

Rulesbooklet



OPERATION MERCURY

The German Airborne Assault on Crete, 1941

Revised June, 2020

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1.0 INTRODUCTION

On May 20, 1941, Hitler committed his entire elite airborne force in a daring daylight assault on the Allied forces defending the island of Crete. During the ensuing twelve days of bitter fighting, the Germans lost roughly 6,000 men killed in action, wounded, and missing. The tough paratroopers persisted, and in the end, prevailed. But the resistance from the British, ANZAC, and Greek forces, as well as the Cretan population, was fierce, and the cost of victory was high. Barely half of the paratroopers emerged unscathed from the conflict, prompting Hitler to abandon forever the combat use of large airborne forces.

Operation Mercury is a company/battalion scale game simulating the battle between Germany and the British/ANZAC/Greek forces on the Mediterranean island of Crete in May of 1941. There are two players:

- The German player controls playing pieces representing the German Army, Luftwaffe, Axis naval units, and Italian land and air units. These units are referred to as "German" in these rules.
- The Allied player controls pieces representing the mixture of British, New Zealanders, Australians, and Greeks defending Crete as well as the Royal Navy.

The game is played in Game-turns, each of which represents eight hours of real time. During each Game-turn, each player moves his pieces across the map and uses them to attack enemy pieces.

2.0 GAME EQUIPMENT

Each *Operation Mercury* game includes:

- Two 22"x 34" mapsheets
- 480 die-cut counters
- One rule book
- Allied and German Setup Cards
- Charts and Tables
- One 10-sided die

2.1 THE GAME MAP

The game's two mapsheets depict about half of the island of Crete, focusing on the areas around Maleme, Suda, Heraklion, and Retimo where the major fighting occurred. A hexagon grid has been superimposed over the terrain in order to regularize movement and the positioning of playing pieces. These hexagons are hereafter called "hexes". Each hex on the map represents about 0.94 miles (1.5 km) of terrain. Each hex has its own unique four-digit identity number, used to identify the hex for various game purposes. When referring to hexes, the hex number is preceded with a "W", if the hex is on the West map and an "E" if the hex is on the east map. Maleme airfield, for example, is W4415, while Heraklion is E3135. Several off-map locations are accessible via movement boxes, as noted on the game map. To make the map lie flat, back-fold it against the creases.

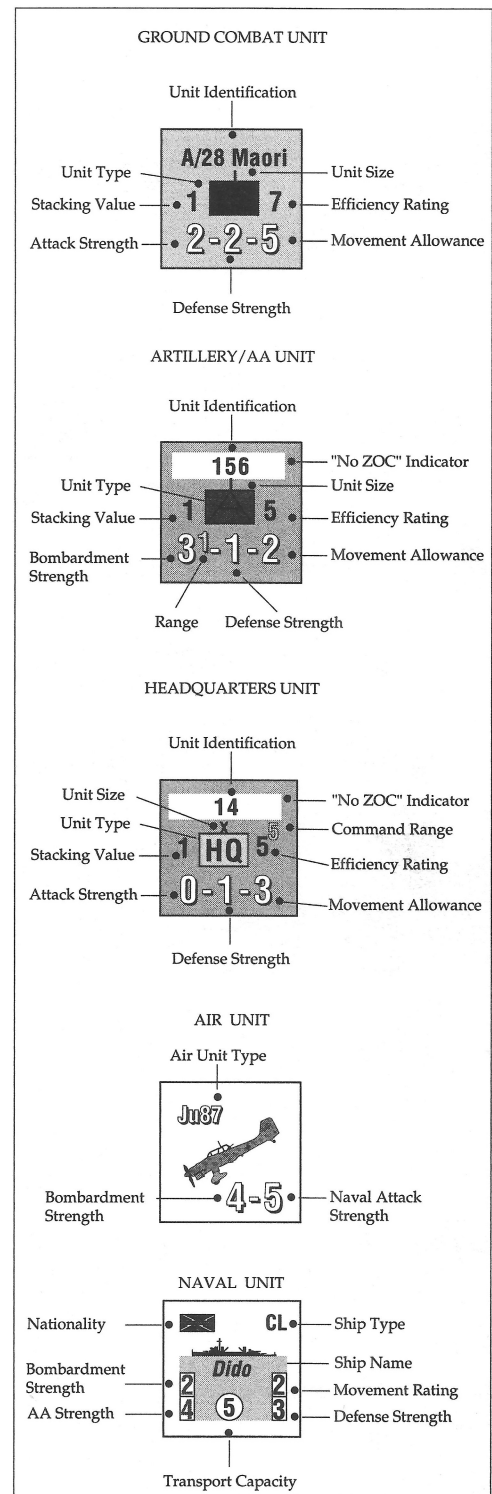
2.2 CHARTS AND TABLES

Various visual aids are provided for the players in order to simplify and illustrate certain game functions. Some of these have been printed on the mapsheet while others are printed separately on player-aid cards.

2.3 THE PLAYING PIECES

The cardboard pieces should be punched or cut out of the unit counter sheets and sorted by color and type. They represent the actual military units that took part in the historical campaign. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by the piece. These playing pieces will hereafter be referred to as "units".

