airborne assaults spread from one end of the island to the other.

In the meantime, the weakened Allied force, still recovering from the evacuation from Greece, were forewarned about the invasion by Ultra intercepts and did its best to prepare for the expected invasion.

Poor intelligence, disrupted flight schedules, and high casualties meant the paratroopers dropped spread out over time and space onto the muzzles of the Allies guns.

Scenario Map and Length

The scenario starts on the 0700 turn of May 20th. The scenario ends when the last chit is drawn on the 1900 turn of May 21st (this last chit is not played).

Use the Campaign Game Counters (Regimental Brigade Leaders) and the Maleme, Rethymnon, Heraklion, and Kastelli maps.

Allied Setup

Rethymnon Map: As per Scenario 1 "SNAFU"

Heraklion Map: As per Scenario 3 "A Heraklion Effort"

Maleme Map: As per Scenario 5 "Descent into Hell"

Kastelli Map:

2nd NZ Division

1 Inf (Greek): 1 A/1 Inf, 2 A/1 Inf, 3 A/1 Inf, 1 B/1 Inf, 2 B/1 Inf, 3 B/1 Inf (6 units): place randomly, one each in hexes 02.02, 03.04, 04.05, 08.05, 10.05, and 12.05.

Kastelli Police (Greek): (06.05)

Axis Set-up

None

Reinforcements

Allies

20 May

19th Bde (AUS)

1900: *2/8 Inf Bn (AUS)* B 2/8 Inf, C 2/8 Inf, and S(Mtr) 2/8 Inf (3 units) (Maleme Map hex 48.12)

Axis

20 May

0700: Drop One - As per Scenario 5 "Descent into Hell"
Add:

Stick Twelve (arrives via Parachute) Det Muebe (Kastelli Map, DZ: 11.06)

1500: Drop Two – As per Scenario 1 "SNAFU"

1700: Drop Three – As per Scenario 3 "A Heraklion Effort"

1900: Drop Four – As per Scenario 3 "A Heraklion Effort"

Night:

Fallschirmjäger-Regiment *1*

2./I./FJR 1 (Heraklion Map, hex 47.11)

21 May

1500: Drop One

Luftlande Sturmregiment

Stick One (arrives via Parachute): 1. Kgr. Ramcke, 3. Kgr. Ramcke (Maleme Map, DZ: within 2 hexes of 20.07, one unit per hex)

1700: Drop Two

Luftlande Sturmregiment

Stick One (arrives via Parachute): 2. Kgr. Ramcke, 4. Kgr. Ramcke 1. Fsch.Pz.Jäg. 7, 2. Fsch.Pz.Jäg. 7 (Maleme Map, DZ: within 1 hex of 05.06, one unit per hex)

Airlanding Reinforcements Serials (Arrive as per S7.0)

Serial 1 II./GJR 100 (5 units)

Serial 2 I./GJR 100 (5 units), GrW GJR 100

Command Values

The 2nd NZ Division has a Command Rating of 4 and Dispatch Rating of 2. The 2nd NZ Division starts with 6 Command Points and 0 Dispatch Points.

The CREFOR has a Command Rating of 2 and Dispatch Rating of 1. The CREFOR starts with 7 Command Points and 0 Dispatch Points. The CREFOR Command Rating is increased by one on the 1500 20 May and the 1700 20 May game turns.

The 7. Flieger Division has a Command Rating of 5 and a Dispatch Rating of 2. The 7. Flieger Division starts with 5 Command Points and 2 Dispatch Point. The 7. Flieger Division Command Rating is increased by one on the 1500 20 May and the 1700 20 May game turns.

The 5. Gebirgs Division has a Command Rating of 3 and a Dispatch Rating of 3. The 5. Gebirgs Division starts with 3 Command Points and 1 Dispatch Point. The 5. Gebirgs Division Activation Chit is added to the cup on the turn Serial 1 is to arrive.

Place the German and Allied Direct Command, the German and Allied Event, Fsch.Jäg.Rgt. 3 and Luftl.Sturm-Rgt formation chits in the cup. The 7. Flieger Division chit is the first in play.

The 2nd NZ Division Activation Chit is added to the cup on the 0900, 20 May game turn

The CREFOR Division Activation Chit is added to the cup on the 1500, 20 May game turn.

The MNDO activation chit is available for purchase on the 1500, 20 May game turn.

The 19th Bde (AUS) activation chit is available for purchase on the 1700, 20 May game turn.

The 14th Infantry Bde activation chit is available for purchase on the 1900, 20 May game turn.

Special Scenario Rules

The Allied Leader Major Bedding, is placed with any Greek unit on the Kastelli Map and allows Greek units on the Kastelli map to be In Command. Neither Major Bedding nor any Greek unit may leave the Kastelli map or move within two hexes of the East Exit hex.

Start with step H Perform Activation Phase, of the Sequence of Play.

The Germans do not receive Command or Dispatch points the first turn.

The Germans receive Air Support, using 4 Luftwaffe airstrikes counters, as per Rule 5.1, during the 7. Flieger Division activation according to the table below. Ignore the requirement to place the airstrike within 3 hexes of a friendly unit.

Turn	Map
20 May 0700	Maleme
20 May 1500	Rethymnon
20 May 1700	Heraklion
21 May 1500	Maleme

The Allied units on the Rethymnon maps may not be activated until after the 7. Flieger Division Activation chit is drawn on the 1500, 20 May game turn. If the 7. Flieger Division Activation chit is the last chit drawn it is played.

The Fsch.Jäg.Rgt. 2 formation chit is added to the mug after the 7. Flieger Division Activation chit is drawn on the 1500, 20 May game turn.

The Allied units on the Heraklion map may not be activated until after the 7. Flieger Division Activation chit is drawn on the 1700, 20 May game turn.

The Fsch.Jäg.Rgt. 1 formation chit is added to the mug after the 7. Flieger Division Activation chit is drawn on the 1700, 20 May game turn. If the 7. Flieger Division Activation chit is the last chit drawn it is played.

The 2nd NZ Division has 9 Rearguards and 2 Roadblocks available.

The CREFOR has 4 Rearguards available.

The 7. Flieger Division has 4 Nachhuten and 4 Sperren available.

Victory Conditions

The German player wins if he controls at least one airfield or exits 3 units off the east edge of the Maleme map between hexes 48.07 and 48.09, inclusive, by the end of the scenario; otherwise it is an Allied victory.

Special Rules in Effect

S6.0 Port and Airfield Control

S7.0 German Reinforcements

S8.0 German Kampfgruppe Commanders

S10.0 Divisional Trucks

S11.0 Planned German Air Support

Scenario 7

"Last, Best Chance"

0700 22/5/41 – 1900 22/5/41

Description

The Allied Commander on Crete, Major General Freyburg, and the 2nd NZ Division Commander, Brigadier Edward Puttick, quickly realized the crisis created by the loss of Maleme Airfield and the danger of a constant flow of German air landing forces. They ordered an immediate counter-attack for the 22nd of May.

While the 10th NZ Brigade and elements for the 4th NZ Brigade were busy containing Fallschirmjäger Regiment 3, the 20th NZ Infantry Battalion was released from Division Reserve to assist the 5th Brigade's counter attack.

The 28th (Maori) Infantry Battalion and 20th NZ Infantry Battalion attacked along the coast road to seize the airfield while the rest of the 5th NZ Brigade attacked to disrupt the arriving elements of the 5. Gebirgs Division and retake the high ground south of the airfield.

The remnants of the Luftlande Sturmregiment were reorganized with the Kampfgruppe Ramcke reinforcements to defend the airfield while the arriving elements of the 5. Gebirgs Division staged further south to prepare for later flank attacks to the east.

The Allied commanders realized the counter attack was their last, best chance to stop the Germans.

Scenario Map and Length

The scenario starts on the 0700 turn of 22 May. The scenario ends when the last chit is drawn on the 1900 turn of 22 May (the last chit is not played).

Use the Campaign Game Counters (Regimental/Brigade Leaders) and Maleme Map. Only the area west of hex column 26.XX is in play.

Allied Setup

2nd NZ Division, *5th NZ Bde*

22 Bn: A 22 Bn (14.09); B 22 Bn (14.08); S(mtr) 22 Bn (15.10)

21 Bn (All units may set-up in IPs): A 21 Bn (12.10); B 21 Bn (12.09); C 21 Bn (13.09); D 21 Bn (13.10); S(mtr) 21 Bn (14.10)

23 Bn (All units may set-up in IPs): A 23 Bn (15.08); B 23 Bn (16.08); C 23 Bn (15.09); D 23 Bn (14.07); S(mtr) 23 Bn (15.09); 1 HQ 23 Bn (13.08); 2 HQ 23 Bn (16.08)

28 Maori: A 28 Maori (21.08); B 28 Maori (24.08); C 28 Maori (22.08); D 28 Maori (21.08); S(mtr) 28 (22.08)

Miscellaneous: 7 NZ Fld (18.07); FPC (18.09); 19 A Trp (20.08)

20 Bn (Attached to 5th NZ Bde – As per S9.0): A 20 Bn (23.07); B 20 Bn (24.06); C 20 Bn (22.07); D 20 Bn (22.06); S(mtr) 20 Bn (24.07)

Independent: Det C 3 Hussa. (22.07)

Independent: A 27 Art and B 27 Art (2 Units); placed in 2nd NZ Div Artillery Park A (15.10). Both units are In Contact with the 5th NZ Brigade Leader.

Independent: C 27 Art is placed in 2nd NZ Div Artillery Park B (18.08). In Contact with 5th NZ Brigade Leader.

