

RUSHING HILL A



HOB

AoC1

Assault on Crete

Design: Michael Hastrup-Leth

Battlefield Orientation:

Use hexrows A-P on boards 6 and 39, and R-GG on boards 17 and 38.



Tactical Objective:

The Germans win at game end if they Control all the following hexes on board 39: F4, G5, G7 and H5.

Historical Rules:

1. All OM rules are in effect [EXC: Cretan Rooftops are NA].
2. Place overlay **O4** on 38BB0-AA1.
3. AFVs are subject to a Bog Check when entering a hex unless crossing a road hexside. In addition, a +2 DRM applies to this check when crossing a crest line. Recalled AFVs use the west edge.
4. Australian MMC and SW suffer from Ammunition Shortage (A19.131).
5. The Australians may Deploy 20% of their squads at set up.
6. The 3 ART Guns must set at $\geq$ level 2 with a LOS to a north edge hex, and with their CA pointing north. These Guns use Red TH numbers, and cannot gain Acquisition. No Captured Use penalties apply to Allied Infantry Crews that use the *Obice da 100/17*.
7. These units represent survivors of Kompanies 1 & 4 and must set up on Board 39 hill hexes, with a maximum 1 MMC per hex, and may not set up with/adjacent to any other unit (German or Australian). Mark these MMC with a Pin counter; this is removed normally at the end of the first German Turn. However, should one of these units inadvertently set up with a HIP Australian Gun, this Gun must be placed onboard concealed before starting play, but after all set up.
8. German Guns cannot set up HIP and are not considered Emplaced, but may set up Concealed if in eligible terrain. The 105mm MTR has s8, which is not increased for being Elite.
9. At the beginning of Turn 3 the German Player automatically receives Air Support in the form of one Stuka w/bombs. The Stuka is Recalled at the end of the Game Turn following its Turn of entry.

AUSTRALIANS Set Up First [ELR: 4] [SAN: 4] [162]

Elements of 1st Bn, 2nd Bn, 1st MG Bn, and 6th Bty, 3rd Field Artillery Regt, 2nd Australian Imperial Force: Set up on board 39 (See HSR 4-6).

9-1	8-1	8-0	4 ² -5-8	2-2-8	LMG 1PP 1 2-7
10 4 2					
MMG 4PP 2 4-12	HMG 5PP 3 6-14	MTR 4PP 2 51 [2-11]	14		
MTR M 11 81* [3-63]	ART M 6 100*	ART M 8 75	Trench OVR, OBA: +4 Other: +2	Foxhole 5 1S OVR, OBA: +4 Other: +2	
2 4					

Elements of 7th Royal Tank Regiment: Enter Turn 3 on the west edge of board 39 (See HSR 3).

8-0	4 ² -5-8	LMG 1PP 1 2-7
3		

*9 (1) 8 40L -/4
2



Balance:

Australians: Add 6 more TM?§ to the Australian OoB.

Germans: Change the Australian SAN to 3.

SCENARIO VARIABLES

EC/Wind	Dry with Mild Breeze from the northwest at start.
Woods/Orchards	Are Light Olive Groves (OM7.0).
Fortifications	Place Wire counters in the following hexes of board 6: B0, B1, B2, B3 and B4.

Historical Perspective: Retimo, Crete, 20 May, 1941: The airfield at Retimo was defended by 2 battalions of Australians supported by a mixed group of Greek soldiers and policemen, some barely trained. The Australians were concentrated around the airfield, with the Greeks providing flanking support. The centerpiece of the defense was Hill A, from where the machineguns and limited, antiquated artillery could cover the airfield with fire. The Germans were hampered by lack of air transport, and had to wait until the attack at Maleme was finished before they could be flown from the mainland. Consequently, the attackers arrived in company groups rather than the whole reinforced battalion. The first two companies to arrive were cut to pieces, the survivors scattering into cover on and around the hill. Only the arrival of 3rd Company together with the heavy weapons, having landed safely to the west, prevented a total fiasco.

Gathering up the stragglers from the first drops, Major Kroh led a coordinated attack up the eastern side of Hill A. Reaching the gun positions they drove the lightly armed gunners off, while vicious firefights raged the length of the ridge. Nightfall saw each side controlling half the hill, victory would be determined by who could wrest control of the ridge line the next day.

GERMANS Move First [ELR: 4] [SAN: 4] [217]

Elements of Kompanies 1, 3 and 4, 2nd MG Company and 13th & 14th Heavy Weapons Companies, 2nd Fallschirmjäger Regiment: Set up on/north of the line 6E1-6E10-38Z5-38Z10 (See HSR 8).

9-1	8-1	8-0	5 ² -4-8	2-3-8	2-2-8
2 10 10 4					
LMG 1PP 1 3-8	MMG 3PP 2 5-12	HMG 4PP 3 7-16	DC 4PP 3 30-1		
4					
MTR M 10 105* [8-75]	RCL M 11 75* B11	AT M 12 37L H6 [9]			
4					

Scattered Survivors: (See HSR 7)

2-3-8
4



Air Support: (See HSR 9)

DB 8 ML 150 1939 4

TURN
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7

THE VENETIAN FORT

AoC2

Assault on Crete

Design: Derek Ward



HOB

Battlefield Orientation:



Use hexrows R-GG on boards 21 and 23.

Tactical Objective: The Allies win at game end if there are no Good Order German MMC ≤ 2 hexes from 23Y7.

SCENARIO VARIABLES

EC/Wind	Dry with no Wind at start.
Water	The canal and all terrain north of it is Ocean (B21.14), and may not be entered.
Bridges	Do not exist.
Orchards	Are Olive Groves (B14.8).
Walls	(See HSR 2)

Historical Rules:

1. All OM rules are in effect [EXC: Cretan Buildings are NA].
2. All Walls are level 1 obstacle to LOS, and cost 2 MF (+COT) to cross. Units may gain Crest status (B20.9) by using 2MF. In Crest units are at Level 1, and have a +2 TEM through Crest hexsides. Height advantage may apply though non-Crest hexsides. Only units with Crest status have a LOS through a wall hexside (EX: Units at ground level in 21V5 have no LOS to ground level 21W6). Otherwise, treat wall hexsides as a normal level 1 LOS obstacle. Units in Crest may advance normally [EXC: They may advance into Crest status in an adjacent wall hexside. EX: In Crest in 21V8 to in Crest in 21W9], units not in Crest may advance across a wall hexside (EX: ground level 23W9 to ground level 23X8) only as an Advance vs. Difficult Terrain (A4.72).] Units may move from ground level into Crest status on an enemy occupied wall Crest-hexside only during the APH as an advance into CC, and suffer a +1DRM on their CC DR in the subsequent CC. If a Melee results, both units are considered in Crest status in the defenders hex, no DRM applies in subsequent turns.
3. Greek units have an ELR 2 and Australian units have an ELR 4.

GERMANS Set Up & Move First [ELR: 4] [SAN: 3] [143]

Elements of Kompanie 2 and Kompanie 3, Fallschirmjäger Battalion I and II: Enter Turn 1 as indicated.

Gruppe Beckerš: Enter on the west edge of board 23.



5 2



Gruppe Eggersš: Enter on the west edge of board 21.



6 2

TURN



Balance:

Allies: Add two 4-3-7s to the Turn 1 force.

Germans: Exchange one LMG for a MMG(dm).

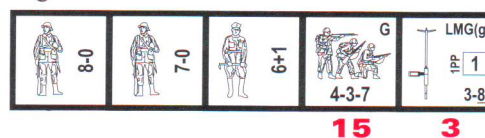
Historical Perspective: Heraklion, Crete, 21 May 1941: The antiaircraft defense at Heraklion had not been suppressed, and the Ju-52s were easy targets. Fallschirmjäger who survived the drop were hunted down as they scrambled to find arms containers. As night fell, most of the fallschirmjäger in the immediate area of Heraklion were dead or desperately seeking their companions in the nearby hills. To the west, Major Shultz's battalion had taken heavy casualties, and a premature attempt to capture the town was repulsed by enraged Greek soldiers and civilians. The next morning, Shultz received some meagre reinforcements, and dividing his force into two, sent them once more into the town.

One group, entering from the north, managed to gain the harbor and the high-walled Venetian fortress there. A second group entered by the west gate. The Australians had captured a German signals book and had great success requesting supplies from German aircraft. This, combined with weapons picked up after the parachute drops, meant that almost every Allied unit was heavily over-strength with automatic weapons. The Allies pushed Egger's group north to join Becker at the fort. In the late afternoon a senior Greek officer was reported to have offered the surrender of the town, but the British kept the Greeks fighting and by evening Heraklion was once again in Allied hands.

ALLIES Set Up Second [ELR: See HSR 3]

[SAN: 6] [90]

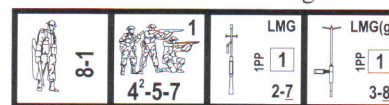
Elements of Greek Heraklion Garrison and 3rd and 7th Recruit Battalions: Enter on/after Turn 1 on the south/east edge.



15 3

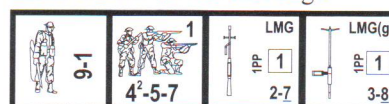


Reinforcing Platoon 2nd Battalion York and Lancasters: Enter Turn 2 on the east edge.



3

Reinforcing Platoon 2nd Battalion Lancasters: Enter Turn 3 on the east edge.



3



THE OLIVE OIL FACTORY



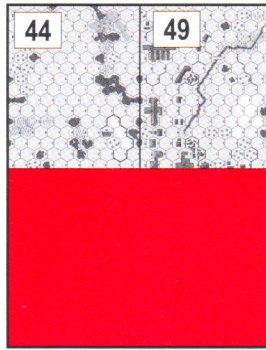
HOB

AoC3

Assault on Crete

Design: Michael Hastrup-Leth

Battlefield Orientation:



Use hexrows A-P on boards 44 and 49.

Tactical Objective: The Allies win at game end if there are no Good Order German MMC in the Olive Oil Factory (49E9).

SCENARIO VARIABLES

EC/Wind	Dry with no Wind at start.
Factory	Building 49E9 is a ground level Factory (B23.74).
Orchards	Are Olive Groves (B14.8).

Historical Rules:

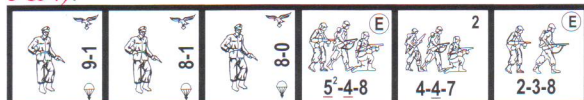
1. All OM rules are in effect [EXC: Cretan Rooftops are NA].
2. Place overlay **O4** on 49J9/K9.
3. The Germans suffer from Ammunition Shortage (A19.131). German Crews may use the 38 Mortar without Captured Use penalties.
4. The German 8-0 SMC begins play Wounded. 4-4-7s (and any HS created from these) are considered Walking Wounded (QCG17). WW have 3 MF, which cannot be increased for any reason, its IPC is reduced to 2, and it receives a +1 DRM for all CC attacks it makes, while all CC attacks made against it receive a -1 DRM. Under no circumstances can WW become unwounded.
5. Greek units have an ELR 2 and Australians units have an ELR 4.

