

## Changes based on 5/10/97 Survey of Battlefield

**1.3d Tavronitis River Bed.** The river bed is much more uneven and brush covered than originally believed, change the terrain type to clear.

**1.3h Vineyards.** Troops with a significant height advantage could “line-up” their fields of fire with the rows in the vineyards. To reflect this, Vineyards (excluding the bamboo edge) do not block LOS for troops that are dug in if they have a 40m height advantage over their target.

OPTIONAL: The vineyards and olive groves located near the coast are currently surrounded by hedgerows of bamboo. Though bamboo is mentioned in at least one 1941 source, I’m not sure if it was as widespread as now (though I suspect it was). Use the following as an optional until I get more conformation: For LOS purposes, consider the edge of all Vineyard terrain features located at or below 40m elevation to be 5m tall (draw a black line around these as a reminder).

### Additions/Changes to reflect Original Submission (includes the Command Rules and a more detailed landing system)

**1.2 Command and Control** (players will have to make up some Op Sheets)

**1.2a German Command Prep Ratings.**

Initial : 5 (represents the significant loss of unit commanders during the initial drops)

21 May, 1500 : 3 (represents the arrival of Ramcke with the para reinforcements)

22 May, 1800 : 2 (represents arrival of Ringel, commander of 5.Geb Div)

**1.2b Commonwealth Command Prep Ratings.**

Initial: 7 (before Commonwealth release)

21 May, 2400: 4 (after Commonwealth release)

**1.2c German Higher Commander’s Intent.** The Germans are to drive the Commonwealth off the East Map edge and link up with the 3rd Fallschirmjäger Regiment dropping in the Prison Valley Area (southeast of map) by the end of the second day. Failing this, secure the Maleme Airfield such that reinforcements can be safely landed.

**1.2d Commonwealth Higher Commander’s Intent.** The New Zealand 5th Brigade is to cover its sector of the coastline of Crete and destroy any German penetration. The Brigade also holds the western most position and must protect the flank of the Army.

### 2.1 Air Transportation

German units are transported to Crete by one of three air transport modes: Glider Assault, Parachute Assault, and Air Transport. The three modes utilize similar procedures for planning and loading but differ in the rules for delivery. The general outline is as follows:

(1) Target hexes and mode of transport are planned several turns in advance.

(2) Each Unit is loaded into Sticks (individual aircraft) and then into Flights of three to five aircraft (generally one Platoon or Gun Section).

(3) Delivery is conducted by Flight and all landings occur during the Aircraft Sortie Phase after all air attacks have

been conducted. The Landing Sequence is as follows:

a) Place Flight in target hex.

b) Check for Scatter.

c) Check for Aircraft Losses.

d) Conduct Opportunity Fire.

**2.1a Transport Planning.** The arrival of all German Units must be planned in advance. Units scheduled to arrive on 20 May are plotted before the Commonwealth Player sets up; reinforcements must be planned at least 24 hours in advance [this represents not only the normal planning time but also the fact that Reinforcements were committed based upon information which was usually hours old].

On 20 May, units may be plotted to land between 0700 and 1000 only [the transports were recycled for the afternoon drops at Retmo and Heraklion]; on subsequent days, units may land between 1000 and 1800. For Assault landings, plotting entails recording the target hex and time of arrival for each Flight of Gliders and each Company of



**2.1d Aircraft Loss Check.** After the final landing hex has been determined, the German Player must roll to see if any Transport losses have occurred (includes such things as mechanical breakdown, broken Glider tow lines, Anti-Aircraft fire, and crash landings). This is done for each Flight (note: some units require multiple Flights) and the following Table is used. Cross index the Loss Factor (described on the table) with 2D6 and apply the results. Hits destroy unit steps and equipment as shown in 2.1b (this has no effect on Battalion Morale).