Axis Set-up

7. Flieger-Division

Luftlande Sturmregiment (with replacement commander – Obrst Ramcke): 1. Kgr. Ramcke (12.06); 2. Kgr. Ramcke (10.05); 5./II./LLSR (11.05); 7./II./LLSR (12.08); 8./II./LLSR (10.12); 13./IV./LLSR (06.05); 14./IV./LLSR (08.05)

Independent: 1. Fsch.Art. 7 (05.06); 1. Fsch.Pz.Jäg. 7 (08.06); 2. Fsch.Pz.Jäg. 7 (07.07); 3. Fsch Flak 7 (one step) (11.08)

5. Gebirgs Division, *Geb.Jäg.Rgt. 100*

II./GbJgR 100: 6./II./GJR 100 (10.10); 7./II./GJR 100 (10.06); 8./II./GJR 100 (11.10); 9./II./GJR 100 (09.10); 10./II./GJR 100 (09.09)

Reinforcements

Allies

None

Axis

> **Airlanding Reinforcements Serials (Arrive as per S7.0 starting on the 1100 22 May game turn)**
>
> Serial 2 I./GJR 100 (5 units), GrW GRJ 100
>
> Serial 3 I./GRJ 85 (5 units)
>
> Serial 4 Geb.Pi. 95 (3 units)

Command Values

The 2nd NZ Division has a Command Rating of 4 and Dispatch Rating of 2. The 2nd NZ Division starts with 6 Command Points and 4 Dispatch Points.

The 7. Flieger Division has a Command Rating of 5 and a Dispatch Rating of 1. The 7. Flieger Division starts with 2 Command Points and 0 Dispatch Points.

The 5. Gebirgs Division has a Command Rating of 4 and a Dispatch Rating of 3. The 5. Gebirgs Division starts with 3 Command Points and 0 Dispatch Points. The Command Rating is increased by one when Serial 3 arrives.

Place the German and Allied Direct Command, the German and Allied Event, 2nd NZ Division, 7. Flieger Division, and 5th Gebirgs Division chits in the cup. The first chit played is the 5th NZ Brigade formation chit.

Special Scenario Rules

The New Zealand 20th Battalion is attached to the 5th NZ Brigade as per S9.0 Allied Attachments.

Maleme Airfield is controlled by the German player.

The 2nd NZ Division has 4 Rearguards available.

The 7. Flieger Division has 2 Nachhuten and 1 Sperre available.

The 5. Gebirgs Division has 2 Nachhuten and 2 Sperren available.

Victory Conditions

The Allies win a major victory if they control two of the three airfield hexes (09.04, 10.04, 11.05) of Maleme Airfield or a minor victory if they project a fire zone on two of the three airfield hexes at the end of the scenario. Otherwise, it is a German victory.

Special Rules in Effect

S6.0 Port and Airfield Control

S7.0 German Reinforcements

S9.0 Allied Attachments

Scenario 8

"Squeezing Kiwis"

0900 23/5/41 – Night 23/5/41

Description

After their failed counter-attack to retake Maleme Airfield, the 5th New Zealand Brigade found itself in a precarious position. German mountain troops were starting to move around the Kiwi positions to the south, forcing the tired 5th NZ Brigade to withdraw back to the village of Platanias during the night of 22 May.

They had just established themselves when Group Ramcke started its attack along the coast and Gebirgsjäger Regiment 100 moved to flank the New Zealanders to the south. To complicate matters, elements from Fallschirmjäger-Regiment 3 started infiltrating north to cut off the coast road.

As the German vise closed on the 5th NZ Brigade, it once again found itself trying to withdraw under pressure, a position all the Allies would find themselves in over the next week.

Scenario Map and Length

The scenario starts on the 0900 turn of 23 May. The scenario ends when the last chit is drawn on the Night Turn of 23 May (this last chit is not played).

Use the Campaign Game Counters (Regimental/Brigade Leaders) and Maleme Map. Only the area west of hex column 35.XX and north of hex row XX.15 is in play.

Allied Setup

2nd NZ Division, *5th NZ Bde*

22 Bn: A 22 Bn (31.07); B 22 Bn (32.07)

21 Bn: A 21 Bn (27.09); D 21 Bn (26.08)

23 Bn: A 23 Bn (27.07); B 23 Bn (27.08); C 23 Bn (28.07); D 23 Bn (28.06); S(mtr) 23 Bn (29.07)

28 Maori: A 28 Maori (25.09); B 28 Maori (26.08); C 28 Maori (24.08); D 28 Maori (24.07); S(mtr) 28 (26.07). All units may set up in IPs.

20 Bn (Attached to 5th NZ Bde – S9.0): A 20 Bn (23.08); B 20 Bn (23.07)

Miscellaneous: 7 NZ Fld (29.07)

2nd NZ Division, *10th NZ Bde*

10 Comp Bn: 4 NZ Fld Regt (33.10); 5 NZ Fld Regt (34.11); NZ Div Supply (33.11); NZ Div Petrol (35.11); RMT (33.09). All units may set up in IPs.

Independent: B 18 Bn (35.09)

Independent: C 27 Art; place in 2nd NZ Div Artillery Park B (29.08). In Contact with 5th NZ Brigade Leader

Axis Set-up

7. Flieger-Division

Luftlande Sturmregiment (with replacement leader – Obrst Ramcke): 1. Kgr. Ramcke, 2. Kgr. Ramcke, 5./II./LLSR, 7./II./LLSR, 8./II./LLSR, 13./IV./LLSR, 14./IV./LLSR (7 units); placed within one hex of 15.07 and/or 17.07

Independent: 1. Fsch.Pz.Jäg. 7 (within one hex of 15.07); 2. Fsch.Pz.Jäg. 7 (within one hex of 15.07); 1. Fsch.Art. 7 (12.05), 3. Fsch.Art. 7 (11.06)

Independent: 1. Fsch. Pi. 7 (32.14); 3. Fsch. Pi. 7– with Kdr. Leader Major Heilmann (33.14)

5. Gebirgs Division, *Geb.Jäg.Rgt. 100*

II./GJR 100: (5 Units): placed within one hex of 18.11

I./GJR 100: (5 Units): placed within one hex of 15.12

Miscellaneous: GrW GJR 100, within one hex of 15.12 or 18.11

Independent: 1./I./Geb.Art. 95 (10.04)

Independent: 3./II./Geb.Art. 95; place in 5. Gebirgs Division Artillery Park A (11.10). In Contact with Geb.Jäg.Rgt.100 Leader

Reinforcements

Allies

None

Axis

Airlanding Reinforcements Serials (Arrive as per S7.0 starting on the 1100 23 May game turn)

Serial 7 2./I./Geb.Art. 95

Serial 8 Geb.Pz.Jäg. 95 (2 units), 16. GJR 85

Serial 9 1. KSB 55, 3. KSB 55

Command Values

The 2nd NZ Division has a Command Rating of 4 and Dispatch Rating of 1. The 2nd NZ Division starts with 3 Command Points and 1 Dispatch Point.

The 7. Flieger Division has a Command Rating of 5 and a Dispatch Rating of 1. The 7. Flieger Division starts with 4 Command Points and 2 Dispatch Points.

The 5. Gebirgs Division has a Command Rating of 5 and a Dispatch Rating of 3. The 5. Gebirgs Division starts with 4 Command Points and 2 Dispatch Points.

Place the German and Allied Direct Command, the German and Allied Event, 2nd NZ Division, 7. Flieger Division, and 5. Gebirgs Division chits in the cup. The German player may choose Geb.Jäg.Rgt. 100 or the Luftl.Sturm-Rgt formation chits to be the first in play. The other is placed in the cup.

Special Scenario Rules

The New Zealand 20th Battalion is attached to the 5th NZ Brigade as per S9.0 Allied Attachments.

B/18 is treated as an Independent Unit.

Maleme Airfield is controlled by the German player.

The 2nd NZ Division has 3 Rearguards available and 2 Roadblocks available.

The 7. Flieger Division has 2 Nachhuten and 1 Sperre available.

5. Gebirgs Division has 2 Nachhuten and 2 Sperren available.

The Germans receive Air Support, using 2 Luftwaffe airstrikes counters, as per S11.0 that the German player may allocate before the scenario begins.

Victory Conditions

If the Germans control the village of Platanias (hexes 25.07 and 26.07) before the 1300 23 May Game Turn or if the Germans control the village of Ay Marina (29.07) before the 1700 23 Game Turn, it is a German Victory.

Control is gained by being the last player to occupy the hex.

Otherwise the Allied player wins, provided 20 steps of the 5th New Zealand Brigade (including the 20th BN) are east of the 33.XX hex column. If both players or neither player achieves their objective, the result is a draw.

Special Rules in Effect

S7.0 German Reinforcements

S8.0 German Kampfgruppe Commander

S9.0 Allied Attachments

S10.0 Divisional Trucks

Scenario 9

"Dancing at the Gala"

0700 25/5/41 – Night 26/5/41

Description

By 25 May, the Germans were in position to launch a concerted assault on the Galatas–Canea line. The 5. Gebirgs Division commander, General Ringel, issued orders for a two-pronged attack. Two battalions of Gebirgsjäger Regiment 85 were tasked with seizing the village of Alikianou and pushing east toward Suda Bay. The main thrust of the German attack would be carried out by elements of Gebirgsjäger Regiment 100 and remnants of the Luftlande Sturmregiment. The former were ordered to capture Galatas and the high ground to the south of the village; the latter would attack the northern edge of the village.

Those defending the Galatas line awaited the inevitable German attack with a sense of unease. On the main front, the Germans positioned several battalions of relatively fresh troops, supported by artillery and aircraft. Against this powerful force the weakened New Zealand Division was only able to deploy the 18th Battalion. The remainder of the line was manned by makeshift infantry formations.

Scenario Map and Length

The scenario starts on the 0700 turn of 25 May. The scenario ends when the last chit is drawn on the Night Turn of 26 May. The last chit is not played.

Use the Campaign Game Counters (Regimental/Brigade Leaders). Use the Maleme and Canea-Suda Maps.