Historical Perspective: Retimo, Crete, 22 May 1941:

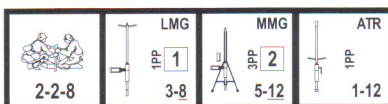
The attack on Retimo airfield had failed and the surviving fallshirmjäger split into two groups. Major Kroh with 90 men, many of whom were wounded, occupied an olive oil factory outside the nearby village of Stavromenos. From here they were able to interdict a large area with heavy machinegun and mortar fire, and

GERMANS Set Up First [ELR: 3] [SAN: 4] [113]

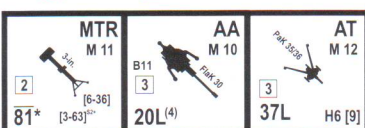
Elements of Kompanie 1, 2, 4 and elements from the 13th and 14th Heavy Weapons Kompanies, 2nd Bn, 2nd Fallschirmjäger Regt: Set up on/north of hexrow K (See HSR 3 & 4).



5 2 2



3 2



TURN

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Balance:

Allies: Change the Greek ELR to 3.

Germans: The German 8-0 in HSR 4 is not Wounded.

effectively cut the road east to Heraklion. The Australians had planned to attack early on the 22nd, but delayed after one of the company commanders was killed. A new attack was planned, supported by some 200 Greek soldiers, but without the artillery, which had already fired the ammunition it could spare.

The Greeks would advance up a wadi, a company of Australians would move up via another wadi, and then under the covering fire they would storm the factory together. Although simple, the plan failed as the Greeks did not move forward in time. The Australians charged, but went to ground about 40 yards short of the factory. Unable to advance or retreat, they waited until nightfall before withdrawing. The factory would be held until the 26th, when an attack with both tank and artillery support overcame the defenders. The success was short-lived however, as surrender at Retimo was now only days away.

ALLIES Move First [ELR: See HSR 5] [SAN: 6] [185]

Elements of 1st Bn, 2nd Australian Imperial Force and Greek 5th Battalion: Enter as indicated on Turn 1.

5th Greek Battalion: Enter on the south edge of board 49 and/or the east edge of board 49 on/south of hexrow I.



10

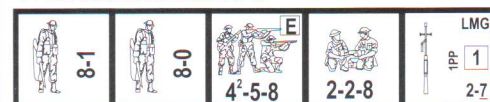


Capt. Moriarty's Company: Enter on the south edge of board 44 on/between P1 and P4.

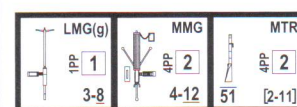


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Capt. Traver's Company: Enter on the west edge of board 44 on/south of hexrow I.



5



TOWN AND COUNTRY

AoC4

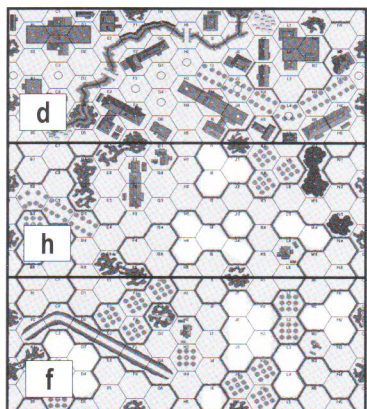
Assault on Crete

Design: Derek Ward



HOB

Battlefield Orientation:



Tactical Objective: The British win at game end if they have ≥ 14 VP (calculated as Exit VP) of Good Order *Infantry* on board f. German Prisoners exited by the British off the north edge count toward British VP. However at game end, the VP value of each Good Order German unit on boards h and/or d must be added to the base total required for British victory.

SCENARIO VARIABLES

EC/Wind	Dry with no Wind at start.
Orchards	Are Olive Groves (B14.8) [EXC: Orchard-road hexes remain orchard-road as per B14.6]
Marsh	Are Woods.
Close Combat	Hand to Hand Combat (J2.31) is NA.
Civilian Interrogation	Is in effect (E2.4). The Allies are in Friendly Territory while the Germans are in Hostile Territory.

Historical Rules:

1. All OM rules are in effect [EXC: Cretan Buildings are NA].
2. The Mark VIBs have red MP (D2.51), and a MG breakdown number of 10. If a Mk VIB malfunctions its MA it must always attempt Repair in the Rally Phase. The MA is permanently Disabled on a dr of ≥ 5 , which results in immediate Recall (D3.7), via the north edge.
3. Crews may not voluntarily abandon their vehicles (D5.4).
4. One German squad-equivalent (and any SMC/SW stacked with it) may set up HIP.

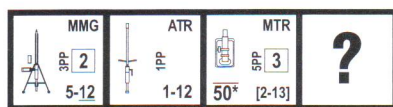
GERMANS Set Up First [ELR: 4] [SAN: 4] [135]

Elements of Battalion III, 1st Fallschirmjäger Regiment:
Set up south of dA3-F3-G3-H2-L4-O3 road (See HSR 4).



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TURN



Balance:

British: Add a MMG to the Turn 1 Reinforcements OoB.

Germans: Add an ATR to the German OoB.

Historical Perspective: Heraklion, Crete, 25 May, 1941:

The fighting at Heraklion quickly settled down. The Germans, too weak to take the town, laid siege to the area and waited for reinforcements. For the British, it was a case of sitting tight and defending the airfield as instructed. By day long range rifle and machinegun fire sought out any so unwise as to move out of their trenches, but at night the dead were buried, the wounded evacuated, food and ammunition brought out to the lines. This uneasy stalemate was broken by small attacks by each side, after one such it was decided that the 2/York and Lancasters would have to push the intruders back a bit.

With two light tanks supporting, initially the attack went well, but after nearly a kilometer through very close country consisting of houses and their gardens, the German defense suddenly intensified. Both tanks developed problems with their machineguns and were recalled. The reserve company was called for, but it too soon suffered heavy casualties and the advance was stopped. Later the British retired back to the start-line, but the Germans made no attempt to recapture the lost ground, enabling the defenders to slip away on the night of the 28th and join the evacuation to Egypt.

BRITISH Move First [ELR: 3] [SAN: 3] [140]

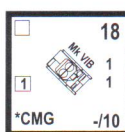
Elements of A and B Companies, 2nd Battalion York and Lancasters Regiment. and 3 Hussars: Enter on north the edge on/after Turn 1.



14

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(See HSR 2 & 3)



Reinforcing Company, 2nd Battalion, Leicesters Regiment: Enter on the north edge on/after Turn 3.



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AT THE APEX

AoC5

Assault on Crete

Design: Derek Ward



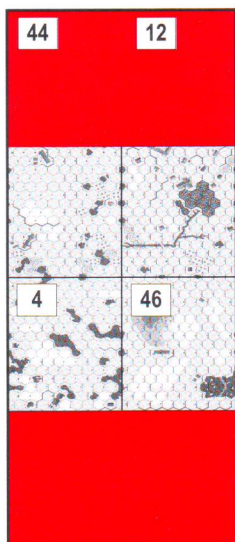
HOB

Battlefield Orientation:



Use hexrows R-GG on boards 12 and 44, and A-P on boards 4 and 46.

Tactical Objective: The Allies win at game end if they amass ≥ 8 VP. Only Good Order *Australian* units (calculated as CVP) count for VP. Those that end the game within the Black Watch 'set up perimeter' are worth their normal CVP. Those that exit off the north edge of board 12 are worth double.

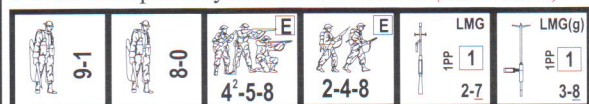


Historical Rules:

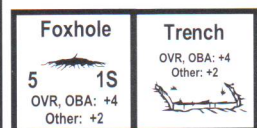
1. All OM Rules are in effect.
2. Place **OG1** on 12GG4 and **O3** on 4B0-46A10.
3. Ammunition Shortage (A19.131) is in effect for the Allies.
4. Due to the need to differentiate between Australian and Scottish units, it is recommended that the Allied player record the Identity (A1.24) of each Australian unit.
5. Black Watch MMCs have restricted Freedom of Movement. For the first 3 Game Turns these MMC may not move [EXC: Berserk/Rout], place a No Move counter under each unit/stack, remove these as the last action of Turn 3. Regardless, no Black Watch unit is permitted to move outside their original set up area; if they do so for any reason they are eliminated.

ALLIES Set Up and Move First [ELR: 4] [SAN: 3] [153]

TM Detached Platoon's 4th Bn, 2nd Australian Imperial Force: Set up on any hill hex of board 46 (See HSR 4).



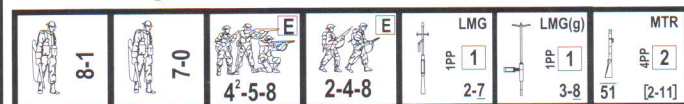
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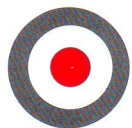


Elements of 2nd Battalion, Black Watch Regiment: Set up on/within the perimeter 12BB0-12BB6-44R1 (See HSR 5).



7

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TURN

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Balance:

Allies: Exchange a Black Watch British LMG for a British MMG.

Germans: —Reinforcements enter Turn 1.

SCENARIO VARIABLES

EC/Wind	Dry with no Wind at start.
Orchards	Are Light Olive Groves (OM7.0).
Grain	Are Vineyards (F13.6).
Buildings	Location 12R7 is considered a Cretan multi-hex building, with R7 as a building location.

Historical Perspective: Babali Village, Crete, 26 May, 1941:

A stalemate had settled around Heraklion. The Germans lacked the strength to take the town and airfield, but each day that passed saw their position improve as reinforcements trickled in. The Allies could do little more than their orders required: to hold the town and airfield until relieved. A platoon from the 2/4 Battalion AIF was dispatched to occupy the heights of Hill 296, known to the Australians as Apex Hill. For two days Lt. Kesteven and his men observed German movements.

At dawn on the 26th it became clear that Apex had become untenable, as a group of Germans had moved between the hill and the village of Babali, a Black Watch outpost. After sending a last signal saying that they would attempt to breakout, Kesteven led his men down the rocky slopes. Leaving the hill they were hit by fire from the front and flank and several fell dead or wounded, including Kesteven. Sergeant Swanson DCM took command. Hurling grenades and firing the Australians rushed the enemy; fifty Germans were swept away by the charge. Swanson and his men managed to reach the shelter of a creek-bed. From here, the Australians slipped away and were able to make their way through Black Watch lines.