|    |   | 2.1d Aircraft Loss Table |          |          |          |          |          |          |          |          |          |           |           |           |           |           |           |           |           |           |
|----|---|--------------------------|----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|-----------|
|    |   | LOSS FACTOR              |          |          |          |          |          |          |          |          |          |           |           |           |           |           |           |           |           |           |
|    |   | <u>0</u>                 | <u>1</u> | <u>2</u> | <u>3</u> | <u>4</u> | <u>5</u> | <u>6</u> | <u>7</u> | <u>8</u> | <u>9</u> | <u>10</u> | <u>11</u> | <u>12</u> | <u>13</u> | <u>14</u> | <u>16</u> | <u>18</u> | <u>20</u> | <u>22</u> |
| 2  |   |                          |          |          |          |          | 1        | 1        |          |          |          |           |           |           |           |           | 2         | 2         |           | 2         |
| 3  |   |                          |          | 1        |          | 1        |          |          | 1        | 1        |          |           | 1         |           |           |           |           |           | 2         |           |
| 4  |   |                          |          |          |          |          |          |          |          |          | 1        |           |           | 1         |           |           |           |           |           |           |
| 5  |   |                          |          |          |          |          |          |          |          |          |          |           |           |           | 1         |           |           |           |           | 1         |
| 6  |   |                          |          |          |          |          |          |          |          |          |          |           |           |           |           | 1         | 1         | 1         | 1         | 1         |
| 7  |   |                          |          |          |          |          |          |          |          |          |          | 1         | 1         | 1         | 1         | 1         | 1         | 1         | 1         | 1         |
| 8  |   |                          |          |          |          |          | 1        | 1        | 1        | 1        | 1        | 1         | 1         | 1         | 1         | 1         | 1         | 1         | 1         | 1         |
| 9  |   |                          |          |          | 1        | 1        | 1        | 1        | 1        | 1        | 1        | 1         | 1         | 1         | 1         | 1         | 1         | 1         | 1         | 2         |
| 10 |   |                          |          | 1        | 1        | 1        | 1        | 1        | 1        | 1        | 1        | 1         | 1         | 1         | 1         | 2         | 2         | 2         | 2         | 2         |
| 11 |   | 1                        | 1        | 1        | 1        | 1        | 1        | 1        | 1        | 2        | 2        | 2         | 2         | 2         | 2         | 2         | 2         | 2         | 2         | 2         |
| 12 | 1 | 1                        | 1        | 1        | 1        | 2        | 2        | 2        | 2        | 2        | 2        | 2         | 2         | 2         | 2         | 2         | 2         | 2         | 2         | 2         |

# = Aircraft Losses (see 2.1b)

LOSS FACTOR =>

- +2 for each AA Gun within range (regardless of LOS).
- +2 for units landing by Glider.
- +1 for Air Transports landing at Maleme if the Airfield (any hex) was hit by Artillery fire this turn.
- +10 for Air Transports landing on the Beach.

**2.1e Opportunity Fire.** All Commonwealth Infantry and MG units within range may conduct a special form of Opportunity Fire against German Flights as they land (normal LOS rules apply against Gliders and Transports; no LOS restriction against Paratroopers). This fire is conducted normally with the following fire factors: x1 against Gliders, x4 against Paratroopers, and x3 against Air Transports (no other modifiers except range and density are used). All units may fire at all available targets but only one “shot” is resolved against each target stack. This fire does not affect the ability to fire in upcoming Action Phases and no German Overwatch is triggered. Losses, Morale Checks, and Battalion Morale are handled normally.

**2.1f After Landing.** Units which land without becoming Suppressed or Paralyzed may be placed in any desired mode. Glider/Transport units may utilize half their movement allowance in the upcoming German Action Phase; units landing by Paratroop are considered to have expended their full movement allowance for the turn. Any unit that lands in the same hex as a Commonwealth unit must conduct an immediate Close Assault. This combat is handled normally except that the Glider units have their fire factor reduced to half and Paratrooper Units are quartered (this is in addition to the possible effects of 2.11).

## 2.4 German Artillery

Battery counters should be made for the German Artillery batteries and all on-map artillery rules apply. German Artillery Ammunition must be transported to Crete per 2.1 above. The Germans may utilize Fast Fire.

## 2.11 Reduced Firepower Values

**Hunters** was originally playtested under a version of the **TCS** rules that halved the firepower of Infantry Platoons that had 50% losses. Since most of the Fallschirmjäger sustain heavy losses upon landing, this **TCS** rule change has had an unbalancing effect on this game and the half firepower rule should be used for Fallschirmjäger (but not Gebirgsjäger) platoons that have sustained over 50% losses.

## 3.1 The Commonwealth Release System

The Commonwealth Commanders on Crete were obsessed with remaining prepared to repulse a seaborne landing and thus a great number of formations remained stationary during the critical first and second days of the battle. The following restrictions are designed to reflect this situation.

Until the dispersal (or Landing) of the German Flotilla at 2400 on 21 May, each Battalion (and the Engineer Detachment) must maintain the majority of its troops within the Battalion perimeter (as defined by the initial set-up). During this time a maximum of one Company may be dispatched on operations outside this area. [The 22nd Battalion was not reinforced until after dark on the 20 May and then by only two Companies...one each from the 23rd and 28th Battalions].