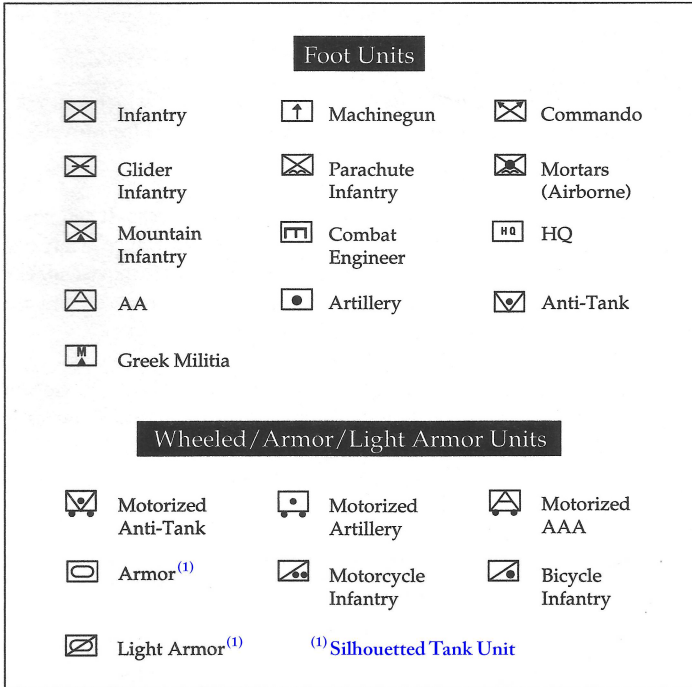
(2.31) Combat units:



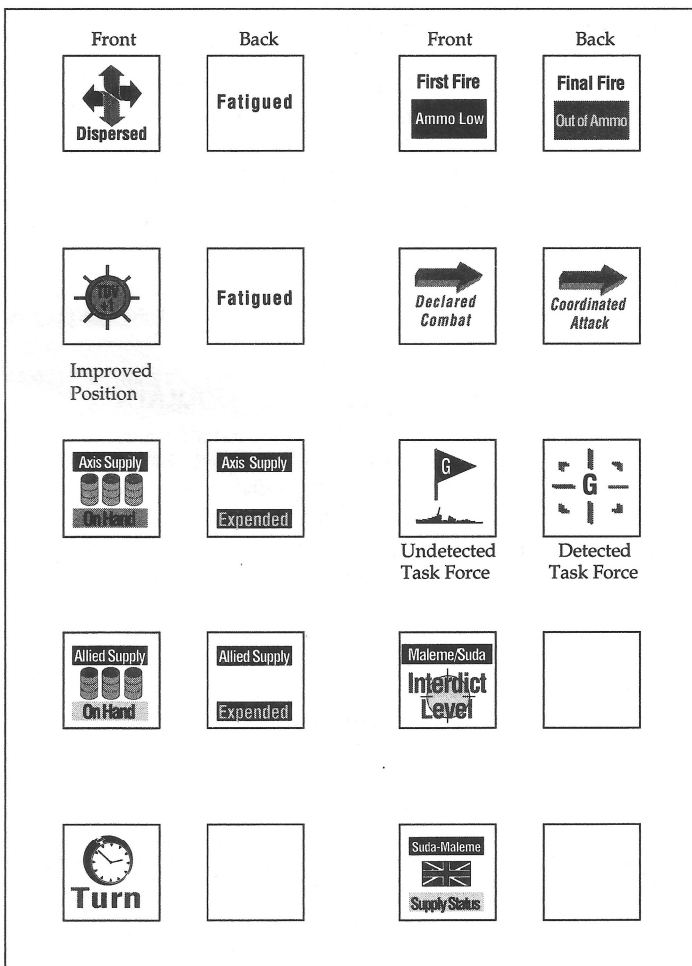
(2.32) Summary of unit sizes:

- Platoon
- I Company
- II Battalion
- X Brigade
- III Regiment
- XX Division

(2.33) Summary of ground combat unit types:



(2.34) Summary of Game Markers:



2.4 EXPLANATION OF UNIT VALUES

Attack Strength - is the combat value a unit uses when attacking in Maneuver or Assault Combat. It is expressed in terms of attack strength points.

Bombardment Strength - is the value an air, naval, artillery, or AA unit uses when attacking enemy units by Bombardment or AA fire. It is expressed in terms of bombardment strength points.

Range - indicates the maximum distance (in hexes) that an artillery unit may fire. It is counted from the firing hex (excluded) to the target hex (included).

Defense Strength - is the value a unit uses when defending in Maneuver or Assault Combat. It is expressed in terms of defense strength points.

Efficiency Rating - is the relative level of training, motivation, and effectiveness of a ground unit, expressed as a numerical rating which is used in various game functions. Units are rated from "1" (lowest) to "8" (highest). For Headquarters (HQ) units, this rating is used to determine levels of support and coordination of ground combat.

Movement Allowance - represents the unit's maximum movement capacity during a given Movement Phase, expressed in terms of movement points. Each clear terrain hex requires the expenditure of one movement point from the movement allowance total to enter. Some hexes require the expenditure of more or less than one movement point, as indicated on the Terrain Effects Chart (see 4.2).

For naval units, this is the maximum number of sea zones the unit can move on the Naval Operations Map during each game-turn.

HQ Command Range - This is the maximum number of hexes over which an HQ unit can coordinate the attacks of friendly units (see 8.12).

2.5 THE DIE

The game uses a ten-sided die. The number "0" is read as ten (10), not zero (0) as in some other games.

3.0 SEQUENCE OF PLAY

3.1 PREPARING FOR PLAY

Refer to the setup instructions in section 14.0 (for Scenarios) or 23.0 (for Campaigns). Place units on the mapsheet according to the specific set-up instructions in those sections and on each player's Setup Card. The Allied player always sets up his units first. Units are color-coded by setup groupings for easy placement on the Setup Cards. Units not initially placed on the mapsheet are placed aside for later entry as reinforcements. Most units begin the game at full strength, though a few (with the colored unit type box on their reduced strength side) begin at reduced strength.

Once ground unit placement is complete, the Allied player sets up his naval units (if playing the naval game) and the German player places his allotted air units in the "Ready" Box of the German Air Operations Card. The German player may place any or all of his available convoys on the Naval Operations Map, or he may withhold them for use on later game-turns. Then both players place Interdiction and Supply markers in the appropriate spaces on the game map. After completing these steps, begin play according to the sequence listed on the Sequence of Play.