GERMANS Move Second [ELR: 5] [SAN: 4] [143]

Elements of Battalion III, 1st Fallschirmjäger Regiment: Set up on/between hexrows CC and GG on boards 12-44.



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Reinforcing Elements: Enter Turn 2 on the west edge.



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42ND STREET

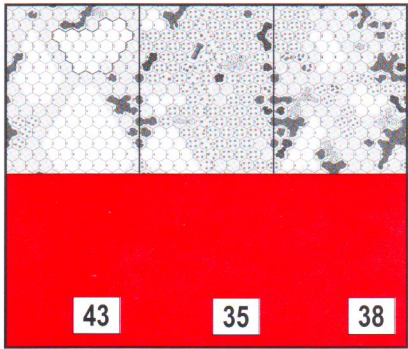
AoC6 Assault on Crete

Design: Derek Ward



HOB

Battlefield Orientation:



Use hexrows R-GG on boards 35, 38 and 43.

Tactical Objective: The Allies win if they amass ≥ 20 CVP (Prisoners do not count double). The CVP value of Good Order German unit(s) wholly on boards 35 and/or 38 at game end must be added to the total base value required to win.

SCENARIO VARIABLES	
EC/Wind	Dry with no Wind at start.
Orchards	Are Light Olive Groves (OM7.0).
Marsh	Are Woods.
Terrain	All water obstacles are dry and form a level -1 Depression.

Historical Rules:

- 1. All OM rules are in effect [EXC: All Allied units may declare Hand to Hand as per OM15.2, however only Maori units qualify for the -1 DRM].
- 2. Ammunition Shortage (A19.131) is in effect for the Allies [EXC: Captured SW].
- 3. Maori units are denoted by an asterisk *. Due to the need to differentiate between Maori and non-Maori units, it is recommended that the Allied player record the Identity (A1.24) of each Maori unit.

GERMANS Set Up First [ELR: 4] [SAN: 3] [208]

Elements of Battalion I, Gebirgsjäger Regiment 141: Set up on/west of the 35GG6-Z4-R5 road.

21622

TURN

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Balance:

Allies: Increase the Game Length to 6.5 Turns.
Germans: Add two LMGs to the German OoB.

Historical Perspective: West of Suda, Crete, 27 May, 1941: The success of the counterattack at Galatas on the 25th enabled the battered ANZACs to retire and form a defensive line in front of Suda Bay at TM42nd Street, a dusty road running through the olive groves. Here the 19th Australian and the 5th New Zealand Brigades, each of their battalions now little more than company strength, dug in. The 2/7th Battalion spotted the advancing 1st Battalion, Gebirgsjäger Regiment 141 first. While a small patrol kept them under observation, the rest of the battalion was sent forward. As they started to advance, the fierce Maoris of the neighboring 28th Battalion launched a wild charge.

The Germans were put to rout. The charge carried all before it, with the Maoris leading the way and units on either side, including elements of three more ANZAC battalions, following. Under the dappled shade of the olive groves the I/141 was destroyed, losing well over 300 men. The pursuit continued for about 600 yards to the edge of the olive groves, where German air-superiority provided a measure of safety for the shocked survivors. It was to be a pyrrhic victory however, as later that day other German troops flanked 42nd Street, and soon the ANZACs were again retreating towards another seaborne evacuation.

ALLIES Move First [ELR: 3] [SAN: 3] [200]

Elements of 7th Battalion, 2nd Australian Imperial Force: Set up on whole hexes of board 38 on/north of the 38Y1-Z5-Y10

542

Elements of 21st New Zealand Battalion: Set up on whole hexes of board 38 south of the 38Y1-Z5-Y10 road.

532

Elements of 28th New Zealand TMMaori Battalion: Enter on/after Turn 3 on the south edge of board 35 and/or 38.

* * * 10* 2

THEIR FIRST AND LAST



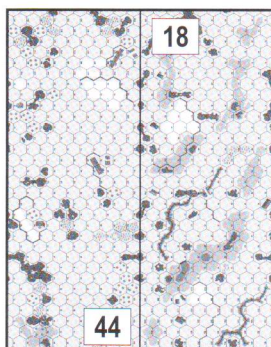
HOB

AoC7

Assault on Crete

Design: Magnus Hindsberger

Battlefield Orientation:



Tactical Objective: The Germans win at game end if they have amassed ≥ 14 CVP. In addition to amassing CVP normally, the Germans may also exit Good Order units (and Prisoners), calculated as CVP, off the east edge and such units count toward the required CVP Total.

SCENARIO VARIABLES

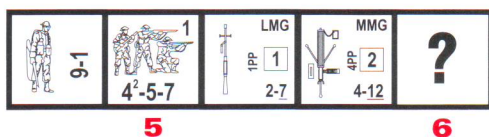
EC/Wind	Dry with no Wind at start.
Orchards	Are Olive Groves (B14.8).

Historical Rules:

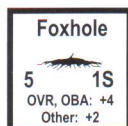
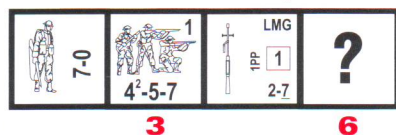
1. All OM rules are in effect.
2. Place overlay **OW1** on 44G7/44G6.
3. The British may place a total of three 1 Squad foxhole counters within each of their set up areas.
4. German units setting up on board cannot Fire, Move or Advance [EXC: Berserk] on German Turn 1. They may Rout normally.

BRITISH Set Up First [ELR: 3] [SAN: 4] [NA]

Elements of 1st Battalion, Welsh Regiment: Set up on board 18.



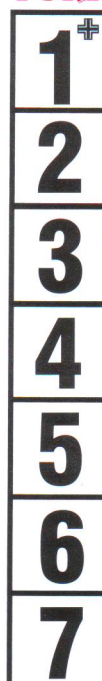
~Forward Defense~: Set up on board 44 in hexes ≥ 7 .



(See HSR 3)

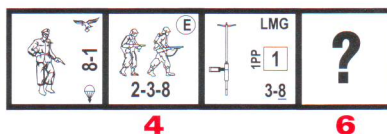


TURN

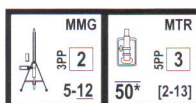


GERMANS Move First [ELR: 4] [SAN: 3] [129]

Elements of Gruppe Ramcke, 7th Flieger Division: Set up on board 44 and/or on board 18 in hexes ≥ 9 , but not adjacent to a British unit (See HSR 4).



Enter Turn 1 on the west edge.



THE GAME'S UP AUSSIES

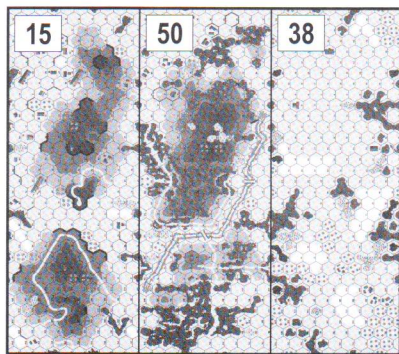


AoC8

Assault on Crete

Design: Shaun Carter and
Derek Tocher

Battlefield Orientation:



Tactical Objective: The Allies win at game end by amassing > 16 VP more than the Germans. VP are awarded *only* as follows: at the end of each Game Turn, each player gains 1 VP for the following buildings they Control: 38N2, J8, E6 and D7. In addition, the Allies gain VP (calculated as CVP) for Good Order units exited off south edge of board 38 (See HSR 4).

SCENARIO VARIABLES

EC/Wind	Dry with no Wind at start.
Terrain	All Woods, Orchard and Marsh are Olive Groves (B14.8) which is considered Inherent (B.6) and Rally Bonus Terrain (A10.61). All Hedges are Walls (B9.3) and all Water Obstacles are Dry (B20.41).

Historical Rules:

1. All OM rules are in effect [EXC: Captured Use penalties *apply* to German LMG used by the Allies. Cretan Rooftops are NA.].
2. Place overlays as follows: **WD1** on 50GG10, **WD2** on 50GG8/GG9, **WD3** on 50GG5/GG6 and **WD5** on 50GG4/FF4.
3. The Allied player must set up a minimum of 4 MMC, 1 SMC, 1 Gun and Crew, plus 2 Trenches on full/half hexes of board 38 [EXC: Fortifications cannot set up on Runway hexes 38D9-38N4 or 38E4-38M8]. A minimum of 4 MMC and 1 SMC must set up on full hexes of board 50 on/north of hexrow U. Allied units setting up in Concealment Terrain may set up as if the Germans were entering from off board.
4. The Allies suffers from Ammunition Shortage (A19.131). All Guns in the Allied OoB are considered British for all purposes [EXC: The Italian Gun uses Red TH numbers and cannot gain Acquisition.].
5. Allied units may not exit prior to Turn 3.
6. The Guns in the German OoB cannot set up Emplaced (C11.2).
7. British Trucks in the German OoB are not considered Captured Equipment (A21.1).

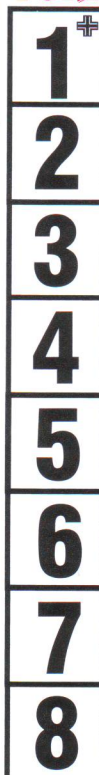
ALLIES Set Up First [ELR: 3] [SAN: 3] [124]

Elements of 11th Bn, 2nd Australian Imperial Force: Set up on board 50 on/north of hexrow U with a coordinate of ≤ 8 and on board 38 on/north of hexrow O (See HSR 3 & 4).

9-2	8-1	7-0	4 ² -5-8	4 ² -5-7	4-4-7
3	3	3			
2-4-8	2-2-8	1PP 1 2-7	1PP 1 3-8	4PP 2 4-12	1PP 1-12
2	3	2			9
37L H6 [9]	100*	75	5 OVR, OBA: +4 Other: +2	1S OVR, OBA: +4 Other: +2	
			8	2	



TURN



Balance:

Allies: Reduce the Tactical Objective VP total to 14.

Germans: Increase the Tactical Objective VP total to 18.

Historical Perspective: Retimo, Crete, 30 May, 1941:

Following the fall of Canea the race was on to capture the rest of Crete. Kampfgruppe Wittmann was assigned the task of advancing along the northern coast to relieve the beleaguered paratroopers at Retimo and Heraklion. In their path were troops of the 2/11th Battalion AIF, who were by this stage almost out of supplies. Their commander, Lt. Col. Ian Campbell, was determined to hold the approaches to Retimo airfield for one more hour to allow time for the rest of his forces to escape by whatever means possible. Following an intense and deliberate bombardment the German forces began to push their way through the Australian positions. Calling out 'The game's up, Aussies' the Germans began to round up prisoners as the defenders' ammunition ran out. However, the delay enabled around 100 Australians to make good their escape towards the mountains and a seaborne evacuation on the south coast.