**3.1a The 5th Brigade Defense Plan (Variant).** The 5th Brigade had an established defense plan whereby the Battalions were to immediately counterattack any German landing. The commander of the 22nd Battalion requested throughout the first day that this plan be implemented and even sent up prearranged flares to signal 23rd Battalion. Due to the disorganized nature of the German drops and the continued fear of seaborne attack this plan was never executed and 22nd Battalion was compelled to withdraw from Pt.107. In this variant the Commonwealth Player is relieved of the requirements of 3.1 and is considered to have a Command Prep rating of 4 from the start (this also allows the use of Reserves).

### 3.6 Commonwealth Artillery

Battery counters should be made for the Commonwealth Artillery and all on-map artillery rules apply. Each on-map Battery begins the game with 50 Battery Fires of ammunition and sharing of ammunition between batteries is not allowed. Any Battery that moves may carry with them a maximum of 15 Battery Fires (the remainder is destroyed at the set-up location as there was insufficient transport to move it). Also, the Battery received as a reinforcement arrives with only 15 Battery Fires.

Due to the Commonwealth reliance on wire communications (that were easily/often broken by Stuka attacks) they use the "Other" line on the Artillery Adjustment Table. Also, The Commonwealth player may not utilize Fast Fire and no fire is allowed prior to 0800 on 20 May.

### 3.11 Naval Gunfire Support

At midnight each night there is a chance that two Royal Navy Destroyers will be available to shell the Maleme area. Roll 1D6 and on a 1, two Destroyer fire missions (100mmHE) may be conducted against the Airfield (fire like normal Artillery using the maximum adjustment table).

## 6.0 VICTORY CONDITIONS

### 6.1 "Sudden Death"

At 2400 on 20 May, the German Player rolls 1D6 if he is not in full possession of the Airfield. On a roll of 1, Maleme has not been selected as the area of emphasis for future efforts and the Commonwealth Player a wins a Major Victory.

### 6.2 Victory Points

**6.2a German.** Victory for the German Player is based upon successfully exiting units from the map. VP's are earned by comparing the time the units are exited with the requirements contained in the VP Chart.

**6.2b Commonwealth.** Victory for the Commonwealth Player is based upon the control of terrain features. This is judged at 0600 each day and are accumulated throughout the game.

**6.2c Victory Point Comparison.** A Player wins a Major Victory if he has 10 VP's more than his opponent and a Minor Victory if he has 5 VP's more. Any other result is a draw. Shift the Victory one level in favor of the Commonwealth if Fallschirmjäger platoon losses exceed 100 steps (count infantry platoons only).

| German VP Chart        |      |              | Victory Points |         |      | Commonwealth VP Chart |                |
|------------------------|------|--------------|----------------|---------|------|-----------------------|----------------|
| Unit                   | Exit | Time         | Early          | On-Time | Late | Location              | Victory Points |
| FJ Co (16th)           | SW   | 1000, 20 May | 0              | 5       | 0    | Maleme Airfield       | 5              |
| FJ Co (6th)            | W    | 1000, 20 May | 0              | 5       | 0    | Pt.107                | 5              |
| Mt Btl (I/85)          | SE   | 1800, 22 May | 15             | 10      | 5    | Tavronitis            | 2              |
| Mt Btl (I/100)         | SE   | 0600, 23 May | 15             | 10      | 5    | Pirgos                | 5              |
| Mt Btl (95 Pio/55Krad) | W    | 1800, 23 May | 0              | 5       | 0    | Xamoadhokhori         | 2              |
| Mt Btl (II/100)        | E    | 1800, 23 May | 15             | 10      | 5    | Dhaskaliana           | 2              |

|  |   |              |                       |   |   |                       |   |
|--|---|--------------|-----------------------|---|---|-----------------------|---|
| FJ Btl (Remnants)                                | E | 1800, 24 May | 10                    | 5 | 0 | Kondomari             | 2 |
|  |   |              | [Historic level = 50] |   |   | Modhion               | 2 |
| Early = at least 24 hours before the requirement |   |              |                       |   |   | Platanias             | 5 |
| Co = at least 15 Steps; Btl = at least 50 Steps  |   |              |                       |   |   | [Historic level = 42] |   |
| (Unit designations are for reference only)       |   |              |                       |   |   |                       |   |