Allied Setup

2nd NZ Division, 5th NZ Bde

22 Bn A 22 Bn (44.10); B 22 Bn (45.10)

21 Bn: A 21 Bn (44.09); D 21 Bn (46.09)

23 Bn: A 23 Bn (43.10); D 23 Bn (43.09); S(mtr) 23 Bn (43.09)

28 Maori: A 28 Maori (42.11); B 28 Maori (42.10); D 28 Maori (43.11); S(mtr) 28 (43.11)

Miscellaneous: 19 A Trp (45.14)

2nd NZ Division, 10th NZ Bde

10 Comp Bn: 4 NZ Fld (35.12), 5 NZ Fld (36.10), NZ Div Supply (37.13), NZ Div Cav Det (38.12), NZ Div Petrol (36.12), RMT (37.10)

6 Inf (Greek): 2 1/6 Inf (36.11), 3 1/6 Inf (37.11), 5 2/6 Inf (39.11), 6 2/6 Inf (40.10)

8 Inf (Greek): 1 1/8 Inf, 2 1/8 Inf, 3 1/8 Inf, 4 2/8 Inf, 5 2/8 Inf, and 6 1/8 Inf (6 units); place within two hexes of 31.20.

2nd NZ Division, 4th NZ Bde

18 Bn: A 18 Bn (35.11); B 18 Bn (36.09); C 18 Bn (35.10); D 18 Bn (35.09); S(mtr) 18 Bn (36.08)

19 Bn: A 19 (41.12); C 19 Bn (40.12); D 19 Bn (39.12); S(mtr) 19 Bn (40.11)

20 Bn: A 20 Bn (41.10); B 20 Bn (42.09)

Independent: Det C 3 Hussa. (40.09)

Independent: C 27 Art; place in 2nd NZ Div Artillery Park B (39.09)

Independent: F 28 Art; placed in 2nd NZ Div Artillery Park C (41.10)

CREFOR, MNDBO

Royal Perivolians: A Royal Periv (44.11); B Royal Periv (45.12); C Royal Periv (44.12); D Royal Periv (45.11)

1st Welch Battalion: A 1 Welch (48.09); B 1 Welch (49.10); C 1 Welch (50.09); D 1 Welch (51.09); S(mtr) 1 Welch (51.08)

Royal Marine Battalion: A RM (47.14); B RM (48.14); C RM (48.13).

106th Royal Horse Artillery: A 106 RHA (49.08); B 106 RHA (55.13); C 106 RHA (52.11)

2/2 Field Regiment (Australian): A 2/2 Aus Fld (44.16); B 2/2 Aus Fld (45.16)

Northumberland Hussars: A /N Hussars (60.04); B /N Hussars (58.05)

1st Rangers (9 Bn KRRC): A 1 Rangers (47.11); B 1 Rangers (48.11); S(mtr) 1 Rngr (48.11)

Dock Defence Force (including the 42 Fld RE): RN DDF, NZE DDF, RE DDF, Res DDF, 42 Fld RE (5 units); place within one hex of 59.14

2 Inf (Greek): 1 1/2 Inf, 2 1/2 Inf, 3 1/2 Inf, 4 2/2 Inf, 5 2/2 Inf, and 6 1/2 Inf (6 units); place within two hexes of 41.19

CREFOR, 19th Bde (AUS) – Brig Vassey stacks with any unit

2/7 Inf Bn (AUS): A 2/7 Inf, B 2/7 Inf, C 2/7 Inf, D 2/7 Inf, E 2/7 Inf, S(Mtr) 2/7 Inf (6 Units); place in hexes 42.12, 42.13, 43.12, 43.13 – At least one unit per hex

2/8 Inf Bn (AUS): B 2/8 Inf, C 2/8 Inf, S(Mtr) 2/8 Inf (3 Units); place in hexes 42.14, 42.15, 43.14, 43.15 – only one unit per hex

Independent: A Hvy AA RM (53.10); A 234 Hvy AA (62.06); 1 C Hvy AA RM (58.19); 3 C Hvy AA RM (67.08); B 151 Hvy AA (75.09); B 234 Hvy AA (61.04); A 129 Lt AA (56.12); B 129 Lt AA (58.09); C 129 Lt AA (61.08)

Independent: C 2/3 RAA (41.10)

Axis Set-up

7. Flieger-Division

Luftlande Sturmregiment (with replacement leader – Obrst Ramcke): 1. Kgr. Ramcke, 2. Kgr. Ramcke, 5./II./LLSR, 7./II./LLSR, 8./II./LLSR, 13./IV./LLSR, 14./IV./LLSR (7 units); place within two hexes of 31.09

Fallschirmjäger-Regiment 3: 1./I./FJR 3, 2./I./FJR 3, 3./I//FJR 3, 4./I./FJR 3, 5./II./FJR 3, 6./II./FJR 3, 12./III./FJR 3, 13. FJR 3, 14. FJR 3 (9 units); place within one hex of 36.15 and/or 39.15

Independent: 1. Fsch.Pz.Jäg. 7 and 2.Fsch.Pz.Jäg. 7; place within two hexes of 31.09

Independent: 1. Fsch.Art. 7 and 3. Fsch.Art. 7 (26.08)

5. Gebirgs Division*, Geb.Jäg.Rgt. 100*

II./GJR 100: (5 units); place within one hex of 33.12

I./ GJR 100: (5 units); place within one hex of 34.13

Miscellaneous: GrW GJR 100 placed within one hex of 34.13 or 33.12

5. Gebirgs Division*, Geb.Jäg.Rgt. 85*

III./GJR 85: (5 units); place within two hexes of 25.17

I./ GJR 85: (5 units); place within two hexes of 25.17

Miscellaneous: GrW GJR 85 placed within two hexes of 25.17

Independent: 2. Flak 609 (09.06)

Independent: 2./I./Geb.Art. 95, 1./I./Geb.Art. 95, 3./II./Geb. Art. 95 (3 units); placed in 5. Gebirgs Division Artillery Park A (25.09). All Units are In Contact with Geb.Jäg.Rgt. 100 Leader

Reinforcements

Allies

25 May

CREFOR

Night: Canea-Suda Map – A BN, Layforce (3 units) (59.13)

Axis

Airlanding Reinforcements Serials (Arrive as per S7.0)

Serial 13 II./GJR 85 (5 units)

Serial 14 I./GJR 141 (5 units)

Serial 15 III./GJR 141 (5 units)

Serial 16 4./II./Geb.Art. 95, 16. GJR 141, GrW GJR 141

Command Values

The 2nd NZ Division has a Command Rating of 4 and Dispatch Rating of 1. The 2nd NZ Division starts with 4 Command Points and 1 Dispatch Point.

The 7. Flieger Division has a Command Rating of 5 and a Dispatch Rating of 2. The 7. Flieger Division starts with 4 Command Points and 2 Dispatch Points.

The 5. Gebirgs Division has a Command Rating of 5 and a Dispatch Rating of 3. The 5. Gebirgs Division starts with 6 Command Points and 3 Dispatch Points. The Command Rating is increased by one when Serial 14 arrives.

The CREFOR has a Command Rating of 4 and a Dispatch Rating of 1. The CREFOR starts with 4 Command Points and 1 Dispatch Point.

Place the German and Allied Direct Command, the German and Allied Event, 2nd NZ Division, CREFOR Division, 7. Flieger Division, and 5. Gebirgs Divsion chits in the cup. The Geb.Jäg.Rgt. 85 Formation Chit is the first one played.

Special Scenario Rules

The 1st Welch Battalion, 1st Rangers (9th Bn KRRC), Dock Defence Force, and Northumberland Hussars are Force Reserves and may not be activated until a German Unit is within 7 hexes of the Port of Canea (hex 49.07) or Port of Suda (59.13). If Allied Withdraw is triggered, these units are released from this restriction no later than the 0700, 26 May game turn.

The Germans receive one Divisional Truck for each division.

Maleme Airfield is controlled by the German player.

The Allies start at Reduced Supply.

The Germans start at Full Supply.

The 2nd NZ Division has 4 Rearguards and 2 Roadblocks available.

CREFOR has 2 Rearguards and 2 Roadblocks available.

The 7. Flieger Division has 2 Nachhuten and 1 Sperre. available.

5. Gebirgs Division has 2 Nachhuten and 2 Sperren available.

The Allies start with a morale level of 20.

Victory Conditions

If the Germans do not control Galatas (hexes 36.11 and 37.11) at the start of the 0700, 26 May game turn, it is an Allied Sudden Death Victory.

If the Germans control the Port of Canea (hex 49.07) or Port of Suda (59.13) at the end of the scenario, or Allied Withdrawal is triggered, the Germans win.

Otherwise, it is a draw.

Control is gained by being the last player to occupy the hex.

Special Rules in Effect

S4.0 Supply Determination

S5.0 Allied Morale

S6.0 Port and Airfield Control

S7.0 German Reinforcements

S8.0 German Kampfgruppe Commander

S9.0 Allied Attachments

S10.0 Divisional Trucks

S11.0 Planned German Air Support

Scenario 10

"Hot Pursuit"

0700 27/5/41 – 1900 29/5/41

Description

As the Germans continued their advance, the decision was made on 27 May to evacuate the Allied Forces and so the garrison made preparations to withdraw southward. The Germans failed to realize what was happening and continued to press their attacks against Canea with the Fallschirmjägers and Gebirgsjäger Regiment 100. Gebirgsjäger Regiment 85 and 141 were to push west to Suda to clear the way for forces to move to Rethymnon.

Following the initial attacks, the Fallschirmjägers would clear the Akrotiri Peninsula while the Gebirgsjäger Regiment 85 and Gebirgs-Aufklärungs-Abteilung 95 (Reconnssance Battalion 95) moved east to Rethymnon. That left the Gebirgsjäger Regiment 141 and a tired Gebirgsjäger Regiment 100 to pursue the Allies south.

As the German attack started, the Australians and the New Zealanders mounted a series of counterattacks to keep the Germans off-balance and cover the withdrawal.

The delaying action continued south through Stilos and the Askifou Plain.

Scenario Map and Length

The scenario starts on the 0700 turn of 27 May. The scenario ends when the last chit is drawn on the 1900 turn of 29 May (this last chit is not played).