GERMANS Move First [ELR: 4] [SAN: 4] [188]

Elements of Kampfgruppe Wittmann: Set up on board 15 north of row T with coordinate of ≥ 3 (See HSR 6).

9-1	8-1	8-0	4 ² -6-8	2-4-8	2-2-8
2	7	2	5		
1PP 1 3-8	2PP 1 3-8	5PP 3 50* [2-13]			
2	3				
3 81* [2-60]	2 75* [2-60]	3 37L H6 [9]	3 50L	3 20L (4) -1/5	
2			2		
14PP	3PP*	-1 3PP	-1 0PP		
2	3	7	2		
8-1	4 ² -6-8	2-2-8	3 50L	3PP*	-1 0PP
3					3

Enter Turn 1 on the west edge.

UNSUNG HEROES

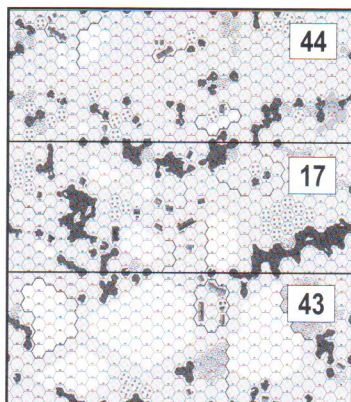
AoC9

Assault on Crete

Design: Rick Troha



Battlefield Orientation:



Tactical Objective: The Germans win at game end if they Control all buildings on board 17 and all buildings on board 43 in hexes numbered ≥ 7 .

SCENARIO VARIABLES

EC/Wind	Dry with no Wind at start.
Orchards	Are Olive Groves (B14.8).

Historical Rules:

1. All OM rules are in effect.
2. Place Overlays as follows: **X25** on 43S9/S10, **X14** on 17R1/S2, **X11** on 17P1/43P10.
3. All Greek MMC have Dare Death (G18.6) capability [EXC: Contrary to G18.6, a Leader need not be present for the MMC(s) to become voluntarily Berserk].
4. Any Greek MMC successfully eliminating a German MMC in CC immediately Battle Hardens (A15.3) even if Melee continues. Use Random Selection to determine which unit Battle Hardens if more than one MMC participates in the elimination process.
5. A Greek MMC gaining possession (regardless of how this occurs) of a non-malfunctioned German SW, whose previous possessor was a German unit, immediately becomes Fanatic. This Fanaticism lasts as long as it possesses that non-malfunctioned German SW.

GREEKS Set Up First [ELR: 2] [SAN: 5] [128]

Elements of 8th Greek Infantry Regiment: Set up ≥ 8 hexes from the north edge.

8-1	8-0	7-0	1	LMG	?
2	16	2	6		



Balance:

Greeks: Add six more ? to the Greek OoB.

Germans: Add one MMG(dm) to the German OoB.

Historical Perspective: Alikianou, Crete, 21 May, 1941: With no heavy weapons, little ammunition and training, the 8th Greek Regiment was not expected to contribute to the defense of Crete. Col. Kippenberger, to whose brigade they were assigned, called them nothing more than "a dot on the map". What the New Zealand commander could not foresee was the fanatical spirit residing in them. On 20 May, the Engineer Battalion, attached to the 3rd Fallschirmjäger Regiment, landed in good order at the southern end of the Prison Valley. Their assignment was to take the village of Alikianou, thus securing the flank of the German assault and simultaneously threatening the left flank of the British defense. The Germans ran into a hailstorm of fire causing heavy casualties, but they pressed on. As the Greeks' ammunition ran low, they rose up and charged with bayonets, throwing the Germans back. The Greeks rearmed themselves from the German dead. Again and again, the Greeks charged, until the remnants of the Engineer Battalion were forced to retreat. The Greeks ended the battle better armed then when they began. Over the next days the Germans launched first one battalion, then a second, against the enemy. The Greeks held out until the 27th when they faded into the hills to continue the fight as guerillas. By protecting the Allied left flank, the Greeks made possible the Allied withdrawal to Sfakia, from where they were evacuated to Egypt, to fight again.

TURN

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2
3
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7
8
9
10

GERMANS Move First [ELR: 4] [SAN: 2] [217]

Elements of FallschirmPionier Battalion I, FliegerKorps XI : Enter Turn 1 on the north edge.

9-2	9-1	8-1	8-0	8-3-8	5-4-8
2	3	13			

LMG	dmMMG	dmHMG	dm MTR	FT	DC
1	1	1	3pp	10	10
3-8	3-8	3-8	50mm	24-1	30-1
5	2				2



GLIDE PATH TO INVASION



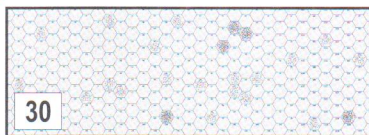
HOB

AoC10

Assault on Crete

Design: Andrew Hershey
and Iain Mckay

Battlefield Orientation:



Tactical Objective: The Germans win at game end if they Control hex 30R2 and all the AA Guns are captured/eliminated/unmanned by Good Order 1-2-7 crew.

Balance:

British: Add a 4-5-7 and a 1 Squad foxhole to D Company's OoB.

Germans: Add an ATR and 50mm MTR(dm) to the German OoB.

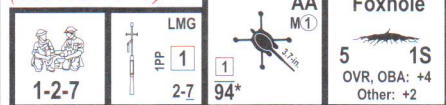
Historical Rules:

1. All OM rules are in effect.
2. Place overlays E1 on board 30 so that the hexrows align normally, then place X2 on 30F2 and X5 on 30R2.
3. Both Sniper counters are placed at the start of British Turn 1.
4. The AA Guns set up Emplaced, unconcealed and in AA mode with one Gun/crew in hexes K4, J2 and H2. (Use any suitable counter to represent the third gun.) They must remain marked in AA mode throughout the scenario. The remaining crew, LMG and foxhole must be in I1 or I4.
5. Immediately after the Gliders are placed in their ILH, each British unit must pass a NTC or become pinned. Unpinned AA Guns may then, contrary to E8.21, use a modified version of Light AA Fire: a To Hit DR of 2 eliminates a Glider and its Passengers, a To Hit DR of 3 Damages a Glider (E8.21), a To Hit DR of 4 causes a Glider to take evasive action (E8.21) any other result is a miss. ROF, Malfunction, Intensive Fire apply normally; note a malfunctioned AA Gun must always attempt repair. No CA change is required for this To Hit process. Use a random draw, from a pool of nine Drift counters corresponding to the ID letters of the Gliders, to determine which Glider is hit (if any). Remove corresponding Drift counters if a Glider is eliminated.
6. The Radio Station (30R2) cannot lie within the initial five hex avenue of approach (E8.2) of any Glider (simulating the effect of the radio mast.). If evasive action causes it to do so add +3 to the crash dr of that Glider.

BRITISH Set Up First [ELR: 3] [SAN: 4] [128]

Elements of 234th Heavy AA Battery, Royal Artillery:

(See HSR 4-5)



4

3

Elements of D Company, The Rangers 9th Battalion King's Royal Rifle Corps: Set up at level 4 west of the K1-08 Wadi, with maximum one MMC per hex. MMC may not set up concealed or adjacent to other MMC.

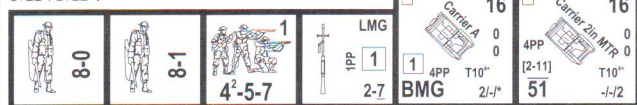


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4

Elements of Royal Marines and Welsh Regiment: Enter Turn 2 ≤ 3 hexes from Y10 having already expended Æ their MP/MF.

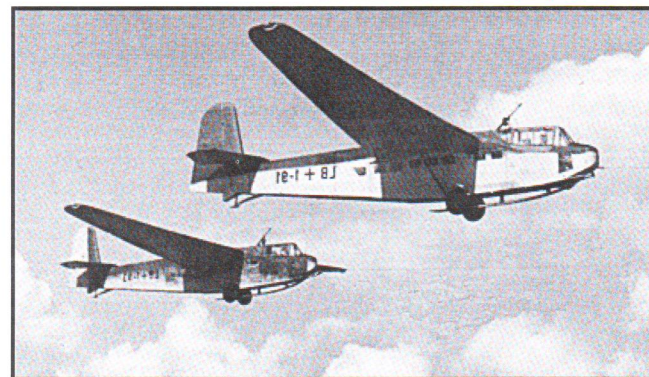
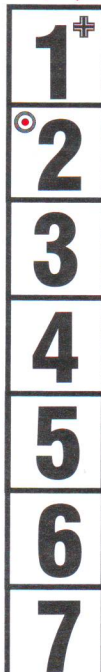


5

2

2

TURN



SCENARIO VARIABLES

EC/Wind	Dry with no Wind at start.
Terrain	Scrub is Brush (B14.8) which is considered Inherent Terrain (B.6). Wadis are Gullies (B19.1). Hammada does not exist. A Paved Road leads off board V7 to V8. Landing in Crag (B17.1) results in a +1 DRM to the Crash dr not +3.

Historical Perspective: South of Chania, Crete, 20

May, 1941: As part of the first wave of the assault on Crete, Lt Genz and his company were assigned the task of eliminating anti-aircraft positions and a wireless station on the heights just south of the town of Chania. Destroying the battery was vital to the success of the fallschirmjäger who would jump from slow moving JU-52's in the next wave. By seizing the radio station Genz would help sow confusion in the command and control efforts of the Allies. Things did not begin well for *Abteilung Genz*. On the approach two gliders broke their tows, a third glider was hit and crashed with the loss of most onboard. Having landed with only two-thirds of his force Genz had now to take his objectives. Fortunately, some of the gun crews remained pinned in their trenches by the Luftwaffe enabling the remainder of Genz's gliders to reach the ground safely. Thereafter Genz closed on the gun pits where in a close quarter action the guns were silenced. Regrouping his force to concentrate on the radio station, Genz was rebuffed by the enemy, who were being supported by Bren gun carriers of the Welsh Regiment and a detail of Royal Marines. By nightfall, lacking the support of the fallschirmjäger planned to reinforce his position, Genz was forced to slip away westwards through Allied lines. At dawn he made contact with Hauptman von der Heydte's fallschirmjäger in the Prison Valley.

GERMANS Move First [ELR: 5] [SAN: 2] [NA]

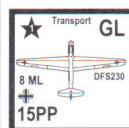
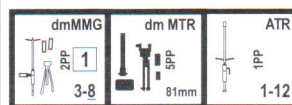
Abteilung Genz, 1st Sturm Regiment: Enter by Glider (E8.1) on Turn 1. All ILH must be at level 4 (See HSR 6).



2

8

3



9



MORNING'S PERIL

OM-1 *Operation Merkur*

Design: Andrew Hershey



HOB

Battlefield Orientation:



N



Use hexrows U-TT and hexes ≤ 14.