3.2 THE GAME-TURN

Operation Mercury is played in successive game-turns (two daylight and one night turn per day), composed of several Segments. The most important of these, the Movement and Combat Segment, is composed of two Player-Segments: a German player segment and an Allied player segment. The German player segment is always conducted first.

Important: The player whose player segment is currently in progress is called "the Active Player".

SUMMARY SEQUENCE OF PLAY

I. STRATEGIC SEGMENT

- A. Recovery Phase
- B. Supply Phase
- C. Evacuation Determination Phase

II. AIR SEGMENT

- A. Air Unit Allocation Phase

III. NAVAL SEGMENT

Perform only when playing with Naval Game.

- A. Port Refit Phase
- B. Allied Naval Movement Phase
- C. First Naval Combat Phase
- D. German Naval Movement Phase
- E. Second Naval Combat Phase
- F. Amphibious Landing Phase
- G. Naval Unloading Phase

IV. MOVEMENT AND COMBAT SEGMENT

Performed twice each turn, first with a German Player Segment, then with an Allied Player Segment.

- A. Paratroop Phase (German Player Segment, only on turns when the German is paratrooping units)
- B. Movement Phase
- C. Bombardment Phase
- D. Combat Declaration Phase
- E. Combat Refusal Phase
- F. Defender Reaction Phase
- G. Combat Phase (one combat at a time)

V. GAME RECORD SEGMENT

4.0 GROUND MOVEMENT

During each Movement Phase, the Active player may move any or all of his units with a movement allowance greater than zero (0). He moves them through contiguous hexes in any direction or combination of directions. Movement can be affected by Unit Type (2.33), Dispersed status (6.3), terrain effects (4.2), and Zones of Control (5.0).

Note: During combat, units of either side may be advanced or retreated after combat is resolved. This is not movement and uses no movement points.

4.1 MOVEMENT RESTRICTIONS

(4.11) Move units individually, from hex to adjacent hex, paying the appropriate movement point cost for the terrain in each hex entered (see 4.2).

(4.12) There is no limit to the number of friendly units which can pass through a single hex in one game-turn. At the conclusion of the Movement Phase, however, stacking limits (see 4.3) must be observed.

(4.13) A unit can be moved only once in a Movement Phase. It can never spend more movement points than its total movement allowance in any one Movement Phase (exception: 4.15). Units are never forced to move and they can spend less than their full movement allowance; however, unused movement points cannot be accumulated or transferred.

(4.14) A unit may not enter a hex if it does not have sufficient movement points remaining to pay the movement point cost to enter the hex and cross the hexside (exception: see 4.15).

(4.15) A unit with a movement allowance of zero (0) may NEVER be moved during the game, **nor perform Combat Refusal (7.3), Defender reaction (7.4) or advance after combat (9.8)**. A unit with a movement allowance of one (1) or more can always be moved at least one hex during a friendly Movement Phase. Note the restrictions of rule (5.23).

(4.16) A friendly unit may not enter a hex containing an enemy combat unit (exceptions: see Paratroops - 6.12[c] and Amphibious Landings - 17.4). It can be moved through friendly occupied or controlled hexes at no extra movement point cost.

(4.17) Units that unload at a minor port or anchorage (not in an enemy ZOC) by naval transport expend one-half (rounded up) of their movement allowance to enter the hex where they land. Each such landed unit may then expend any or all remaining MPs to move during that Movement Phase (see 6.54 - 6.56 for movement restrictions on airlanding units).

Note: Port/anchorage/airfield capacities limit the number of available eligible units which may land at a given hex per game-turn.

(4.18) **Undispersed** units that enter the map by Paratroop or by Amphibious Landing have a movement allowance of one (1) **and cannot move more than one hex (no swift movement along main roads)** for the Movement Phase of that game-turn. In ensuing game-turns, they use the movement allowance listed on their counters.

(4.19) **Allied units cannot use their full movement allowances during daylight turns in zones where the Interdiction Value is greater than zero (0) (see 12.42 for effects of interdiction).**

4.2 EFFECTS OF UNIT TYPES AND TERRAIN

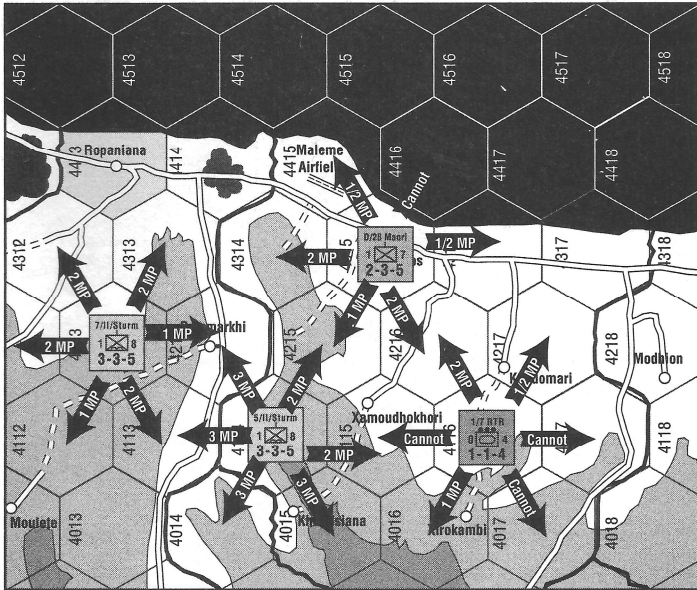
(4.21) Each hex contains a terrain type. The Terrain Key identifies the terrain and the Terrain Effects Chart (TEC) lists the differing movement point entry costs a certain type of unit spends to enter various terrain types. **If a hex contains two or more Terrain Defense Values (TDV's), the defender benefits from the highest TDV in the hex.**

(4.22) **Roads:** A unit which is moved from one road hex directly into another adjacent road hex through a hexside crossed by the road spends movement points according to that road's rate regardless of the other terrain in the hex.