Use the Campaign Game Counters (Regimental/Brigade Leaders) and the Maleme, Canea-Suda, and Georgeoupolis, and Sfakia Exit Maps.

Allied Setup

2nd NZ Division, *5h NZ Bde*

22 Bn: A 22 Bn (57.18); B 22 Bn (58.17)

21 Bn: A 21 Bn (56.14); D 21 Bn (57.15); S(mtr) 21 Bn (57.15)

23 Bn: A 23 Bn (58.15); D 23 Bn (58.16); S(mtr) 23 Bn (58.16)

28 Maori: A 28 Maori (57.16); B 28 Maori (56.15); D 28 Maori (56.15); S(mtr) 28 (57.16)

Miscellaneous: 19 A Trp (57.13)

2nd NZ Division, *10th NZ Bde*

10 Comp Bn: 5 NZ Fld (65.16); NZ Div Supply (67.16); NZ Div Cav Det (65.15); NZ Div Petrol (66.15)

18 Bn: (Attached to 10th NZ Bde – as per S9.0) A 18 Bn (62.14); B 18 Bn (63.14)

2nd NZ Division, *4th NZ Bde*

19 Bn: A 19 Bn (56.16); C 19 Bn (57.17)

20 Bn: A 20 Bn (56.14)

Independent: Det C 3 Hussa. (68.16)

Independent: C 27 Art (1 Unit); place in 2nd NZ Div Artillery Park B (64.14)

CREFOR, *MNDBO*

1st Welch Battalion: A 1 Welch (45.09); B 1 Welch (43.10); C 1 Welch (43.09); D 1 Welch (44.10); S(mtr) 1/Welch (45.09)

Northumberland Hussars: A /N Hussars (47.10); B /N Hussars (47.11)

1st Rangers (9 Bn KRRC): A 1 Rangers (45.10); B 1 Rangers (46.10); S(mtr) 1 Rngr (46.09)

CREFOR, *19th Bde (AUS)* – Brig Vassey with any unit

2/7 Inf Bn (AUS): A 2/7 Inf, B 2/7 Inf, C 2/7 Inf, D 2/7 Inf, E 2/7 Inf, and S(Mtr) 2/7 Inf (6 Units); place in hexes 54.14, 54.13, 55.14 – at least one unit per hex

2/8 Inf Bn (AUS): B 2/8 Inf, C 2/8 Inf, and S(Mtr) 2/8 Inf (3 Units); place in hexes 55.12 and 55.13 – at least one unit per hex

CREFOR, *Layforce*

A BN: A Coy A BN, B Coy A BN, and C Coy A BN (3 Units); place in hexes 60.14, 61.14, and 61.15 – one unit per hex

D BN: A Coy D BN, B Coy D BN, C Coy D BN, D Coy D BN, and E Coy D BN (5 Units); place within one hex of 77.26

Independent: A 129 Lt AA (56.12); B 129 Lt AA (58.09); C 129 Lt AA (61.08)

Axis Set-up

7. Flieger-Division

Luftlande Sturmregiment (with replacement leader – Obrst Ramcke): 1. Kgr. Ramcke, 2. Kgr. Ramcke, 5./II./LLSR, 7./II./LLSR, 8./II./LLSR, 13./IV./LLSR, 14./IV./LLSR (7 units); place within one hex of 40.08

Fallschirmjäger-Regiment 3: 1./I./FJR 3, 2./I./FJR, 3./I//FJR 3, 4./I./FJR 3, 5./II./FJR 3, 6./II./FJR 3, 12./III./FJR 3, 13. FJR 3, 14. FJR 3 (9 units); place within one hex of 43.13

Independent: 1. Fsch.Pz.Jäg. 7 and 2.Fsch.Pz.Jäg. 7; place within one hex of 40.08 or 43.13

Independent: 1. Fsch.Art. 7 (35.08); 3. Fsch.Art. 7 (36.08)

5. Gebirgs Division, *Geb.Jäg.Rgt. 100*

I./ GJR 100: (5 units); place within one hex of 41.11

II./GJR 100 – less 6./I./GRJ 100 and 7./II/GRJ 100: (3 units); place within one hex of 38.11

Miscellaneous: GrW GRJ 100; place within one hex of 41.11

5. Gebirgs Division, *Geb.Jäg.Rgt. 85*

I./ GJR 85: (5 units); place within one hex of 48.19

II./GJR 85: (5 units); place within one hex of 51.19

III./GJR 85: (5 units); place within one hex of 49.17

Miscellaneous: GrW GbJgR 85 and 16. GRJ 85; place within one hex of 48.19

5. Gebirgs Division, *Geb.Jäg.Rgt. 141*

I./ GJR 141: (5 units); place within one hex of 44.15

III./GJR 14: (5 units); place within one hex of 47.15

Miscellaneous: GrW GbJgR 141 and 16. GRJ 141; place within one hex of 47.15

Independent: 2. Flak 609 (09.06)

Independent: Aufkl. 95 (3 units); place within one hex of 32.24

Independent: 2./I./Geb.Art. 95, 1./I./Geb.Art. 95, 3./II./Geb. Art. 95 (3 units); place in 5. Gebirgs Division Artillery Park A (36.14)

Reinforcements

Allies

None

Axis

Airlanding Reinforcements Serials (Arrive as per S7.0)

Serial 17 II./GRJ 141 (5 units)

Command Values

The 2nd NZ Division has a Command Rating of 4 and Dispatch Rating of 1. The 2nd NZ Division starts with 4 Command Points and 1 Dispatch Point.

The 7. Flieger Division has a Command Rating of 5 and a Dispatch Rating of 2. The 7. Flieger Division starts with 5 Command Points and 2 Dispatch Points.

The 5. Gebirgs Division has a Command Rating of 6 and a Dispatch Rating of 3. The 5. Gebirgs Division starts with 5 Command Points and 3 Dispatch Points.

The CREFOR has a Command Rating of 4 and a Dispatch Rating of 1. The CREFOR starts with 4 Command Points and 1 Dispatch Point.

Place the German and Allied Direct Command, the German and Allied Event, 2nd NZ Division, CREFOR Division, 7. Flieger Division, and 5. Gebirgs Division chits in the cup. The German player may pick any Formation Chit as the first one played.

Special Scenario Rules

The Germans receive one Divisional Truck for each division.

The New Zealand 18th Battalion is attached to the 10th NZ Brigade as per S9.0 Allied Attachments.

Maleme Airfield is controlled by the German player.

Allies start at Diminished Supply.

Germans start at Full Supply.

All Rearguards, Roadblocks, Sperren, and Nachhuten are available.

Allied Withdrawal is in effect with a level of 1.

The German player must occupy hexes on the Akrotiri Peninsula (67.07, 74.08, 75.08, and 77.02) and exit 12 units and a Leader off the Georgeoupolis Map at hex 108.44 by the end of the scenario. Units exited are out of play for the remainder of the scenario. If the German player fails to meet this requirement, raise the Allied Withdrawal level by 10.

Victory Conditions

If the German controls the village of Neo-Chorion (73.28) before 0700, 28 May or controls the village of Wrisses (86.37) before 0700 29 May, the German wins a Sudden Death Victory.

If the German does not control the Port of Canea (hex 49.07) or Port of Suda (59.13) at the end of the scenario, the Allies win a Decisive Victory.

Otherwise, the Allied Withdrawal Level determines victory:

Allied Withdrawal Level	Victory Level
Less than 15	Decisive German Victory
15 - 20	Substantial German Victory
20 - 25	Marginal German Victory
25 - 30	Marginal Allied Victory
30+	Substantial Allied Victory

Special Rules in Effect

All Special Rules are in Effect.

Scenario 11

"Mercury Rising"

0700 20/5/41 – 1900 29/5/41

Campaign Scenario – Historical Drops

Description

Germany's last step of the Balkan Campaign was the invasion of Crete. It began on the morning of 20 May 1941 when Germany launched an airborne invasion under the code-name Unternehmen Merkur ("Operation Mercury"). It was the largest German airborne operation of World War Two and one that was to prove very costly to the Germans.

The initial assault was aimed at two objectives, the airfield at Maleme and the capital, Canea. Limitations in air transport meant other objectives, airfields at Rethymnon and Heraklion, would have to be attacked later in the day.

The Germans found that the defenders were better prepared than anticipated and none of the airfields were captured as quickly as planned.

The battle would be a trial of endurance for both sides.

Scenario Map and Length

The scenario starts on the 0700 turn of 20 May. The scenario ends when the last chit is drawn on the 1900 turn of 29 May (this last chit is not played).

Use the Campaign Game Counters (Regimental/Brigade Leaders) and all the maps.

Allied Setup

Rethymnon Map: As per Scenario 1 "SNAFU"

Heraklion Map: As per Scenario 3 "A Heraklion Effort"

Maleme Map: As per Scenario 5 "Descent into Hell"

Kastelli Map: As per Scenario 6 "Jump, Die, Repeat"

Canea - Suda Map

CREFOR, MNDBO

1st Welch Battalion: A 1 Welch (48.09); B 1 Welch (49.10); C 1 Welch (50.09); D 1 Welch (51.09); S(mtr) 1 Welch (51.08)

Northumberland Hussars: A /N Hussars (58.04); B /N Hussars (57.05)

1st Rangers (9 Bn KRRC): A 1 Rangers, B 1 Rangers, and S(mtr) 1 Rngr; place within one hex of 53.10, one unit per hex

Dock Defence Force (including the 42 Fld RE): RN DDF (59.15); NZE DDF (58.13); RE DDF (58.14); Res DDF (61.15); 42 Fld RE (56.14)

Royal Marine Battalion: B RM Bn (60.14); C RM Bn (56.13)

106th Royal Horse Artillery: A 106 RHA with MNDBO Leader, MajGen Weston (49.08); B 106 RHA (55.13); C 106 RHA (52.11)

2/2 Aus Fld: A 2/2 Aus Fld and B 2/2 Aus Fld; place within one hex of 70.17, one unit per hex

16th Australian Composite Battalion: A 16 Aus Com, B 16 Aus Com, C 16 Aus Com (3 units); place within one hex of 80.21, one unit per hex

17th Australian Composite Battalion: A 17 Aus Com, B 17 Aus Com, C 17 Aus Com (3 units); place within one hex of 75.18, one unit per hex

Independent: A 151 Hvy AA (49.14); A Hvy AA RM (53.10); A 234 Hvy AA (62.06); 1 C Hvy AA RM (58.19); 3 C Hvy AA RM (67.08); B 151 Hvy AA (75.09); B 234 Hvy AA (61.04); A 129 Lt AA (56.12); B 129 Lt AA (58.09); C 129 Lt AA (61.08)

Georgeoupolis Map

CREFOR, 19th Bde (AUS) – Brig Vassey with any unit

2/7 Inf Bn (AUS): A 2/7 Inf, B 2/7 Inf, C 2/7 Inf, D 2/7 Inf, E 2/7 Inf, S(Mtr) 2/7 Inf (6 Units); place within one hex of 97.41. Units may be set up in IPs.