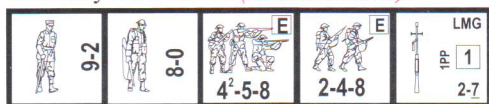
Tactical Objective: The Germans win immediately if all Guns have been captured/eliminated (by any means).

Historical Rules:

1. All OM rules are in effect.
2. Prior to set up, each player must place 3 Breach counters on Perimeter Wire hexsides, beginning with the German then the Allied and alternating until 6 counters have been placed. Each counter must be ≥ 4 Perimeter Wire hexsides from another Breach counter. A Breach nullifies a Perimeter Wire hexside and affects only the hexside it is placed on.
3. For a Gun to fire at an Aerial Glider its crew must first pass a NTC. If it fails mark the Gun and Crew with a Final Fire counter. If it passes this NTC the Gun is free to fire normally. In addition, the Allied player must, at set up, secretly record one Gun that must remain in AA mode until the start of Turn 3.
4. Gliders must have a ILH west of the Perimeter Wire. No Glider may have a ILH adjacent to another Glider.
5. The Allied Sniper counter is placed on board after all Gliders land (E8.22).
6. Allied units cannot Move or Advance [EXC: Berserk, Rout, but Voluntary Rout is NA] on Turn 1.

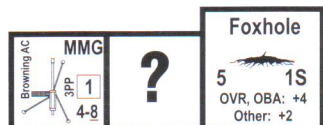
ALLIES Set Up First [ELR: 4] [SAN: 3] [NA]

Elements of C Company, 22nd Battalion, 5th NZ Brigade: Set up on/between hexrows Z-TT and east of the Perimeter Wire with a maximum of 1 MMC and SMC/SW per location and ≥ 2 hexes from any other MMC (*See HSR 5 & 6*).



4

2

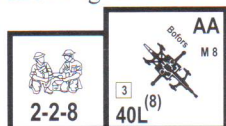


2

5



Elements of 156th AA Battery: Set up unconcealed with one AA gun and crew in Gunpit LL8 and SS7 (*See HSR 3*).



2

2



Set up Emplaced in eligible terrain east of the Perimeter Wire and ≤ 2 hexes from DD8. If otherwise eligible, this Gun may set up HIP, otherwise concealed.



Balance:

Allies: Add a 1-4-9 to the Allied OoB.

Germans: Increase the Game Length to 7.5 Turns.

SCENARIO VARIABLES

EC/Wind	Dry with Mild Breeze from the north at start.
Weather	Moderate Dust (F11.72) is in effect during Turn 1. Light Dust (F11.71) is in effect on Turns 2 and 3.

Historical Perspective: Maleme, Crete, 20 May, 1941:

Concentrating on the AA positions near the mouth of the dry Tavaronitis River, the Luftwaffe hammered the airfield at Maleme. The New Zealand and Australian troops there barely fired upon the descending gliders carrying the 3rd Company under Lt. von Plessen, his orders: ensure that no AA gun survived to trouble the planned landing of transports at the airfield.

At 0715, the first glider touched ground and the enemy came out firing. German casualties in landing were light, only a few gliders crashed. Once on the ground, all was confusion. There was no time to organize. Each glider complement simply made for whatever AA gun was in sight. Within minutes, bitter melees erupted as the gunners fought for their lives. Amidst the melees, Lt. Sinclair managed to rally to him some 25 New Zealanders. Despite the fact that all the AA guns were now silenced, his quick action checked the German assault. Plessen was killed at this point of the battle. Sinclair's own small band suffered serious casualties (only two were not hit), but he had given the rest of the company time to reorganize. The Germans were now pinned down in the gunpits. For the next two hours, the Germans and New Zealanders were locked in a firefight at the edge of the airfield.

GERMANS Move First [ELR: 4] [SAN: 2] [137]

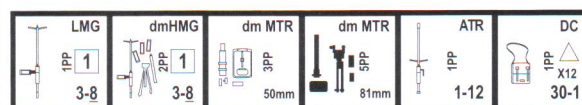
Abteilung von Plessen, 1st Sturm Regiment: Enter by Glider (E8.1) on Turn 1 (*See HSR 4*).



2

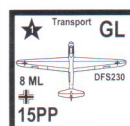
9

4



4

2



13



TURN

1

2

3

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6

7

GLIDE PATH TO HELL



HOB

OM-2 [4] *Operation Merkur*

Design: Shaun Carter, Andrew Hershey, and Derek Ward

Battlefield Orientation:



Use hexrows K-TT and hexes ≤ 16 .



Tactical Objective: The Germans win at game end if all Guns have been captured/eliminated (by any means) and the Germans Control hexes U4, U5, U6 and U7, *providing* the Allies are unable to apply 12 FP within normal range (accounting for TPBF/PBF and LOS) against the Ground level location of *one* of the above noted four hexes.

Balance:

Allies: Add a 1-4-9 to the Allied OoB.

Germans: Increase the Game Length to 7.5 Turns.

SCENARIO VARIABLES	
EC/Wind	Dry with Mild Breeze from the north at start.
Weather	Moderate Dust (F11.72) is in effect during Turn 1. Light Dust (F11.71) is in effect on Turns 2 and 3.

Historical Rules:

1. To reflect unit operational areas on both sides, 'von Plessen' elements as well as those belonging to C Company cannot move/rout onto/south of the road (U1-U9-EE16); likewise, 'Braun' elements as well as those belonging to D Company cannot move/rout north of this road, but may move/rout on it [EXC: To all Berserk]. Attacks/Interdiction by all these units is not restricted in anyway. Units which do not abide by this HSR are eliminated.
2. Prior to set up, each player must place 3 Breach counters on Perimeter Wire hexsides, beginning with the German then the Allies and alternating until 6 counters have been placed. Each counter must be ≥ 4 Perimeter Wire hexsides from another Breach counter. A Breach nullifies a Perimeter Wire hexside and affects only the hexside it is placed on.
3. For an Gun to fire at an Aerial Glider its crew must first pass a NTC. If it fails mark the Gun and crew with a Final Fire counter (this represents suppressing attacks by the Luftwaffe). If it passes this NTC the Gun is free to fire normally. In addition, the Allies must, at Set Up, secretly record one Gun that must remain in AA mode until the start of Turn 3.
4. The Allied Sniper counter is placed onboard after all Gliders land (E8.22).
5. Allied units cannot Move or Advance [EXC: Berserk, Rout, but Voluntary Rout is NA] on Turn 1.
6. No Glider may have a ILH adjacent to another Glider.
7. All OM Rules are in effect.

Historical Perspective: Maleme, Crete, 20 May, 1941:

The airfield at Maleme figured prominently in German plans for the capture of Crete. TMGroup Wests, comprising most of the 1st ~~Sirm~~ Regiment under the command of General Meindl, consisted of three detachments: one to land at the Tavaronitis Bridge, one to destroy the AA positions, and one to land on the slopes of Hill 107. Major Braun drew the task of seizing and holding the long span over the Tavaronitis. Given free rein to plan his assault, he decided to daringly land in the dry bed itself and then take the Allied MG posts that guarded each side of the bridge from the rear. Kompanie 3 under Lt. von Plessen was charged with ensuring that no AA gun survived to trouble the planned landing of transports at the airfield. At 0715, the first glider touched ground and the enemy came out firing.

On the descent and landing, Major Braun had lost not a man. This was due in large part to the fact that most of the AA crews were fighting for their lives at the time. Using the riverbank for cover, Braun carefully organized his men and led them forward, hugging the steep slopes. Sighting the bridge ahead, Braun ordered a TMgeneral chargeš which overwhelmed the lone New Zealand squad under the bridge. The attack then boiled over the banks to take on other enemy emplacements. To the north, the gunners fought for their lives. There was no time for niceties such as surrender or prisoners. But, even in the midst of this, Lt. Sinclair managed to rally to him some 25 New Zealanders. Despite the fact that all the AA guns were now silenced, his quick action checked the German assault in this area and von Plessen was killed at this point of the battle. Sinclair's own small band suffered serious casualties, but he had given the rest of the company time to reorganize. The Germans were now pinned down in the gunpits. For the next two hours, the glider troops and New Zealanders would be locked in a firefight at the northwestern edge of the airfield.

GLIDE PATH TO HELL



OM-2 [4] **Operation Merkur**

Design: Shaun Carter, Andrew Hershey, and Derek Ward

ALLIES Set Up First [ELR: 4] [SAN: 4] [178]

Elements of C and D Companies, 22nd Battalion, 5th NZ Brigade: Set up on/between hexrows Z-TT and east of the Perimeter Wire with a maximum of 1 MMC and SMC/SW per location and ≥ 2 hexes from any other MMC (See HSR 4 & 5).

9-2

8-0

4²-5-8

2-4-8

1PP 1 2-7

3PP 1 4-8

42

Foxhole

5 1S

OVR, OBA: +4

Other: +2

25

Elements of D Company: Set up at $\geq$ Level 0 as indicated:

Set up ≤ 2 hexes from K16.

8-0

4²-5-8

4-4-7

1PP 1 2-7

Foxhole

5 1S

OVR, OBA: +4

Other: +2

2

Set up ≤ 2 hexes from O14.

8-1

4²-5-8

4-4-7

1PP 1 1-12

Foxhole

5 1S

OVR, OBA: +4

Other: +2

2

Setup ≤ 2 hexes from S13.

9-2

4²-5-8

4-4-7

1PP 1 2-7

Foxhole

5 1S

OVR, OBA: +4

Other: +2

2

Set up within the above three groups, with maximum of 2 MMC and 1 MMG per any one coordinate zone.

8-1

4²-5-8

2-4-7

2-2-8

3PP 1 4-8

?

2227

Foxhole

5 1S

OVR, OBA: +4

Other: +2

3

Elements of 156th AA Battery: Set up unconcealed with one AA gun and crew in Gunpit LL8 and SS7 (See HSR 3).

2-2-8

AA

M 8

3 40L (8)

22

Set up Emplaced in eligible terrain east of the Perimeter Wire and ≤ 2 hexes from DD8. If otherwise eligible, this Gun may set up HIP, otherwise concealed.

2-2-8

AA

M 8

3 40L (8)



GERMANS Move First [ELR: 4] [SAN: 2] [243]

Abteilung von Plessen, 1st Sturm Regiment: Enter by Glider (E8.1) on Turn 1. Gliders must have an ILH on/between hexrows V-TT and west of the Perimeter Wire (See HSR 6).