(4.23) **Rivers:** Rivers flow along hexsides. A unit spends movement points to cross a river hexside in addition to the cost of entering the terrain in the hex itself. Bridges are implied wherever a road or secondary road crosses a river hexside. Units crossing such "bridges" move at that road movement rate and do not spend the normal additional hexside cost for the river.

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Armor Restrictions: Armor or light armor units cannot enter, exit, or retreat through or attack into hexes containing ROUGH, HILL, MOUNTAIN, or ORCHARD/WOODS unless a road or secondary road connects such a hex to the hex the armored unit currently occupies.



Example of movement point costs for terrain, based on unit type

4.3 STACKING

Stacking refers to the placing of more than one unit in a hex. The position of a unit in a stack has no effect on play.

(4.31) Each unit has a stacking point value marked on it. A maximum of six (6) friendly stacking points can occupy the same hex at the END of any PHASE of the game-turn. During all other times units can freely enter and pass through stacks of friendly units.

(4.32) If a stack of units is found in excess of the restrictions at the end of any phases, the excess is eliminated by the owning player.

(4.33) Play aid markers stack freely without limit.

4.4 STRATEGIC MOVEMENT

(4.41) Foot units (only) that begin a Movement Phase at least three (3) hexes from an enemy unit may move by Strategic Movement instead of regular ground movement. Units moving by Strategic Movement have their movement allowances increased by two (+2). However, they may move only along roads, expending movement points for such road movement normally.

(4.42) Units moving by Strategic Movement may not move within three (3) hexes of an enemy unit at any time during the Movement Phase.

(4.43) Allied units cannot use Strategic Movement in any sector with an Interdiction Level greater than zero (0) (see 12.42[d]).

4.5 OFF-MAP BOXES

(4.51) Several areas of eastern and southeastern Crete, specifically the areas between the Retimo and Heraklion sectors, as well as the area around Tymbakion, are not represented on the game's hex map. These areas are accessible to ground units, but only through the use of the off-map boxes printed on the southeastern portion of the East game map.

(4.52) Several map-edge locations on the East game map indicate that movement is possible from that location to an off-map box. These are the only areas from which units enter or exit the game map to or from the off-map boxes.

(4.53) Players may move a unit off of the game map into an adjacent off-map box if that unit occupies an eligible map-edge hex and has at least one (1) movement point of its movement allowance remaining.

(4.54) A unit spends all of its movement allowance to move from one off-map box to another, adjacent off-map box.

(4.55) If an adjacent off-map box is occupied by enemy units, the moving player may attack those units as part of his movement into the box. To do so, the player totals the attack strength of his moving unit(s), and compares that strength to the combined defense strength of all enemy units in that box, rounding down to one of the simple ratios listed on the Off-Map Combat Table. He then rolls one die to resolve the combat. Results are as follows:

DR Defender Retreat. The defending player retreats his units by one box, but may not retreat into the box occupied by the attacker at the beginning of his movement.

IDR Same as Defender Retreat, and the defending player must lose one step (his choice) from his defending unit(s) (not one step per unit).

AR Attacker Retreat. The moving/attacking player must return all of his moving units to the box from which they began their movement. They may move no further this turn.

1AR Same as Attacker Retreat, and the attacking player must lose one step (his choice) from his attacking unit(s) (not one step per unit).

Yes, we know that this procedure is very simplistic. We did it this way because (a) this is a very rare occurrence, but we had to have some procedure to cover it; and (b) we don't want players to have to spend much time resolving this aspect of the game.

(4.56) Players may move a unit from an eligible off-map box onto the game-map by paying the normal movement point cost for the map-edge hex of entry. The unit may then continue moving up to the extent of its movement allowance.

(4.57) Units transported by sea may be unloaded (see 17.37) in either the Sitia or Tymbakion off-map boxes as long as the box is not occupied by any enemy units. They may make an Amphibious Landing into any off-map boxes which are not occupied by enemy units, but must undergo the Amphibious Landing procedure (see 17.43) when so doing.

(4.58) German units may not be Paratropped into an off-map box.

4.6 "ALLIED PARALYSIS" RESTRICTIONS

During the early hours (even days) of the battle, while battling the German main force of paratroops, confused Allied commanders continued to look seaward for the expected German "main blow", a massive amphibious assault, which, of course, never came. As a result of this "from the sea" mentality, the Allies tied up many potentially decisive reserve troops guarding likely spots for German amphibious attacks. Additionally, during the hours following the initial German drop at Maleme/Suda/Prison Valley, confusion reigned supreme on the battlefield, adding to the reluctance of Allied commanders to move troops and commit reserves until they were able to obtain a clearer picture of what was happening. The following rules, while tying the Allied player's hands to an extent, represent the reluctance of the Allied commanders to move troops during the early portion of the battle.

(4.61) All Allied units which begin the game in an off-map box or at Alexandria may not move during Game-turns 1-6. **Exception: Units in the Tymbakion off-map box are released on 21 PM.**

(4.62) No Allied units in the Retimo or Heraklion sectors are allowed to move during Game-turn 1. On Game-turn 2, each unit in these sectors **have a movement allowance of one (1) and cannot move more than one hex.** After Game-turn 2, they move normally.

(4.63) Allied units in the Maleme/Suda sector have a movement allowance of one (1) **and cannot move more than one hex** during Game-turn 1. After that, they move normally.