2/8 Inf Bn (AUS): B 2/8 Inf, C 2/8 Inf, S(Mtr) 2/8 Inf (3 Units); place within one hex of 101.43. Units may be set up in IPs.

Miscellaneous: 2/8 Fld RAE placed within one hex of 101.43. May be setup in an IP.

Independent: C 2/3 RAA; place in hex 99.42

Axis Set-up

None

Reinforcements

Allies

24 May

1500: **CREFOR, Independent,** Det C 7 RTR, (Heraklion Map, 28.26)

1700: **CREFOR, 14th Inf Bde,** 1/A & S (3 units) (Heraklion Map, 28.26)

25 May

Night: **CREFOR, Layforce**, A BN (3 units) (Canea-Suda Map, 59.13)

26 May

Night: **CREFOR, Layforce,** D BN (5 units) (Canea-Suda Map, 59.13)

Axis

20 May

0700: Drop One - As per Scenario 5 "Descent into Hell" and Scenario 6 "Jump, Die, Repeat". Add:

Luftlande Sturmregiment

Stick Thirteen (arrives via Glider Landing): Det Gentz (Canea - Suda Map, LZ 49.13)

Stick Fourteen (arrives via Glider) Det Altmann (Canea - Suda Map, LZ 60.05)

1500: Drop Two – Scenario 1 "SNAFU"

1700: Drop Three – Scenario 3 "A Heraklion Effort"

1900: Drop Four – Scenario 3 "A Heraklion Effort"

Night: **Fallschirmjäger-Regiment 1,** 2./I./FJR 1 (Heraklion Map, hex 47.11)

21 May

1500: Drop One

Luftlande Sturmregiment

Stick One (arrives via Parachute): 1. Kgr. Ramcke and 3. Kgr. Ramcke (Maleme Map, DZ: within 2 hexes of 20.07, one unit per hex)

1700: Drop Two

Luftlande Sturmregiment

Stick One (arrives via Parachute): 2. Kgr. Ramcke, 4. Kgr. Ramcke 1. Fsch.Pz.Jäg. 7, 2. Fsch.Pz.Jäg. 7 (Maleme Map, DZ: within 1 hex of 05.06, one unit per hex)

24 May

1100: Drop One

Fallschirmjäger-Regiment 1

Stick One (arrives via Parachute): 1. Kgr. Vogel, 2. Kgr. Vogel, 3. Kgr. Vogel, 4. Kgr. Vogel (4 units), (Heraklion Map, DZ: Within 2 hexes of 16.15, one unit per hex)

27 May

0700: ***5. Gebirgs Division Independent,*** 5./II./PzRgt 31 (Arrives at any captured port. If no port is available, arrives on the Maleme Map, hex 09.03)

Airlanding Reinforcements Serials (Arrive as per S7.0)

Serial 1 II./GJR 100 (5 units)

Serial 2 I./GJR 100 (5 units), GrW GJR 100

Serial 3 I./GJR 85 (5 units)

Serial 4 Geb.Pi. 95 (3 units)

Serial 5 3. Fsch.Art. 7, 3./II./Geb.Art. 95

Serial 6 1./I./Geb.Art. 95

Serial 7 2./I./Geb.Art. 95

Serial 8 Geb.Pz.Jag.95 (2 units), 16. GJR 85

Serial 9 1. KSB 55, 3. KSB 55

Serial 10 III./GJR 85 (5 units), GrW GJR 85

Serial 11 Aufkl. 95 (3 units)

Serial 12 2. KSB 55, 4. KSB 55, 2. Flak 609, GrW 4. KSB 55

Serial 13 II./GJR 85 (5 units)

Serial 14 I./GJR 141 (5 units)

Serial 15 III./GJR 141 (5 units)

Serial 16 4./II./Geb.Art. 95, 16. GJR 141, GrW GJR 141

Serial 17 II./GJR 141 (5 units)

Command Values

The 2nd NZ Division has a Command Rating of 4 and Dispatch Rating of 2. The 2nd NZ Division starts with 6 Command Points and 0 Dispatch Points.

The CREFOR has a Command Rating of 2 and Dispatch Rating of 1. The CREFOR starts with 9 Command Points and 0 Dispatch Points. The CREFOR Command Rating is increased by one on the 20 May 1500 and the 20 May 1700 game turns.

The 7. Flieger Division has a Command Rating of 5 and a Dispatch Rating of 2. The 7. Flieger Division starts with 5 Command Points and 2 Dispatch Points. The Command Rating is increased by one on the 20 May 1500 and the 20 May 1700 game turns.

The 5. Gebirgs Division has a Command Rating of 3 and a Dispatch Rating of 3. The 5. Gebirgs Division starts with 3 Command Points and 1 Dispatch Point. The 5. Gebirgs Division Activation Chit is added to the cup on the turn Serial 1 is to arrive. Command Rating is increased by one when each of the following serials arrives: Serial 3, Serial 8, and Serial 14.

Place the German and Allied Direct Command, the German and Allied Event, Fsch.Jäg.Rgt. 3 and Luftl.Sturm-Rgt formation chits in the cup. 7. Flieger Division chit is the first in play.

The 2nd NZ Division Activation Chit is added to the cup on the 0900, 20 May game turn.

The CREFOR Division Activation Chit is added to the cup on the 1500, 20 May game turn.

The MNDO Activation Chit is available for purchase 1500, 20 May game turn.

The 19th Bde (AUS) activation chit is available for purchase 1900, 20 May game turn.

Special Scenario Rules

Start with step H, Perform Activation Phase, of the Sequence of Play.

The Germans do not receive Command or Dispatch points the first turn.

The Allied Leader, Major Bedding is placed with any Greek unit on the Kastelli Map and allows Greek units on the Kastelli map to be In Command. Neither Major Bedding nor any Greek unit may leave the Kastelli map or move within two hexes of the East Exit.

The Allied 19th Brigade (Australian) has two leaders, Brigadier Vassey and Lieutenant Colonel Campbell. Brigadier Vassey is placed on the Georgeoupolis map and Lieutenant Colonel Campbell is placed on the Reythmnon map. If these two leaders ever occupy the same map, Lieutenant Colonel

Campbell is removed from play.

The Germans receives Air Support, using 4 Luftwaffe airstrikes counters, as per Rule 5.1, before placing his reinforcements according to the table below. The German does not receive Planned German Air Support (S11.0) on these days (20 – 21 May and 24 May). Ignore the requirement to place the airstrike within 3 hexes of a friendly unit.

Turn	Map
20 May 0700	Maleme
20 May 1500	Rethymnon
20 May 1700	Heraklion
21 May 1500	Maleme
24 May 1500	Heraklion

The Allied units on the Georgeoupolis and Rethymnon maps may not be activated until after the 7. Flieger Division Activation chit is drawn on the 1500, 20 May game turn.

The Fsch.Jäg.Rgt. 2 formation chit is added to the mug after the 7. Flieger Division Activation chit is drawn on the 1500, 20 May game turn. If the 7. Flieger Division Activation chit is the last chit drawn it is played.

The Allied units on the Heraklion map may not be activated until after the 7. Flieger Division Activation chit is drawn on the 1700, 20 May game turn.

The Fsch.Jäg.Rgt. 1 formation chit is added to the mug after the 7. Flieger Division Activation chit is drawn on the 1700, 20 May game turn. If the 7. Flieger Division Activation chit is the last chit drawn it is played.

The 1st Welch Battalion, 1st Rangers (9 Bn KRRC), and Dock Defence Force are Force Reserves and may not be activated until a German Unit that is not a part of Det Gentz or Det Altmann is within 7 hexes of the Port of Canea (hex 49.07) or Port of Suda (59.13). If Allied Withdraw is triggered, these units are released from this restriction no later than the 0700, 26 May game turn.

The German player must exit 4 Units off the Maleme Map at hex 01.18 by the 0700, 25 May Game Turn. These units are out of play for the remainder of the scenario. If the German player fails to meet this requirement, raise the Allied Morale by 10. This check is made at the start of the 0700, 25 May Game Turn.

The German player must occupy hexes on the Akrotiri Peninsula (hexes 67.07, 74.08, 75.08, and 77.02) by the end of the scenario. If the German player fails to meet this requirement, raise the Allied Withdrawal level by 5.

All Rearguards, Roadblocks, Sperren, and Nachhuten are available.

The Allies start with a Morale Value of 35.

Victory Conditions

If the Germans control the Port of Canea before the 0700 26 May Game Turn, it is a German Sudden Death Victory.

If the Germans control the Port of Suda before the 0700 28 may Game Turn, it is a German Sudden Death Victory.

If Allied Withdrawal is in effect and the Germans control the village of Neo-Chorion (73.28) before 0700 28 May, or controls the village of Wrisses (86.37) before 0700 29 May, the German wins a Sudden Death Victory.

If the Germans fail to trigger Allied Withdrawal by the end the scenario, it is an Allied Decisive Victory.