9-1

8-1

8-0

5²-4-8

2-3-8

2-2-8

294

LMG

1PP 1 3-8

dmHMG

2PP 1 3-8

dm MTR

3PP 50mm

dm MTR

3PP 81mm

ATR

1PP 1-12

DC

1PP X12 30-1

42

Transport

GL

8 ML

DF5230

15PP

13

Abteilung Braun, 1st Sturm Regiment: Enter by Glider (E8.1) on Turn 1. Gliders must have ILH on/between hexrows K-U and in the Riverbed/west of it (See HSR 6).

9-2

8-1

8-0

5²-4-8

2-3-8

1PP 1 3-8

2644

dmHMG

2PP 1 3-8

ATR

1PP 1-12

DC

1PP X12 30-1

Transport

GL

8 ML

DF5230

15PP

29



TURN

1

2

3

4

5

6

7

HILL 107

OM-3 [4]

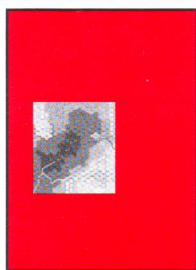
Operation Merkur

Design: Andrew Hershey



HOB

Battlefield Orientation:



Use hexrows F-AA and hexes ≥ 21 and ≤ 40 .

Tactical Objective: The Germans win at game end if they Control ≥ 18 level 3 hexes on Hill 107, but must Control O31. For each 3s AA Gun captured/eliminated the number of hexes the Germans need to Control is reduced by two. In addition, (See HSR 4) for other ways the number of TO hexes can be reduced.

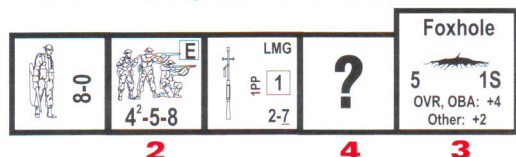
SCENARIO VARIABLES

EC/Wind	Dry with Mild Breeze from the north at start.
Weather	Moderate Dust (F11.72) is in effect during Turn 1. Light Dust (F11.71) is in effect on Turns 2 through 4.

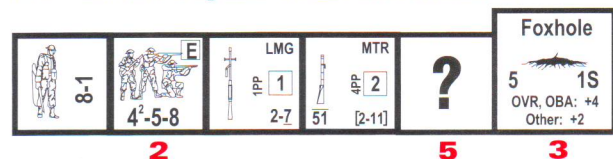
ALLIES Set Up First [ELR: 4] [SAN: 3] [122]

Elements of A and B Companies and Battalion HQ, 22nd Battalion, and C Troop Heavy AA Battery, Royal Marines, 5th NZ Brigade: Set up with $\leq$ one MMC/hex and not adjacent to another MMC (See HSR 3 & 4).

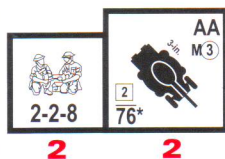
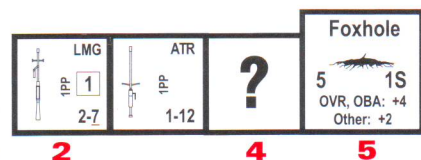
#8 Platoon: Set up at level 2 $\leq$ 3 hexes from T26.



#12 Platoon: Set up at level 2 $\leq$ 3 hexes from I40.



Battalion HQ: Set up at level 3 on Hill 107.



AA Section: Set up $\leq$ 3 hexes from O31 (See HSR 2).



Balance:

Allies: Add a 4-5-8 and LMG (Bren) to a Numbered Platoon.

Germans: Add a 5-4-8 and a Glider to the German OoB.

Historical Rules:

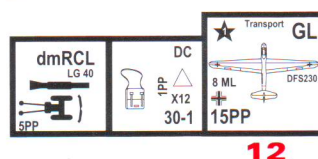
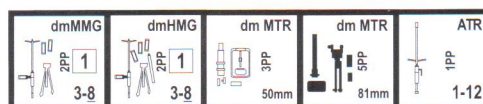
1. All OM rules are in effect.
2. The AA Guns set up Emplaced in AA mode, but may not be HIP or Concealed. Contrary to E8.21 Aerial Gliders may be attacked by the AA Guns as if the Guns were capable of Light AA Fire, assume IFE (12). These Guns have no IFE otherwise. All rules pertaining to Light AA Fire apply to these Guns. Clarification: Their net ROF while using IFE is 1. As Allied Guns, these must remain in AA mode until Turn 3.
3. Allied units cannot Move or Advance [EXC: Berserk, Rout, but Voluntary Rout is NA] on Turns 1 and 2.
4. The two Numbered Platoons are subject to restrictions to reflect their assigned operational areas. All these units start the game on a TMNo Moveš Counter. These units cannot perform any activity apart from RPh activities, Prep Fire/AdFPh/Defensive Fire (Voluntary Rout is also NA). In the RPh of the third Allied Player Turn (and *only* at this time) the Allied player may elect to remove the above restrictions on all, some or none of these units. He does this by removing the No Move counter for the units he wishes to release, this will allow these units to act normally from that instant onwards. The penalty for 'removal' is that the total number of hexes that the German player needs to Control is reduced by three for each squad-equivalent (FRU) released. (A SMC can be included with one MMC and not count as a fraction). [EXC: All units of a Numbered Platoon are freely released, without altering the VC, if a known German MMC or landed glider is $\leq$ 2 hexes from any non-dummy element of such a platoon. Note, however, HSR 3 may still be in effect.]

Historical Perspective: Southeast of Hill 107, Maleme, Crete,

20 May, 1941: Major Koch, with elements of the HQ of Battalion 1 and Kompanie 4, attempted to land on the southeast slopes of Hill 107 in an effort to secure the vital ground in a coup d' main attack. Their fifteen gliders came under intensive anti-aircraft and small arms fire, causing many casualties and forcing the gliders to take evasive action. The survivors, some landing within 100 yards of the summit on a nearby road, took further casualties upon landing from the troops dug in on the slopes. Sometime during the early stages of the assault, Koch was severely wounded. The effective enemy fire broke up the glider formation into two smaller parcels, one landing as planned on the south-eastern slopes, the other landing to the southwest too far away to support the attack. Lacking sufficient concentration of force to effectively take Hill 107, the survivors attempted to break through the New Zealand lines to reach German positions near the bridge. Few were able to, most lay dead within sight of their gliders. Hill 107 and Maleme remained in Allies hands.

GERMANS Move First [ELR: 4] [SAN: 2] [136]

Elements of HQ Battalion I and Kompanie 4, 1st Sturm Regiment: Enter by Glider (E8.1) on Turn 1 (See HSR 4).



TURN



THE UMBRELLA MEN

OM-4 [3]

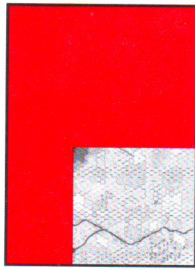
Operation Merkur

Design: Andrew Hershey



HOB

Battlefield Orientation:



Use hexrows Q-TT and hexes ≥ 31 .

Tactical Objective: The Germans win at game end if they Control the majority of buildings hexes, including *all* those adjacent to the plaza (KK53), *and* capture/eliminate (by any means) the Bofors Gun.

Balance:

Allies: Delete HSR 4.

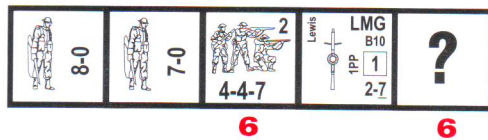
Germans: Delete HSR 3.

SCENARIO VARIABLES

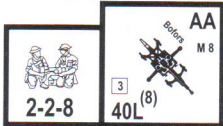
EC/Wind	Dry with Mild Breeze from the north at start.
Weather	Moderate Dust (F11.72) is in effect during Turn 1. Light Dust (F11.71) is in effect on Turns 2 and 3.

ALLIES Set Up First [ELR: 4] [SAN: 4] [112]

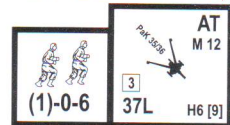
HQ Company, 22nd Battalion, 5th NZ Brigade: Set up ≤ 4 hexes from NN52.



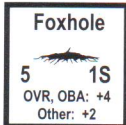
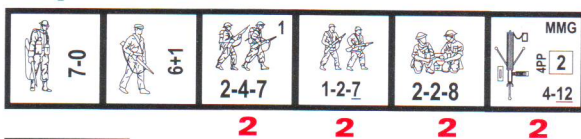
Elements of A Troop, 7th LAA, 156th Royal Australian Artillery: Set up in AAmode in Gunpit KK36.



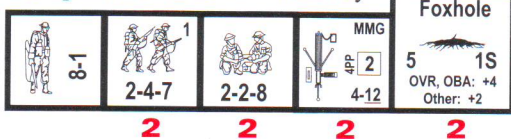
Set up Concealed, but Un-Emplaced ≤ 4 hexes from NN52 (See HSR 4 & 5).



MG Section 27th MG Battalion and Cretan Irregulars: Set up ≤ 2 hexes from X42.



Set up ≤ 3 hexes from a Runway



TURN



Historical Rules:

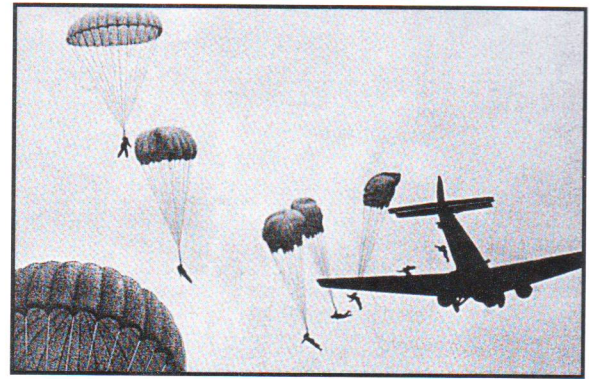
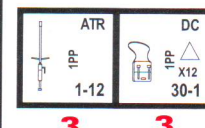
1. All OM rules are in effect.
2. Paratroopers rearm as 5-4-8/2-3-8s respectively. Contrary to E9.12, on a dr of 4-6 the final drop point is determined by using the German player's recorded drop point as a reference point and making a Random Location DR from this reference mark. Thereafter, arrange the wing according to the last sentence of E9.12. All wings must be arranged on a north-south axis. Drift occurs normally as per E9.2, units that Drift off the playing area are eliminated (and count toward CVP in a CG). Contrary to E9.2 the German Drift is FRD.
3. The Allies may make a total of three Recovery dr during the game as if recovering a small arms canister (E9.7). A successful recovery dr by an Allied unit entitles it to a German LMG.
4. The AT Gun suffers Low Ammunition penalties (D3.71).
5. The 1-0-6 counter represents an ad hoc gun crew. It has all the capabilities of a normal ANZAC Infantry Crew [EXC: FP]. It is considered Fanatic while in possession of a Good Order Gun. It is assumed to have a printed front/flip side Morale of 7 and Self-Rally capability.