(4.64) Allied units in the special Suda Command Area (enclosed by dotted gray lines starting west of Canea on the west map) have special limitations. On Game -turns 1 -6, the Allied player is prohibited from moving any of these units (the ones with a light blue unit type box) out of the Suda Command area. On Game-turns 7-12, the Allied player may freely move only one (1) such unit per game- turn out of this area (they may not be accumulated). Other Allied units may enter and exit the area normally, and units may attack and defend normally inside this area, but *leaving* the Suda Command Area is prohibited as above. After Game-turn 12, all units in this area are free to move. **Prior to game-turn 13, if any German unit ends its movement phase on or adjacent to any Suda Command Area hex, all restrictions are permanently lifted. This does not apply to German units paratropped on or adjacent to any Suda Command Area hex.**

(4.65) The restrictions (4.62 to 4.64) are applied only for movement purposes, not for the abilities of moving from ZOC to ZOC (5.23) or react (7.4).

5.0 ZONES OF CONTROL

5.1 ZOC DETERMINATION

(5.11) Most units in the game exert a Zone of Control (ZOC) into the six hexes adjacent to the hex they occupy.

(5.12) The following units do not exert ZOCs:

- All HQ units
- All Armor/Light Armor units
- All AA units
- All non-mortar artillery units
- All Greek units, including Greek Militia

The Greek troops on Crete were mostly recruits. Generally, they were poorly armed, woefully led, and showed very little initiative to patrol or attack. While many of these troops demonstrated considerable personal bravery, and later comprised the vicious partisans who so bedeviled the Germans after the island fell, they were simply not effective as fighting formations during the campaign. Thus, they do not exert ZOCs.

For ease of reference, we have designated all units which do not exert a ZOC with a white band behind the Unit ID on their counter.

(5.13) Fatigued and Dispersed units never exert ZOCs.

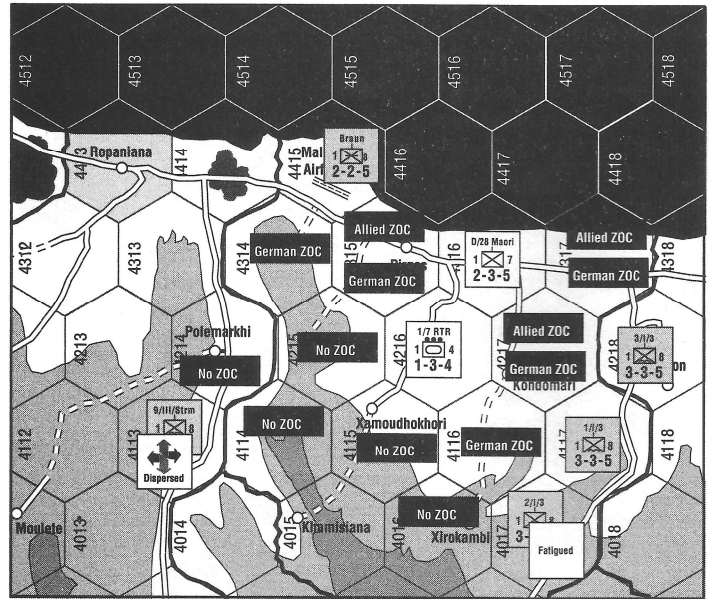
(5.14) Wheeled units do not exert a ZOC into any hex containing terrain that is prohibited to them for movement.

(5.15) Units do not exert a ZOC across a Cliff or full-sea hexside.

(5.16) Other than (5.14) and (5.15), above, terrain has no effect on determining ZOCs, as it does in many other wargames.

5.2 ZOC EFFECTS

(5.21) During a Movement Phase, units cease movement immediately upon entering an enemy ZOC and cannot be moved further during that phase. Units do not spend additional movement points to enter or leave an enemy ZOC.



ZOC Example

(5.22) Any unit starting its Movement Phase in an enemy ZOC may exit the enemy ZOC by moving into a hex not in an enemy ZOC. It may subsequently enter another hex which is in an enemy ZOC during that Movement Phase.

(5.23) Any unit with a *printed* movement allowance of five (5) or more can move directly from one enemy ZOC to an adjacent hex in an enemy ZOC. Such a move costs the unit's entire movement allowance, and may be made only when the unit **BEGINS** the Movement Phase in an enemy ZOC.

(5.24) German units that are moved by air transport to an airfield in an enemy ZOC must undergo a special landing die roll to determine their condition upon landing (see 6.54).

(5.25) Units moved by sea cannot be unloaded at a port in an enemy ZOC.

(5.26) Friendly ZOCs do not affect the movement of friendly units.

(5.27) **Retreat:** Units may not Retreat into or through a hex in an enemy ZOC unless a friendly unit occupies that hex (see 9.63).

(5.28) **Fatigue:** A Fatigued unit that is in an enemy ZOC during the Recovery Phase of an AM game-turn cannot recover from Fatigue.

6.0 PARADROPS / AIRLANDING

6.1 PARADROPS

German parachute and glider units enter the game via the Paratroop procedure, which consists of three steps: Placement, Drift, and Landing Condition.

(6.11) **Placement:** During the German Paratroop Phase, available parachute and glider units are picked up from the German Setup Card and are placed on the game map in their target hex. Only units listed in the First Wave, Second Wave, or Reserve Wave sections of the Organization Card may land on the

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island by Paratroop. All units in those sections, regardless of their unit type symbol, land using the Paratroop procedure. **Important:** Units listed under "First Wave" all paratroop on Game-turn 1. "Second Wave" units all paratroop on Game-turn 2. "Reserve Wave" units paratroop on the turn listed on the German Setup Card.