Otherwise the Allied Withdrawal Level determines victory:

Allied Withdrawal Level	Victory Level
Less than 20	Substantial German Victory
20 - 34	Marginal German Victory
35 - 45	Draw
45 - 55	Marginal Allied Victory
More than 55	Substantial Allied Victory

Special Rules in Effect

All Special Rules are in Effect.

Scenario 12

"The Main Event"

0700 20/5/41 – 1900 29/5/41

Campaign Scenario – Only Maleme to Georgeoupolis - Historical Drops

Description

The original German plan was for Heraklion Airfield to be the place to land the 5. Gebirgs Division and the attacks at Maleme and Canea were to support the seaborne invasion. Like any plan, this plan only lasted until contact was made with the enemy.

Delays and lack of success at Heraklion and Rethymnon, coupled with the taking of quick capture of Maleme airfield, meant the only reasonable place to airland the 5. Gebirgs Division was at Maleme. The battles at Rethymnon and Heraklion quickly turned into sideshow holding actions while the main battle and outcome of the invasion was decided in the area from Maleme to Georgeoupolis.

Scenario Map and Length

The scenario starts on the 0700 turn of 20 May. The scenario ends when the last chit is drawn on the 1900 turn of 29 May (this last chit is not played).

Use the Campaign Game Counters (Regimental/Brigade Leaders) and the Maleme, Canea-Suda, Georgeoupolis, and Sfakia exit Maps.

Allied Setup

Maleme Map: As per Scenario 5 "Descent into Hell"

Canea - Suda Map: As per Scenario 11 "Mercury Rising"

Georgeoupolis Map: As per Scenario 11 "Mercury Rising

Axis Set-up

None

Reinforcements

Allies

25 May

Night: **CREFOR**, *Layforce*, A BN (3 units) (Canea-Suda Map, 59.13)

26 May

Night: **CREFOR**, *Layforce,* D BN (5 units) (Canea-Suda Map, 59.13)

Axis

20 May

0700: Drop One - As per Scenario 5 "Descent into Hell" and Scenario 6 "Jump, Die, Repeat". Add:

Stick Thirteen (arrives via Glider Landing): Det Gentz (Canea - Suda Map, LZ 49.13)

Stick Fourteen (arrives via Glider) Det Altmann (Canea - Suda Map, LZ 60.05)

21 May

1500: Drop One

Luftlande Sturmregiment

Stick One (arrives via Parachute): 1. Kgr. Ramcke, 3. Kgr. Ramcke (Maleme Map, DZ: within 2 hexes of 20.07, one unit per hex)

1700: Drop Two

Luftlande Sturmregiment

Stick One (arrives via Parachute): 2. Kgr. Ramcke, 4. Kgr. Ramcke 1. Fsch.Pz.Jäg. 7, 2. Fsch.Pz.Jäg. 7 (Maleme Map, DZ: within 1 hex of 05.06, one unit per hex)

27 May

0700: **Gebirgs Division,** *Independent,* 5./II./PzRgt 31 (Arrives at any captured port. If no port is available, arrives on the Maleme Map, hex 09.03)

Airlanding Reinforcements Serials (Arrive as per S7.0)

Serial 1 II./GJR 100 (5 units)

Serial 2 I./GJR 100 (5 units), GrW GJR 100

Serial 3 I./GJR 85 (5 units)

Serial 4 Geb.Pi. 95 (3 units)

Serial 5 3. Fsch.Art. 7, 3./II./Geb.Art. 95

Serial 6 1./I./Geb.Art. 95

Serial 7 2./I./Geb.Art. 95

Serial 8 Geb.Pz.Jag.95 (2 units), 16. GJR 85

Serial 9 1. KSB 55, 3. KSB 55

Serial 10 III./GJR 85 (5 units), GrW GJR 85

Serial 11 Aufkl. 95 (3 units)

Serial 12 2. KSB 55, 4. KSB 55, 2. Flak 609, GrW 4. KSB 55

Serial 13 II./GJR 85 (5 units)

Serial 14 I./GJR 141 (5 units)

Serial 15 III./GJR 141 (5 units)

Serial 16 4./II./Geb.Art. 95, 16. GJR 141, GrW GJR 141

Serial 17 II./GJR 141 (5 units)

Command Values

The 2nd NZ Division has a Command Rating of 4 and Dispatch Rating of 2. The 2nd NZ Division starts with 6 Command Points and 0 Dispatch Points.

The CREFOR has a Command Rating of 3 and Dispatch Rating of 1. The CREFOR starts with 9 Command Points and 0 Dispatch Points.

The 7. Flieger Division has a Command Rating of 5 and a Dispatch Rating of 2. The 7. Flieger Division starts with 5 Command Points and 2 Dispatch Points.

The 5. Gebirgs Division has a Command Rating of 3 and a Dispatch Rating of 3. The 5. Gebirgs Division starts with 3 Command Points and 1 Dispatch Point. The 5. Gebirgs Division Activation Chit is added to the cup on turn the Serial 1 is to arrive. Command Rating is increased by one when each of the following serials arrives: Serial 3, Serial 8, and Serial 14.

Place the German and Allied Direct Command, the German and Allied Event, Fsch.Jäg.Rgt. 3 and Luftl.Sturm-Rgt formation chits in the cup. 7. Flieger Division chit is the first in play.

The 2nd NZ Division Activation Chit is added to the cup on the 0900, 20 May game turn.

The CREFOR Division Activation Chit is added to the cup on the 1500, 20 May game turn.

The MNDO Activation Chit is available for purchase 1500, 20 May game turn.

The 19th Bde (AUS) activation chit is available for purchase 1900, 20 May game turn.

Special Scenario Rules

Start with step H, Perform Activation Phase, of the Sequence of Play.

The Germans do not receive Command or Dispatch points the first turn.

The Germans receives Air Support, using 4 Luftwaffe airstrikes counters, as per Rule 5.1, before placing his reinforcements according to the table below. The German does not receive Planned German Air Support (S11.0) on these days (20 – 21 May). Ignore the requirement to place the airstrike within 3 hexes of a friendly unit.

Turn	Map
20 May 0700	Maleme
21 May 1500	Maleme

The Allied units on the Georgeoupolis maps may not be activated until the 1500, 20 May game turn.

The 1st Welch Battalion, 1st Rangers (9 Bn KRRC), and Dock Defence Force are Force Reserves and may not be activated until a German Unit that is not a part of Det Gentz or Det Altmann is within 7 hexes of the Port of Canea (hex 49.07) or Port of Suda (59.13). If Allied Withdraw is triggered, these units are released from this restriction no later than the 0700, 26 May game turn.

The German player must exit 4 Units off the Maleme Map at hex 01.18 by the 0700, 25 May Game Turn. These units are

out of play for the remainder of the scenario. If the German player fails to meet this requirement, raise the Allied Morale by 10. This check is made at the start of the 0700, 25 May Game Turn.

The German player must occupy hexes on the Akrotiri Peninsula (hexes 67.07, 74.08, 75.08, and 77.02) and exit 12 Units and a Leader off the Gerogeoupolis Map at hex 108.44 by the end of the scenario. Units exited are out of play for the remainder of the scenario. If the German player fails to meet this requirement, raise the Allied Withdrawal level by 10.

All Rearguards, Roadblocks, Sperren, and Nachhuten are available.

The Allies start with a Morale Value of 30.

Victory Conditions

If the Germans capture the Port of Canea before the 0700 26 May Game Turn, it is a German Sudden Death Victory.

If the Germans capture the Port of Suda before the 0700 28 May Game Turn, it is a German Sudden Death Victory.

If Allied Withdrawal is in effect and the Germans controls the Village of Neo-Chorion (73.28) before 0700, 28 May or controls the village of Wrisses (86.37) before 0700 29 May, the German wins a Sudden Death Victory.

If the Germans fail to trigger Allied Withdrawal by the end the scenario, it is an Allied Decisive Victory.

Otherwise the Allied Withdrawal Level determines victory:

Allied Withdrawal Level	Victory Level
Less than 15	Decisive German Victory
15 - 19	Substantial German Victory
20 - 25	Marginal German Victory
26 - 30	Marginal Allied Victory
More than 30	Substantial Allied Victory

Special Rules in Effect

All Special Rules are in Effect.

Scenario 13

"Free for All"

0700 20/5/41 – 1900 29/5/41

Campaign Scenario – Free Drops

Description

German planning was split between General der Flieger Alexander Löhr (Commander, Luftflotte IV) and Generalmajor Kurt Student (Commander, Fliegerkorps XI). Lohr wanted a single concentrated drop to seize the airfield at Maleme, followed by a buildup of additional infantry and heavy weapons. Student argued for a different plan and wanted to make no less than seven separate drops. He believed his plan would enable the Germans to seize all the main strategic points at the outset, so long as there was minimal resistance on the ground.

In the end, Goering imposed a compromise solution between these two different approaches. There would be two main drops, one in the morning around Canea and the airfield at Maleme, the other in the afternoon against the airfields at Heraklion and Rethymnon.

This scenario allows players to explore either of the initially proposed plans.

Scenario Map and Length

The scenario starts on the 0700 turn of 20 May. The scenario ends when the last chit is drawn on the 1900 turn of 29 May (this last chit is not played).

Use the Campaign Game Counters (Regimental/Brigade Leaders) and all the maps.

Allied Setup

Rethymnon Map: As per Scenario 2 "Expected German Precision" Add:

CREFOR*, 19th Bde (Australian)* – Brig Vassey with any unit

2/8 Inf Bn (AUS): (3 units) Set-up within 2 hexes of 31.12. Units may be set up in IPs.

2/7 Inf Bn (AUS): (6 units) Set-up within 2 hexes of 08.15. Units may be set up in IPs.

*Miscellaneous: **2/8 Fld RAE:*** Set up within 2 hexes of 08.15. May be set-up in an IP.

Independent: *C 2/3 RAA*: Set up within 2 hexes of 08.15.