Historical Perspective: Pírgos, Crete, 20 May, 1941: For

Lt. Bevan, and men of the HQ Company in the village of Pírgos, the day brought the arrival of the *Umbrella men*, as an endless stream of JU-52s flying overhead began to drop the fallschirmjäger of Kompanie 9 from Battalion III. Their objective was to take control of the eastern end of the airfield. However, the pilots fearful of dropping their cargo into the sea did not release their loads until south of the coast road. As a result much of the battalion and its equipment was scattered over a large area, including an AT gun and a number of weapons canisters, which were gratefully accepted by Bevan's under-strength company. An ad hoc crew of Australian gunners was found to man the gun. After an initial stunned silence at the appearance of the umbrella men, the Germans began to take heavy losses from rifle and machine gun fire. Where they landed on the rooftops and narrow-streets of Maleme, the villagers swarmed out to attack the invaders with knives and hunting rifles. Despite serious losses, disparate groups of fallschirmjäger were soon in action. One such group infiltrated Pírgos and cut off part of the HQ Company. Elsewhere bands of Green Devils attempted to fulfill their orders to clear the eastern end of the airfield. Still others formed up and marched off toward Hill 107. However, in the end, without the concentration of force, Kompanie 9 managed only very minor tactical gains on the day.

GERMANS Move First [ELR: 5] [SAN: 2] [234]

Elements of Kompanie 9, Battalion III, 1st Sturm Regiment: Enter by Air Drop (E9.1) on Turn 1 (See SSR 2).



STENTZLER'S WARY RECONNOITRE



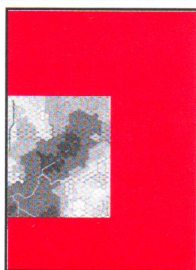
HOB

OM-5 [3]

Operation Merkur

Design: Andrew Hershey

Battlefield Orientation:



Use hexrows A-Y and hexes ≥ 21 and ≤ 46 .



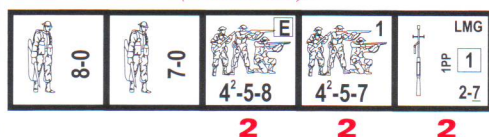
Tactical Objective: The Germans win if at game end they Control ≥ 9 level 3 hexes on Hill 107.

SCENARIO VARIABLES

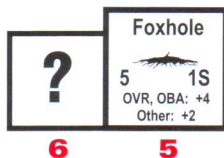
EC/Wind Dry with no Wind at start.

ALLIES Set Up First [ELR: 4] [SAN: 3] [193]

Elements of A and B Companies, 22nd Battalion and TMAd Hocš Platoon, 21st Battlaion, 5th NZ Brigade: Set up ≤ 5 hexes from E40 (See HSR 2).



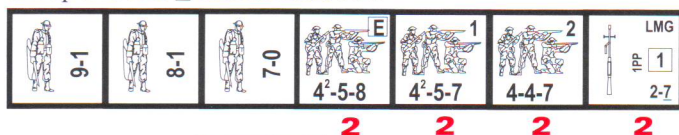
2 2 2



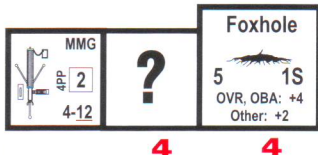
6 5



Set up at level 3 ≤ 4 hexes from O31.

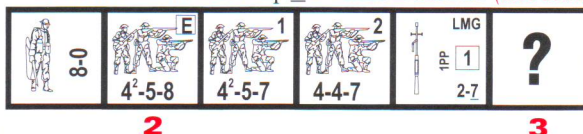


2 2 2 2



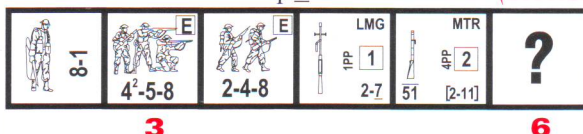
4 4

TMAd Hoc Platoonš Set up ≤ 2 hexes from F28 (See HSR 3).

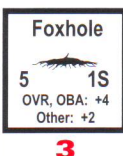


2 3

TMReserve Platoonš Set up ≤ 2 hexes from T25 (See HSR 4).



3 6



3

Balance:

Allies: Exchange the 8-0 for an 8-1 in —7Company OoB.

Germans: Add one 50mm MTR(dm) to Kompanie 5.

Historical Rules:

1. All OM rules are in effect.
2. Allied units cannot Move or Advance [EXC: Berserk, Rout, but Voluntary Rout is NA] on Turn 1.
3. The TMAd Hoc Platoonš must set up HIP (A12.3) and its 8-0 begins play Heroic (A15.21), but Wounds (A17.1) as a Leader.
4. Units setting up with the Reserve Platoon are subject to restrictions to reflect their assigned area. All units of the Reserve Platoon start the game on a TMNo Moveš Counter. These units cannot perform any activity apart from RPH activities, Prep Fire/AdFPh and Defensive Fire (Voluntary Rout is NA). Beginning with Allied Player Turn 4, these restrictions are lifted in full.

Historical Perspective: South slopes of Hill 107, Maleme, Crete, 20 May, 1941:

Deflected off a direct course for Hill 107 by the resolute stand of an ad hoc platoon from the 21st Battalion, Major Stentzler's two companies of fallschirmjagers were forced to detour south via Vlakheronitissa before swinging northwards once more to continue their search for units defending the southern and eastern approaches to Hill 107. Towards late afternoon Stentzler's men finally made contact with the enemy they were looking for when they ran into a platoon from B Company straddling the main north-south road that ran up towards Hill 107. In spite of his sizeable reconnaissance force, and the fact that he was in sight of positions on Hill 107, Stentzler was wary of pressing his advantage to the full. He knew that on his left flank lay a group of resolute New Zealanders capable of taking his force in the flank and inflicting losses, as he had only too painfully discovered earlier that day. Therefore, at nightfall on the 20th A and B Company lines remained intact, but this was not the case elsewhere within the 22nd Battalion's perimeter. Soon a general withdrawal order would lead to the loss of the airfield.

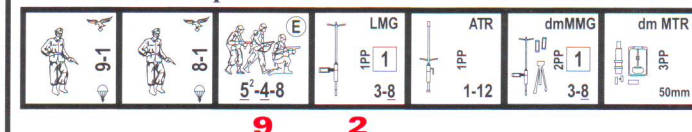
TURN

1
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8

GERMANS Move First [ELR: 5] [SAN: 2] [226]

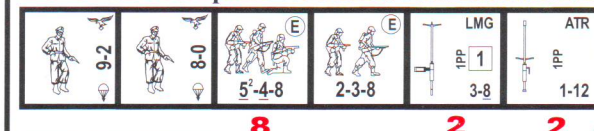
Elements of Battalion II, 1st Sturm Regiment : Enter on/after Turn 1 as indicated.

Elements of Kompanie 5: Enter on/between hexes A21-A32.

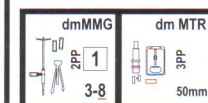


9 2

Elements of Kompanie 7: Enter on/between hexes A33-A46.



8 2 2



WALTZING THE MATILDAS

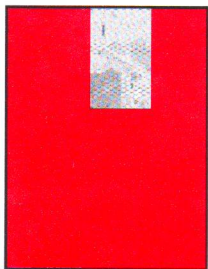
OM-6 [4]

Operation Merkur

Design: Andrew Hershey



Battlefield Orientation:



Use hexrows R-FF and hexes ≤ 21 .

Tactical Objective: The Allies win if at game end if they Control U4 & U7 and Bridge Locations U5 & U6 or if they have accumulated ≥ 12 CVP (Prisoners are NA), *provided* the Germans have not accumulated ≥ 22 CVP (AFVs and their crews do not count as CVP, including in the CG).

SCENARIO VARIABLES

EC/Wind

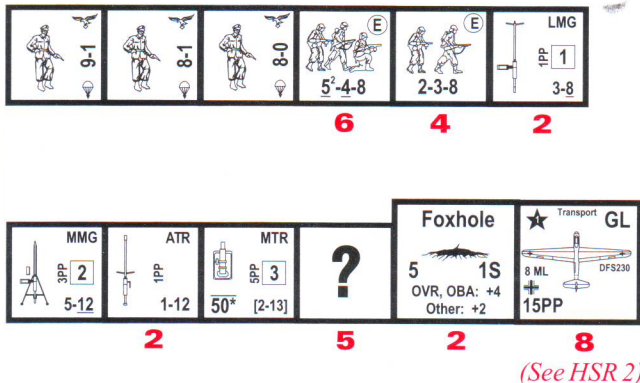
Dry with no Wind at start.

Historical Rules:

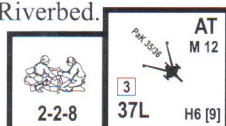
1. All OM rules are in effect [EXC: AFVs are considered Radio equipped and may set up in Motion].
2. Prior to all set up eight Glider counters, one per hex, are randomly placed from hex U5, no Glider can be placed on/beneath a bridge.
3. 4-3-6s/2-2-6s have an ELR of 3.

GERMANS Set Up First [ELR: 4] [SAN: 3] [NA]

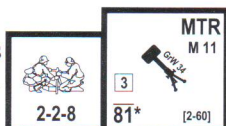
Elements of Abteilung von Plessen and Kompanie 13, Battalion IV, 1st Sturm Regiment: Set up on/within the perimeter R0-R11-T10-W12-Z10-BB11-BB0.



Set up in a non-road hex on the west bank of the Tavarontis Riverbed.



Set up in the Tavarontis Riverbed or on the west bank and north of the bridge.



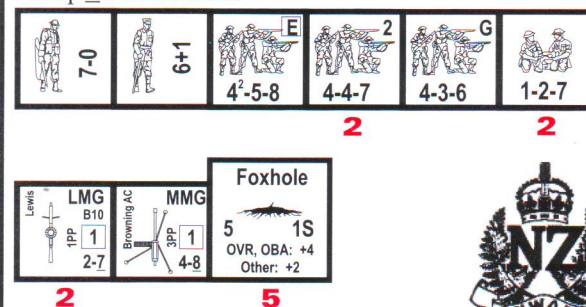
TURN



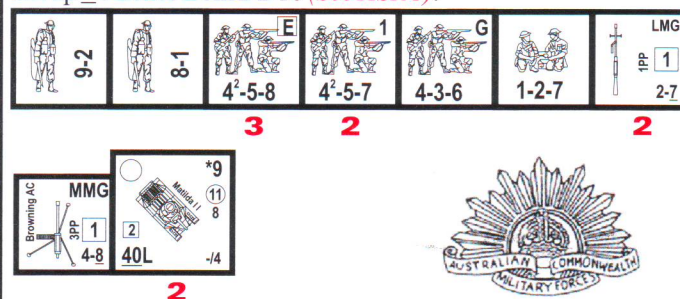
ALLIES Move First [ELR: 4/3 See HSR 3] [SAN:4] [117]

Elements of C and D Companies, 22nd NZ Battalion, 30th & 33rd Squadrons RAF and 85 Squadron FAA, 156th AA Battery, Royal Australian Artillery and B Squadron, 7th RTR: Set up as indicated.