(6.12) Placement Restrictions:

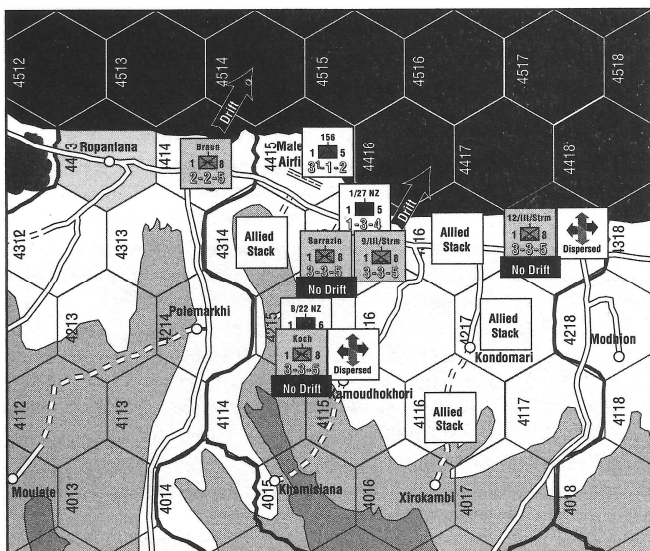
- A target hex is specified for each unit in the First and Second Waves (see German Setup Card). Except when using German Campaign Options 1, 6, or 7, each unit in those waves must be placed in its designated target hex.
- The German player is allowed to choose the target hexes for units in the Reserve Wave. These units may be placed individually anywhere on the game map, in any sector, as long as the target hex is within six (6) hexes of a German HQ.
- A target hex may be a hex that contains enemy units. Note, however, the required Special Assault Combat for units that remain in an enemy hex following Drift and Landing Condition determination.
- No more than six (6) stacking points of parachute and glider units may be placed on any one target hex.

6.2 AIRBORNE LANDING CONDITION AND DRIFT

After placing his parachute and glider units, the German player resolves Landing Condition by rolling one die for each unit on the Paratroop/Amphibious Landing Table. The resulting number, adjusted for the DRMs listed, indicates both the accuracy of the landing and the condition of the unit upon landing.

First, implement the landing condition result. Place a Dispersed marker atop the unit if the result is "Dispersed". Flip the unit to its back (step loss) side (or eliminate one-step units) if the result is "Lose One Step". Otherwise, the unit lands at full strength.

Next, determine the accuracy of the drop by the result under "Actual Landing Hex". (Remember, use the same die roll result that determined landing condition). If the result is "Target hex", the unit remains in the target hex (i.e. it landed where it intended). If the result is "Roll again and Consult Drift Diagram", the German player rolls the die again and moves the unit in accordance with the Drift Diagram. Any unit which drifts off the mapsheet or onto all-water hexes is eliminated from play.



Example: This is a quick look at part of a hypothetical German Paratroop on game-turn 1, covering five of the German units. All units shown are in their target hexes. Their Drift/Landing Condition die rolls are:

Braun glider (4414): rolls a "9", modified by -1 (-3 for glider, +1 for AA in 4415, +1 for landing in enemy ZOC) for a final "8". It takes no loss, but must roll again and consult the Drift Diagram. The second roll of "10" indicates a drift one hex to the northeast. Since this is an all-water hex, the unit is eliminated.

Koch glider (4215): rolls a "3", modified by +2 (for enemy units in landing hex), +1 (landing in enemy ZOC from 4314), +2 (landing in rough terrain), and -3 (glider unit) for a final "5". This results in no drift, but the unit is Dispersed.

Sarrazin glider (4315): rolls a "1", modified by +2 (enemy units in landing hex), +1 (enemy ZOC), +1 (adjacent to a light AA unit), and -3 (glider) for a final "2". This results in no drift and no loss.

9/III/Sturm (4317): rolls a "9", modified by +4 (same as Sarrazin, except for Glider -3) to 13. The unit loses a step and drifts. The second roll is a "10", forcing the unit northeast into the all-water hex. It is eliminated.

12/III/Sturm (4317): rolls a "5", with a +1 DRM (enemy ZOC) for a final "6". It does not drift, but is Dispersed.

6.3 DISPERSAL

(6.31) When a paratrooped unit obtains a "Dispersed" result from the landing condition die roll, place a Dispersed marker on the unit.

(6.32) Effects of Dispersal:

- For the remainder of the current GAME-TURN, a Dispersed unit cannot be moved, and has its combat strength halved (retaining fractions) in attack and defense.
- Dispersed units can advance and retreat after combat, since this is not movement.
- Dispersed units are not eligible for reaction movement and stacks containing dispersed units cannot refuse combat.
- Dispersed HQs cannot coordinate attacks (see 8.13).
- Dispersed artillery/mortar/AA units cannot use their bombardment strengths. Dispersed mortar units may attack and defend at half strength per (6.32)[a] above.

(6.33) During the Recovery Phase of the following game-turn, remove the Dispersed marker from all dispersed units.

6.4 SPECIAL AIRBORNE ASSAULT COMBAT

(6.41) After resolving all Drift, an IMMEDIATE Assault Combat takes place in any hexes that contain both paratroopers that paratrooped this turn and enemy units. This combat is identical to regular Assault Combat (see 10.0) except that:

- There is no Defensive Bombardment Fire against the paratrooped unit.
- The Allied player receives a DRM of -2 during the first round of combat and a DRM of -1 during the second round of the combat.
- There are no coordination die rolls.
- Artillery units (not mortars) which drift into hexes containing Allied units are automatically destroyed prior to special assault combat.

(6.42) If, at the completion of the Special Assault Combat (one or two rounds), the defending unit/stack is not eliminated, the paradropped unit must retreat from the hex in accordance with the following Retreat Priorities:

- a. Into an empty or friendly-occupied hex not in an enemy ZOC.
- b. Into a friendly-occupied hex in an enemy ZOC.
- c. Into an empty land or partial sea hex in an enemy ZOC.

If the paradropped unit cannot retreat into one of these hexes, it is eliminated.

6.5 AIRTRANSPORT (AIRLANDING)

(6.51) The German player may move reinforcements to Crete by air transport during any daylight turn in which he occupies (all hexes of) an airfield on Crete at the beginning of his Movement Phase.

(6.52) Each of the three airfields on Crete has a landing capacity. This is the number of *steps* of units that can be placed from the "Airlanding Units" section of the German Setup Card onto that airfield each turn. The German player may never land units in excess of this capacity in a given game-turn.