Heraklion Map: As per Scenario 3 "A Heraklion Effort"

Maleme Map: As per Scenario 5 "Descent into Hell"

Kastelli Map: As per Scenario 6 "Jump, Die, Repeat"

Canea-Suda Map: As per Scenario 11 "Mercury Rising"

Axis Setup

None

Reinforcements

Allies

24 May

1500: **CREFOR*, Independent,* Det C 7 RTR**, (Heraklion Map, 28.26)

1700: **CREFOR*, 14th Inf Bde*,** 1/A & S, (3 units) (Heraklion Map, 28.26)

25 May

Night: **CREFOR*, Layforce,* A BN** (3 units) (At any Allied controlled Port)

26 May

Night: **CREFOR*, Layforce,* D BN** (5 units) (At any Allied controlled Port)

Axis

20 May: As per Optional Rule O1.0 German Free Drops

0700: Drop One – 8 Battalion Sticks

1500: Drop Two – 2 Battalion Sticks

1700: Drop Three – 3 Battalion Sticks

1900: Drop Four – 1 Battalion Stick

21 May: As per Optional Rule O1.0 German Free Drops

1500: Drop One – 1 Battalion Stick

24 May: As per Optional Rule O1.0 German Free Drops

1500: Drop – 1 Battalion Stick

27 May

0700: ***Gebirgs Division, Independent,*** 5 II/PzRgt 31 (arrives at any captured port)

Airlanding Reinforcements Serials (Arrive as per S7.0)

Serial composition as per Scenario 11 "Mercury Rising

Command Values

The 2nd NZ Division has a Command Rating of 4 and Dispatch Rating of 2. The 2nd NZ Division starts with 6 Command Points and 2 Dispatch Points.

The CREFOR has a Command Rating of 4 and Dispatch Rating of 1. The CREFOR starts with 9 Command Points and 2 Dispatch Points.

The 7. Flieger Division has a Command Rating of 5 and a Dispatch Rating of 2. The 7. Flieger Division starts with 6 Command Points and 2 Dispatch Point. The Command Value is increased by one on the 20 May 1500 and the 20 May 1700 game turns.

The 5. Gebirgs Division has a Command Rating of 3 and a Dispatch Rating of 3. The 5. Gebirgs Division starts with 3 Command Points and 1 Dispatch Point. The 5. Gebirgs Division Activation Chit is added to the cup on turn after the Serial 1 is to arrive. Command Value is increased by one when each of the following the arrival of the Serial 3, Serial 8, and Serial 14.

Place the German and Allied Direct Command, the German and Allied Event, 2nd NZ Division, and the CREFOR Division Activation chits in the cup. The German player may choose two formation chits to add to the cup. The 7. Flieger Division chit is the first in play.

Special Scenario Rules

As with the historical scenarios, for the Free Drop scenario, on turns the German receives reinforcements via paradrop or glider landings, if the 7. Flieger Division Activation chit is the last chit drawn; it is played.

Start with step H Perform Activation Phase, of the Sequence of Play.

The Allied Leader, Major Bedding, is placed with any Greek unit on the Kastelli Map and allows Greek units on the Kastelli map to be In Command.

All Rearguards, Roadblocks, Sperren, and Nachhuten are available.

Brig Vassey commands the 19th Brigade (Australian). Lieutenant Colonel Campbell is not used.

The Germans receive Air Support, using 4 Luftwaffe airstrikes counters, as per Rule 5.1, before placing his reinforcements according to the table below. The German does not receive Planned German Air Support (S11.0) on these days (20 – 21 May and 24 May). Ignore the requirement to place the airstrike within 3 hexes of a friendly unit.

Turn
20 May 0700
20 May 1500
20 May 1700
21 May 1500
24 May 1500

German Airland Reinforcement Serials may arrive in any order.

The Allies start with a Morale Value of 40. Naval units eliminated and supply status are ignored for adjusting Allied Morale. The Allied Morale Level is adjusted as follows:

-1	Each Allied non-Greek step eliminated
±10	German Control/Loss of Control of an Airfield or Port
+1	Each German step eliminated

In addition to those hexes in S5.0, the Allied Units may withdraw from hex 01.18 on the Maleme Map.

Victory Conditions

If the Germans fail to trigger Allied Withdrawal by the end the scenario, it is an Allied Decisive Victory.

Otherwise victory is determined by the Allied Withdrawal Level:

Allied Withdrawal Level	Victory Level
Less than 20	Decisive German Victory
20 - 30	Substantial German Victory
31 - 40	Marginal German Victory
41 - 50	Marginal Allied Victory
More than 50	Substantial Allied Victory

Special Rules in Effect

All Special Rules are in Effect.

Credits

Designer: Joseph Chacon

Developer: Nick Richardson

Graphic Artist: Niko Eskubi

Rules Proofreaders: Dick Vohlers, Mark Popofsky, and Ty Snouffer

Playtesters: Pat Mulvihill, Ty Snouffer, Tracy Wallman, Rob Vaughan, Tom Kaufman, Tom Switajewski

Designer's Notes

The idea for *GTS: Operation Mercury* started with playing *The Devil's Cauldron* at CONSIM World Expo about six years ago. We had a great time with the series system and the game and had the good fortune to have Adam and Nick in attendance. Spending time with Adam, we could not tell him enough how great and smoothly the system worked. I pitched the idea that the invasion of Crete might be a good fit for GTS as it was another airborne invasion with the equivalent of two divisions on each side. He said it sounded like a good idea and encouraged me to go for it.

I got some great advice from Nick to start small, maybe looking at the smaller action around Rethymnon or Heraklion before trying to tackle the whole battle. Modeling the adjusted scale to battalion level activations similar to that used in *No Question of Surrender*, I came up with a small, playable game on the fighting around Rethymnon. Although MMP didn't have need for another magazine sized game, they liked the idea and gave me the green light to continue the design.

First, I immersed myself in reading the histories. I think the best single volume history of Operation Mercury is D. M Davin's Official History of New Zealand in the Second World War 1939-45: CRETE. It is focused on the right level to visualize the movement of companies and battalions at the same level that as GTS operates. It is available on-line at: http://nzetc.victoria.ac.nz//tm/scholarly/tei-WH2Cret.html

It was thrilling to read the actual detailed war dairies of the Australian battalions from the battle, also available on-line. There is nothing more sobering than reading the last entry from the 2/1 Australian infantry battalion diary after their successful defense of Rethymnon.

After understanding the battle, I dove into developing an order of battle. There is no one-stop shop for this type of information, and I really enjoyed that the research was a bit like solving a mystery, trying to track down where all the units were and when they arrived.

Nick Richardson supported the development by providing me a disk with scans of the actual German 1941 1:50,000 topographic maps. Based on my time in the Army, I really enjoy studying topographic maps and took the time to learn Adobe Illustrator so I could draw my own maps and counters. I was a bit OCD about the maps, drawing every building and detailing the impacts of every contour line in drawing the slopes.

Unfortunately, all the detailed work I put into the maps kind of burned me out. Fortunately, I went on to work on a tactical Vietnam Game, *Front Toward Enemy* during my break from *Operation Mercury*.

MMP refocused me and we are all glad to see Operation Mercury completed. Just as I finished up, *The Greatest Day* came out with updated series rules to GTS 2.0 so there was a minor step back as I made some adjustments to Operation Mercury to use GTS 2.0 series rules.

I enjoy series games with stable base rules as it shortens my learning time and the chance that I will miss something and play the game wrong. One of the many great leaders I've had the luck to work for once told me, "Don't let perfection get in the way of good enough." I understand a game series needs to evolve, but am not fond of continuous tinkering with new series rules for every game.

I hope players find my GTS design straightforward. I think the system works extremely well and flows smoothly once the players have established a rhythm. By now, the original GTS rules and updated GTS 2.0 rules have been thoroughly played. I've tried to keep the exclusive rules short and just enough to address some of the unique aspects the operation and allow the players to focus on playing.

My first concern was on being able to recreate history. I think players should face the decisions the commanders had to make and gain an appreciation for the limitations and stress they were under. For me, a big historical simulation like GTS games is more about exploring history through playing rather than winning the game. That said, Operation Mercury is still a game so there are victory conditions.

In 25% - 30% of playing the first day's landings on the Maleme map, the Germans were not able to take the airfield. I think that is a good thing. It was a very near run thing for the Germans and should this happen in your campaign game, I hope you don't think the game is broken because the campaign ends the first day. Switch sides and try again. Then settle down for the long run as the Allies struggle to hold back the Germans and save their force.

One of the most difficult military operations is a withdrawal under pressure. The Crete operation is challenging for the Allies. If you find things too difficult for the Allies, use the optional rule and add in the coastal artillery. You are also welcome to adjust the starting Allied Morale Level and Withdrawal Victory Levels. The numbers I came up with were through playing the campaign game ten or so times but there are many variables over nine game days and such a long withdrawal. The game is yours so feel free to tinker with what feels right to you.

Many thanks to MMP for taking a chance on a first time designer and to Nick Richardson for his patience as I fumbled through this new process.

Of course, I cannot thank Lisa Chacon, my wife of over 30 years, enough for letting me extend my wargaming hobby to take up more time as I try to give back to our hobby as a designer.

I hope this effort is worthy of your playing and, more importantly, that you have fun trying it out.

PS: A note on naming conventions: In my research, I was continuously frustrated with the spelling of commonplace names which differs widely from source to source. Heraklion would appear as Iraklion on one map and Heraklieon or Iraklio on others. In the end, I stuck with the place names from the German 1941 1:50,000 topographic maps, as those were the base maps I used in drawing the *Operation Mercury* maps. No offense is intended to those who prefer alternative spelling.