## Historical Set-up and Orders:

### Commonwealth:

- 21 NZ: A/B/C/D Coys (less 1xPlt) w/i 3 of W5204; 1xPlt at W3116; HQ Co w/i 2 of W6003.  
27 NZ MG: 1xMG at W4724 and W4418.
- 22 NZ: A Co w/i 3 of W3919; B Co w/i 3 of W4211; C Co: W4230, W4126, and W3730;  
D Co: W3519-25, W3619-24, W3720-24; HQ Co (less 1xPlt, Mort, Carriers) in Pirgos;  
1xPlt at W4603; Mort at W5215; Carriers at W3723. 27 NZ MG: 2xMG with D Co.
- 23 NZ: A Co w/i 1 of W6215; C Co w/i 4 of W6210; D Co w/i 1 of W5915; HQ1 Co w/i 2 of W5615;  
HQ2 Co, Mort, and Carrier w/i 2 of E0414. 27 NZ MG: 2xMG with HQ1 Co.
- 28 NZ: A Co w/i 2 of E4807; B Co w/i 2 of E4306; C Co w/i 2 of E4210;  
D Co: E2712, E3217, E3717; HQ Co in Platanias.
- Eng Det: 7 Fld Co w/i 4 of E1417.  
19 A Tps w/i 5 of E2416
- Orders: Each Battalion/Engineering Det is on a separate Prepared Defense.
- Brigade Troops (may be assigned to any Op Sheet):
  - AA Det: 1xAA in each Bofors Pit
  - RM Det: 2xCD Guns at W3821; 2xAA Guns at W3918.
  - RAF Det: 1xInf at W3621, W4315; 1xMG at W3827, W3927, and W3621.
  - 7RTR: W4221.
  - FPC: E1210.
  - Band: E4610.
  - Trans: E5113.
  - A/27 NZ Art: w/i 2 of W5802; B/27 NZ Art: w/i 2 of W6110; C/27 NZ Art: w/i 2 of E1313.

## Historical German Landing Plan

### 20 May: 0720 Glider Detachments:

- HQ/STURM (Det Braun) - W3025, W3225  
Order: take Tavornitis bridge.
- 3/I/STURM (Det vPlessen) - W3430, W3629, W3733, W3232  
Order: clear the west edge of the airfield.
- 4/I/STURM (Det Koch) - W4415, W4615, W3505, W3305  
Order: capture Pt.107.
- 0740 III Battalion Group:
  - Order: take Maleme airfield.
  - 9/III/STURM [4 Flights] - W4822
  - 10/III/STURM [4 Flights] - E1718 } subject to
  - 11/III/STURM [4 Flights] - W5618 } increased scatter
  - 12/III/STURM [4 Flights] - E0320 } per 2.1c
  - 14/IV/STURM [2 Flight] - W4822
  - 3/7Fla-MG [1 Flight] - W4822
- 0740 IV Battalion Group:
  - Order: support the attack on the airfield.
  - 13/IV/STURM [3 Flights] - W1730
  - 14/IV/STURM [2 Flights] - W2228
  - 15/IV/STURM [3 Flights] - W2428
  - 3/7Fla-MG [2 Flights] - W2029
- 0800 II Battalion Group:
  - Order: form defense against attack from west  
(i.e. cannot attack airfield without implementing a new order).
  - 5/II/STURM [4 Flights] - W1130
  - 6/II/STURM [4 Flights] - off map near W1132  
(historically the 6th Co marched west and never entered the Maleme battle).
  - 7/II/STURM [4 Flights] - W1128
  - 8/II/STURM [4 Flights] - W1133

14/IV/STURM [2 Flight] - W1330

0800 South Group:  
 Order: form defense against attack from south.  
 (i.e. cannot attack airfield without implementing a new order).  
 16/IV/STURM [3 Flights] - off map near W2501  
 (historically the 16th Co marched south and never entered the Maleme battle).

0900 Support Group:  
 Order: support the attack on the airfield.  
 1/7Art [2 Flights] - W2428, W4822

21 May: 1500 East Group:  
 5/II/2FJR [3 Flights] - E2118  
 6/II/2FJR [3 Flights] - E1618

1600 West Group:  
 HQ/II/2FJR (Det Klein) [3 Flights] - W2228  
 1/7PzJäg [3 Flights] - W2029  
 2/7PzJäg [3 Flights] - W2027  
 3/7PzJäg [3 Flights] - W1829

1600-1800 II/100GJR [17 flights]

22 May: 1000-1200 I/85GJR [17 flights]  
 1200-1500 I/100GJR [17 flights]  
 1500-1700 3/7Art [2 flights]  
 1700-1800 95Pio [9 flights]

23 May: 1000-1300 95Art [16 flights + ammo]  
 1300-1500 95PzJäg [15 flights + ammo]  
 1500-1800 55Krad (1st, 2nd, and 2/3rds of 4th Co) [24 flights + ammo]

24 May: 1000-1400 III/85GJR [17 flights + ammo]  
 16/85GJR [8 flights + ammo]  
 16/100GJR [8 flights + ammo]

1400-1700 95Aufk [20 flights + ammo]  
 5/7Fla-MG [6 flights + ammo]

NOTE: The sIG/100 and 55Krad (3rd and 1/3rd of 4th Co) are available in the Reinforcement Pool but did not arrive until 25 May or later.