The capacities (also listed beside the airfields on the game map) are:

Maleme	7
Retimo	5
Heraklion	8 (for the entire airfield, not per hex)

(6.53) Units eligible for airlanding are listed, by groups, on the German Setup Card. Although all units belonging to the same group need not be airlanded together, the German player must land all units from one group (starting with Group 1) before landing any units from the next, higher-numbered group.

(6.54) If no enemy ZOC is exerted into any hex of the airfield, and the hex is not within range of a non-fatigued Allied artillery unit that bears no Final Fire marker, the German simply places the transported units on the airfield (either hex, for Heraklion). They may move up to one half (round down) of their movement allowance during that game-turn's Movement Phase.

(6.55) If the airfield is not in an enemy ZOC, but *is* within range of a non-fatigued Allied artillery unit that bears no Final Fire marker, the landing capacity of the airfield is reduced to three (3) steps for that game-turn, and any units which are landed may not be moved during that game-turn's Movement Phase. They may, however, declare and resolve combat normally.

(6.56) If any hex of the airfield is in an enemy ZOC, the landing capacity is reduced to two (2) steps for that turn. Additionally, the German must make a landing die roll, with DRMs as listed, for each unit landed, as follows:

1-4	Unit lands OK
5-9	Unit loses one step
10+	Unit is destroyed

DRMs

- +1 If a non-fatigued Allied artillery unit is within range of the airfield.
- +2 if a non-fatigued Allied AA unit is adjacent to the airfield.

Units which survive the landing die roll may not be moved during that Movement Phase. They may, however, declare and resolve combat normally.

7.0 PRE-COMBAT ACTIONS

In *Operation Mercury*, combat resolution is preceded by a series of actions that set the stage for the actual combat. These steps are:

- Combat Declaration
- Combat Refusal
- Defender Reaction

These actions comprise sections D-F of each player's Movement and Combat Segment, and are detailed fully in the following sections. Note that each of these steps is completed for all combats before the next step is begun.

7.1 COMBAT DECLARATION

(7.11) The active player begins the pre-combat sequence during the Combat Declaration Phase by declaring which enemy hexes he will attack, and designating which adjacent friendly units/stacks will attack each enemy hex. No more than one enemy hex may be attacked in any single combat. He then places a Declared Combat marker on each of his attacking units/stacks, with the arrow pointing toward the hex that will be attacked. Once the Declared Combat markers have been placed, the decision to attack is irrevocable, and the enemy hex must be attacked by all units which declare combat, except in the case of an uncoordinated frontal assault (see 8.24).

(7.12) The active player may declare combat against each enemy stack with units from any or all (six) adjacent hexes.

(7.13) Units belonging to the active player which are stacked together in a hex may be allocated to attack different hexes.

(7.14) **Restrictions:**

- a. **Zero-strength Units:** Units with an attack strength of zero (0) cannot declare or resolve attacks. Units whose attack strength has been reduced to less than one (1) because of Dispersal are also considered zero-strength units for purposes of this rule.
- b. **Fatigue:** Fatigued units may not declare combat or resolve attacks.
- c. **Terrain:** A unit may not declare combat into a hex or across a hexside into/through which it could not move.

(7.15) The only enemy units which may be attacked during a Combat Phase are those against which attacks are declared during the Combat Declaration Phase.

7.2 UNIT EFFICIENCY

The efficiency rating on each unit represents that unit's level of training, effectiveness, and cohesion in both Maneuver and Assault Combat. The higher the efficiency rating, the better the unit. HQ efficiency also represents their ability to plan and execute coordinated attacks.

(7.21) Players should note that the reduced-step side of most, but not all, units shows a reduced efficiency rating.

Note: Greeks, in some cases, show an *increased* efficiency rating on the reduced-step side. That's because several Greek units actually fought better after taking heavy casualties!

(7.22) A number of game procedures require a unit to pass an "Efficiency Check." This is done individually for each affected unit. To conduct an Efficiency Check, the owning player rolls one die and compares the die roll result to the unit's efficiency rating. If the die roll result is equal to or less than the unit's efficiency rating, the unit passes the Efficiency Check. If the die roll result is greater than the unit's efficiency rating, the unit fails the check.

7.3 COMBAT REFUSAL

(7.31) After all combats have been declared, the inactive player has the option to conduct Combat Refusal in any attacked hex where at least one unit has an efficiency rating of five (5) or more and there are no Fatigued or Dispersed units.

(7.32) Combat Refusal consists of retreating before combat all units in a hex which is the target of a declared combat. To conduct Combat Refusal, make an Efficiency Check for the highest efficiency unit in the attacked hex. If the unit passes the check, retreat the entire stack one hex. Then the active player has the option to immediately advance up to six (6) stacking points into the vacated hex. The advancing units cannot participate in further attacks during this player-segment.

(7.33) A unit that conducts Combat Refusal may never be moved:

- into a hex that is the target of a declared combat.
- into a hex in an enemy ZOC.
- into terrain which is prohibited to it for movement.
- into a friendly-occupied hex in violation of stacking limits.

(7.34) Allied Paralysis: No Allied units in the Maleme-Suda Sector may conduct Combat Refusal on Game-turn 1. No Allied units in the Retimo or Heraklion sectors may conduct Combat Refusal on Game-turn 2.

7.4 DEFENDER REACTION

(7.41) After all Combat Refusal attempts have been resolved, the defender may choose to attempt reaction movement. To do so, he chooses one non-fatigued, non-dispersed unit with a movement allowance of five (5) or greater in a hex adjacent to the attacked hex and makes an efficiency check for that unit. If the unit passes the check, reaction succeeds, and the defender moves the reacting unit into the attacked hex. Otherwise, the unit fails to react and remains in its original hex. In either case, no further reaction attempts may be made for that given combat or by that particular unit. No more than one reaction attempt can be made per declared combat.