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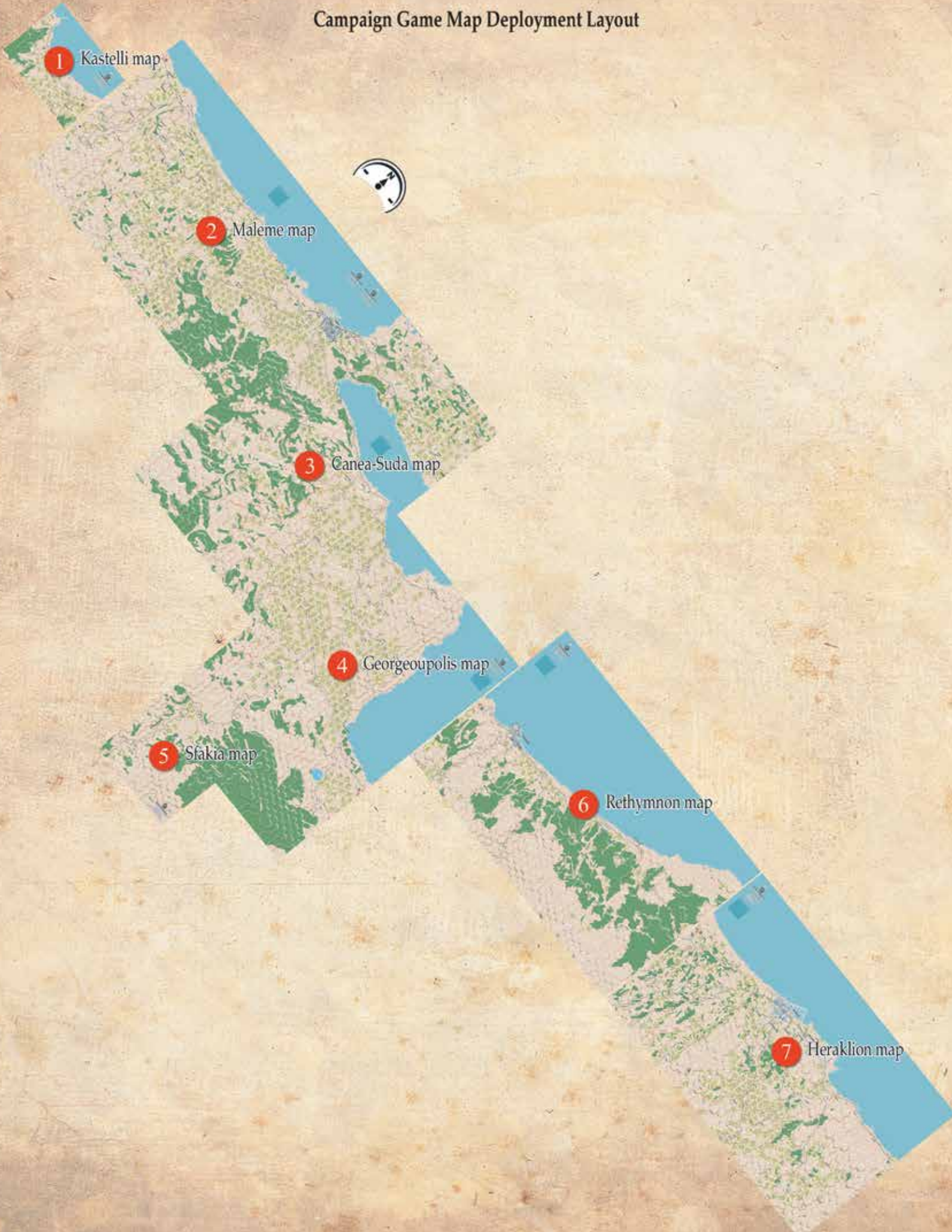
Unit Abbreviations

Germans

Abbreviation	German	"Loose" English Translation
5. Gebirgs Div.	5. Gebirgs-Division des Heeres	5th Mountain Division (Wehrmacht)
7. Flieger Div.	7. Flieger-Division	7th Aviation Division
Aufkl. 95	Gebirgs-Aufklärungs-Abteilung 95	Mountain Reconnaissance Battalion 95
FJR 1, Fsch.Jäg.Rgt. 1	Fallschirmjäger-Regiment 1	Parachute Infantry Regiment 1
FJR 2, Fsch.Jäg.Rgt. 2	Fallschirmjäger-Regiment 2	Parachute Infantry Regiment 2
FJR 3, Fsch.Jäg.Rgt. 3	Fallschirmjäger-Regiment 3	Parachute Infantry Regiment 3
Flak 609	Flak Battalion 609	Anti-Aircraft Battalion 609
Fsch Flak 7	Fallschirm-Flak-Bataillon 7	Parachute Anti-Aircraft Battalion 7
Fsch. MG 7	Fallschirm-MG-Bataillon	Parachute Machine Gun Battalion
Fsch. Pi. 7	Fallschirm-Pionier-Bataillon 7	Parachute Engineer Battalion 7
Fsch.Art. 7	Fallschirm-Artillerie-Bataillon 7	Parachute Artillery Battalion 7
Fsch.Pz.Jäg. 7	Fallschirm-Panzerabwehr-Bataillon 7	Parachute Anti-Tank Battalion 7
Geb.Art. 95	Gebirgs-Artillerie-Regiment 95	Mountain Artillery Regiment 95
Geb.Pi. 95	Gebirgs-Pionier-Bataillon 95	Mountain Engineer Battalion 95
Geb.Pz.Jäg. 95	Gebirgs-Panzerjäger-Abteilung 95	Mountain Tank Hunter Battalion 95
GJR 100, Geb.Jäg.Rgt. 100	Gebirgsjäger-Regiment 100	Mountain Infantry Regiment 100
GJR 85, Geb.Jäg.Rgt. 85	Gebirgsjäger-Regiment 85	Mountain Infantry Regiment 85
GRJ 141, Geb.Jäg.Rgt. 141	Gebirgsjäger-Regiment 141	Mountain Infantry Regiment 141
GrW	Granatwerfer	Mortar (Grenade Launcher)
Kgr.	Kampfgruppe	Task Force
KSB 55	Kradschützen-Bataillon 55	Motorcycle Infantry Battalion 55
LLSR, Luftl.Sturm-Rgt	Luftlande-Sturm-Regiment	Air Landing Assault Regiment
Pz.Rgt. 31	Panzer Regiment 31	Tank Regiment 31

Allies

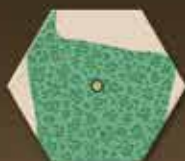| Abbreviation	Unit Name
1 Rangers; 1 Rngr	1st Battalion, The Rangers, The King's Royal Rifle Corps
1 Welch	1st Battalion, The Welch Regiment
1/2 Inf	1st Battalion, 2nd Infantry Regiment (Greek)
1/3 Inf	1st Battalion, 3rd Greek Regiment
1/4 Inf	1st Battalion, 4th Infantry Regiment (Greek)
1/5 Inf	1st Battalion, 5th Infantry Regiment (Greek)
1/7 Inf	1st Battalion, 7th Greek Regiment
1/A & S; 1/A & S Hlds	2nd Battalion, Argyll & Sutherland Highlanders (Princess Louise's)
106 RHA	106th (Lancashire Hussars) Light Antiaircraft Regiment, both as anti-tank and infantry
14th Inf Bde	14th Infantry Brigade
16 Aus Com	16th Australian Infantry Brigade Composite Battalion (2/2 and 2/3 Bns)
17 Aus Com	17th Australian Infantry Brigade Composite Battalion (2/5 and 2/6 Bns)
19th Bde (AUS)	19th Australian Infantry Brigade
2/1 Inf; 2/1 Inf (AUS)	2/1st Australian Infantry Battalion
2/1 MG	2/1st Machine Gun Battalion
2/11 Inf; 2/11 Inf (AUS)	2/11th Australian Infantry Battalion
2/2 Aus Fld	2/2nd Field Company Royal Australian Engineers, as infantry
2/2 Inf	2nd Battalion, 2nd Infantry Regiment (Greek)
2/3 RAA	2/3rd Field Regiment, Royal Australian Artillery
2/4 Inf	2nd Battalion, 4th Infantry Regiment (Greek)
2/4 Inf; 2/4 Inf (AUS)	2/4th Australian Infantry Battalion
2/5 Inf	2nd Battalion, 5th Infantry Regiment (Greek)
2/7 Inf	2/7th Australian Infantry Battalion
2/8 Fld RAE	2/8th Field Company Royal Australian Engineers
2/B W; 2/Black Watch	2nd Battalion, The Black Watch (Royal Highland Regiment) :
2/Leics; 2/Leicesters	2nd Battalion, The Leicestershire Regiment
2/Y & L; 2/York & Lanc	2nd Battalion, The York & Lancaster Regiment
234 Med RA	234 Medium Battery, Royal Artillery
3 Hussa.	3rd (The King's Own) Hussars
42 Fld RE	42nd Field Company, Royal Engineers
5 Garrison	Greek Garrison Battalion (ex 5th Greek "Crete" Division)
7 AUS Lt AA	7th Australian Light Anti-Aircraft Battery
7 Med RA	7th Medium Regiment, Royal Artillery, as infantry
7 RTR	7th Royal Tank Regiment
Hvy AA	Heavy Antiaircraft Battery
Hvy AA RM	Heavy Antiaircraft Battery, Royal Marines
Lt AA	Light Antiaircraft Battery
MNDBO	Mobile Naval Base Defence Organization 1, Royal Marines
N Hussars	102nd (Northumberland Hussars) Anti-Tank Regiment, Royal Artillery, as infantry
NZE DDF	New Zealand Echelon Detachment, Dock Defense Force
RN DDF	Royal Navy Detachment, Dock Defense Force
Royal Periv	'Royal Perivolians' (British Composite Battalion)

Campaign Game Map Deployment Layout

1 Kastelli map

2 Maleme map

3 Canea-Suda map

4 Georgeoupolis map

5 Sfakia map

6 Rethymnon map

7 Heraklion map

Terrain Legend

Clear Hex	Orchard/Vineyard Hex	Scrub Hex	Village Hex	Town Hex
City Hex	Fortified Hex	Road Hex	Slope Hexside	Observation Post
Airfield	Port	German Reinforcement Hex	Allied Reinforcement Withdraw Hex	Map Exit
City Limit				

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