Set up ≤ 3 hexes from W16.



Set up ≤ 3 hexes from DD18 (See HSR 1).



Balance:

Allies: Add a 51mm Mortar to the British OoB.

Germans: Change the Tactical Objective from 22 to 18 CVP.

Historical Perspective: Maleme, Crete, 20 May, 1941: Things seemed desperate for Lt. Col. Andrew, largely out of touch with his company commanders as well as Brigade HQ, he finally decided by mid-afternoon that the time had come to use the armored reserve. 14 Platoon, supported by a number of British airmen and ground-crewmembers who were keen to play an active role, was chosen to provide infantry support for the Matildas. The plan was simple, the tanks, with the infantry behind, were to advance across the airfield and retake the bridge. The Matildas rolled forwards, followed by the infantry, spread out in an extended line. One officer described it as TMLike the First Wld War-over the top in broad daylight. The advance initially caused panic in the German lines, but one tank soon dropped back, its turret jammed where an anti-tank round had torn the cowling. Loaded up with injured men, and using its hull as shelter for those wounded able to walk, it retired to company headquarters. The other rolled onwards firing its machine-gun wildly, and moved under the bridge and into the riverbed where it became bogged. With its main gun out of action, the crew was forced to surrender. The attack had been a costly exercise. For those who had advanced so bravely, only a handful escaped death or serious injury. With the armor reserve committed for no gain, the German hold on the airfield was that much more secure.

TOO LITTLE, TOO LIGHT

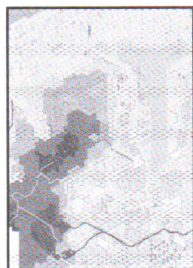
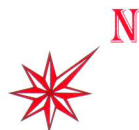
OM-7 [6]

Operation Merkur

Design: Shaun Carter



Battlefield Orientation:



Use the entire map.



Tactical Objective: The Allies win at game end if they Control ≥ 30 of the 47 building/Gunpit hexes on/north of hexrow X with a coordinate ≥ 15 , but 3 of these must be Gunpits, *and* they Control ≥ 18 level 3 hexes on north of hexrow 36.

SCENARIO VARIABLES

EC/Wind	Dry with Mild Breeze from the south at start.
Night	NVR 2, No Clouds, and No Moon.

Historical Rules:

1. All OM rules are in effect.
2. Prior to all set up six Glider counters, *one* per hex, are randomly placed from hex U5, and six likewise from FF4. Randomly place six truck wrecks from LL12.
3. Night rules are in effect only for Game Turns 1-4. The Germans are the Scenario Defender and are Lax. The New Zealanders are the Scenario Attacker and are Stealthy. Cretan Irregulars are Lax, but will not Stray, and no Straying DR is made for them or units stacked with them. The HIP/?/Deployment allotment for the Germans is determined individually for each of the four on board set up groups.
4. At the start of Game Turn 5 Night Rules cease. In addition at this time, replace all existing cloaking counters with '?' of the appropriate nationality and place their corresponding contents onboard beneath such '?'. A cloaking counter corresponding to no real unit(s) becomes three '?' instead.
5. If a Mk VIB malfunctions its MA it must always attempt Repair in the Rally Phase. The MA is permanently Disabled on a dr of ≥ 5 , which results in immediate Recall (D3.7), via the east edge.
6. Beginning on Game Turn 5 the Allies receive one module of 70mm OBA (HE Concentration only) directed by an offboard observer at level 4 along the east edge, with the observer recorded at this time. Only the center hex of the FFE is resolved at full FP the outer six hexes are resolved at half their normal FP.
7. Maori units are denoted by an asterisk *. Only Maori units may conduct Bayonet Charges. This is conducted like a Russian Human Wave. [EXC: There need be only one MMC in each of the three hexes, but one Maori leader must take part.] Due to the need to differentiate between Maori and non-Maori units, it is recommended that the Allied player record the Identity (A1.24) of each Maori unit.
8. German crews may use Bofors Guns without the Captured Use Penalty.
9. At the beginning of Turns 6, 7, and 9, the Germans automatically receive Air Support in the form of one —39 FB w/o bombs and one —39 DB w/bombs. Each FB/DB is Recalled at the end of the Game Turn following its Turn of entry.
10. The Germans suffer from Ammunition Shortage (A19.131) until the start of Turn 6.

Balance:

Allies: Delay both Turn 7 and Turn 9 reinforcements one Turn.

Germans: In the Tactical Objective, increase the Gunpits from 3 to 5.

Historical Perspective: Maleme, Crete, 21-22 May, 1941:

The battle for Maleme airfield was entering its final phase. The control of Hill 107 and the airfield had passed to the Germans. The New Zealand 5th Brigade planned a counter attack to retake these vital positions for the night of 21st. The forces required took some considerable time to assemble due to poor communications and total German air superiority. The 20th Battalion became embroiled in street fighting in Pirgos with the remnants of fallschirmjäger Kompanies 5 and 6. The Maoris however made good progress on the flank, using their bayonets and incredible *ōlan* to overcome their opposition. Further south the troops of the 21st and 23rd Battalions attempted to retake Hill 107. Their advance was halted by the recently arrived Gebirgsjäger Regiment 100. The advent of daylight brought a rapid reversal of fortunes. The tanks of the 3rd Hussars were disabled by mechanical failure and defending anti tank guns. New Zealand attempts to cross the airfield and advance onto the slopes of Hill 107 were defeated by intense machine gun and mortar fire. The Luftwaffe intervened as well by continuing the stream of reinforcing Ju-52s bringing in yet more troops to the airfield. The battle for Maleme airfield had been lost and with it any hope of holding Crete.



TOO LITTLE, TOO LIGHT

OM-7 [6]

Operation Merkur

Design: Shaun Carter

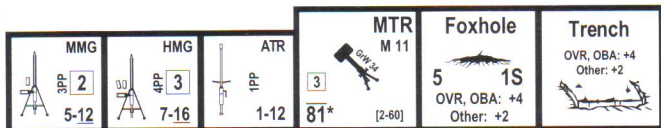


GERMANS Set Up First [ELR: 4] [SAN: 3] [349]

Elements of Kampfgruppe Ramcke, 1st Sturm Regiment:
Set up on/north of hexrow 36 on level 3 hexes with 1 MMC per hex and not adjacent to another MMC (See HSR 3 & 10).

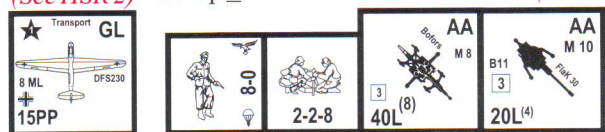


2 4 2 3



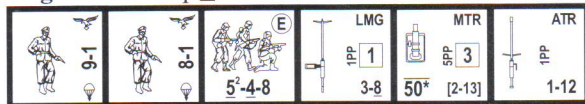
2 2 2 3 3

(See HSR 2) Set up ≤ 3 hexes from an airfield hex (See HSR 8).



6 3 2

Elements of Kompanie 5 and 6, 2nd Fallschirmjäger Regiment: Set up ≤ 5 hexes from MM53.



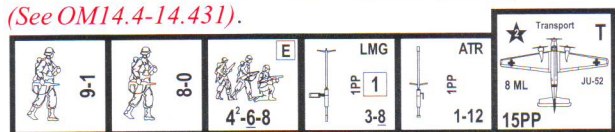
6 2 2

Elements of Gebirgsjäger Regiment 100: Set up ≤ 5 hexes from F42.



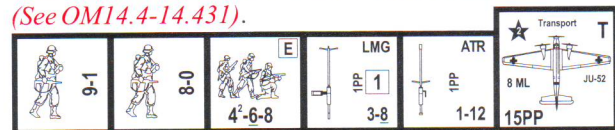
6 2

Reinforcements: Enter Turn 7 via Air Landing (See OM14.4-14.431).



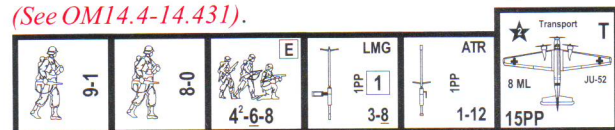
3 3

Reinforcements: Enter Turn 9 via Air Landing (See OM14.4-14.431).

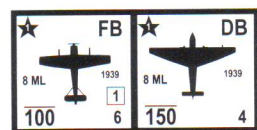


3 3

Reinforcements: Enter Turn 11 via Air Landing (See OM14.4-14.431).



3 3

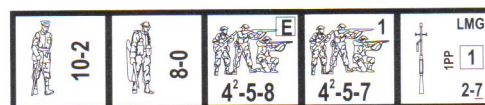


Air Support:
(See HSR 9)



ALLIES Move First [ELR: 4] [SAN: 4] [435]

Elements of A, B, C and D Companies and Battalion HQ, 20th Battalion, 5th NZ Brigade: Enter on/after Turn 1 on/between hexes AA56-FF56 (See HSR 3 & 7).

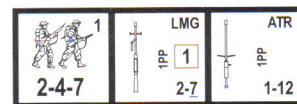


* 5* 2 2

Elements of A and B Companies and Battalion HQ, 28th TMMaori Battalion, 5th NZ Brigade: Enter on/after Turn 1 on/between hexes GG56-TT56 (See HSR 6 & 7).

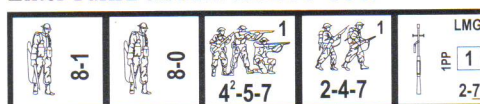


* 8* 2



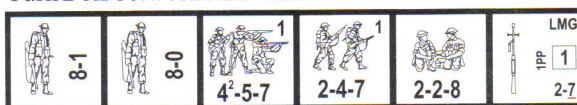
2

Elements of 21st Battalion, 5th NZ Brigade:
Enter Turn 2 on/between D56-O56.

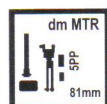


8 2

Elements of 21st Battalion, 5th NZ Brigade: Enter Turn 2 on/between A39-D56.

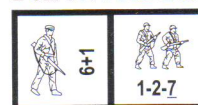


8 2

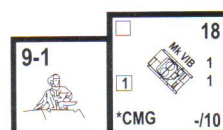


(See OM15.7)

Cretan Irregulars: Enter Turn 2 on/between GG56-TT56.



6



3

Elements of C Squadron, 3rd Hussars: Enter on/after Turn 5 on the east edge (See HSR 5).

TURN
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2
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11
12
13