(7.42) **Reaction Limitations:**

- Stacking limits may not be violated by reacting units.
- A unit that is the target of a declared combat may NOT react into any other target hex.
- A unit that has refused combat in the immediately preceding Combat Refusal Phase IS NOT ELIGIBLE for reaction.
- Fatigued or Dispersed units cannot react.
- A unit may never react into a hex or across a hexside containing terrain that is prohibited to that unit for movement.
- A unit may not react into a hex that is the target of a Special Airborne Assault Combat (see 6.4).

Example of Reaction Eligibility: In the example in the facing column, combat has been declared into hexes 4314 and 4415. The Allied unit in 4215 is not eligible to react, as the terrain in 4314 is prohibited to it and there is no road or minor road from 4215 to 4314. The Allied units in 4315 are eligible to react into either declared combat, but only one attempt may be made for each combat (and each unit), and only one unit may react into each combat.

(7.43) Allied Surprise Effect on Reaction: Add a +2 DRM to all Allied Reaction Attempts in the Maleme-Suda sector on Game-turn 1 and in the Retimo and Heraklion sectors on Game-turn 2.

8.0 ATTACK COORDINATION

During the battle for Crete, both sides had difficulty in coordinating their attacks. Especially on the Allied side, the scarcity of radios, command indecision, and lack of accurate intelligence hampered their capacity to plan and execute effective attacks. In game-terms, we have chosen to portray this by forcing the players to pass an attack coordination die roll, based on the efficiency of their HQs.

After all combat declarations, combat refusals, and reaction attempts, the attacking player resolves his combats one at a time. The first step in this process is to determine the level of coordination for a given attack. This must be done once for each hex that is being attacked. Attack coordination is affected by the presence or absence of a friendly HQ within range of the defending stack, as well as a coordination die roll by the attacking player. Results determine whether the attacking player suffers a 3L column shift to his Maneuver Combat (cumulative with efficiency column shifts), whether support fire is available, and may restrict the attacker to a one-hex frontal assault. If two or more friendly HQs are within command range of the defending stack, only one of them (attacking player's choice) is used to attempt coordination.

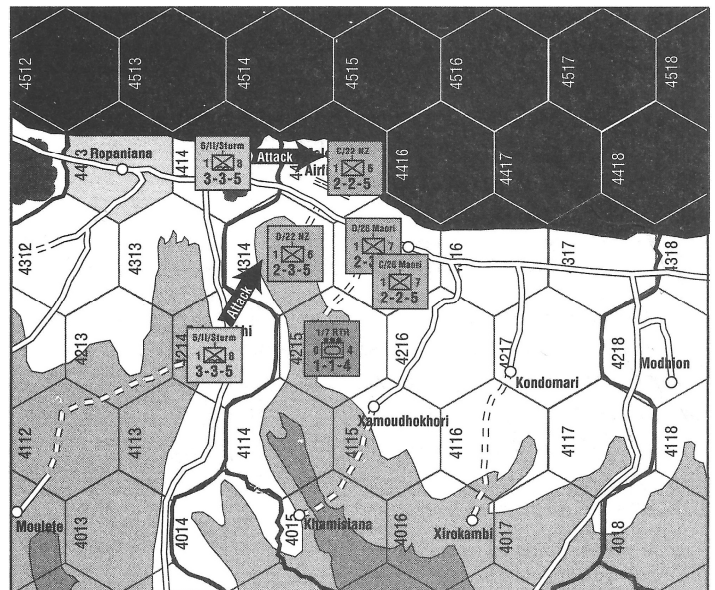
8.1 HEADQUARTERS UNITS AND COORDINATION

(8.11) While each HQ is a combat unit like other ground units, it has a special capacity to coordinate combat. Each HQ's command range and efficiency rating affect attack coordination.

(8.12) Command range is traced as a path of hexes, free of enemy ZOCs (enemy ZOCs are negated by friendly units in a hex for this purpose) from an HQ to a defending stack in a declared combat. Do not count the hex the HQ occupies, but do count the hex of the defending stack in determining command range. The command range of Allied HQs is decreased by the current German Interdiction Level in their sector (see 12.42[b]).

(8.13) If one of the attacking player's *undispersed* HQs is within command range a given defending stack during the attack coordination portion of the friendly Combat Phase, the owning player rolls one die and compares it to the HQ's efficiency rating to determine how well that attack is coordinated.

(8.14) If no *undispersed* HQ belonging to the attacking player is within range of the defending stack, a Coordination die roll is still made for that combat, but the roll is compared to an "out of command" efficiency rating of three (3).



8.2 COORDINATION RESULTS AND LIMITATIONS

(8.21) If the Coordination die roll is **less than** the coordinating HQ's (or "out of command") efficiency rating, the attack is **fully coordinated with support**. This allows the attacker to attack with all units which declared combat against this hex, using Maneuver Combat, Assault Combat, or both, and to allocate offensive support fire as detailed in (11.4).

(8.22) If the Coordination die roll **equals** the coordinating HQ's (or "out of command") efficiency rating, the attack is **coordinated, without support**. This result allows the attacker to attack with all units which declared combat against this hex, using Maneuver Combat, Assault Combat, or both, but denies him any offensive support fire.

(8.23) If the Coordination die roll is **greater than the HQ's efficiency by one (+1)**, the attack is **uncoordinated**. This allows the attacker to attack with all units which declared combat, using Maneuver Combat, Assault Combat, or both, without any offensive support fire. Additionally, the attacks in this combat are handicapped as follows:

- a. **Maneuver Combat:** Suffers a 3L column shift
- b. **Assault Combat:** There is a +1 DRM to all attacker die rolls (including efficiency checks). There is a -1 DRM to defender die rolls (including efficiency checks, but *not* Defensive Bombardment).

(8.24) If the Coordination die roll is **greater than the HQ's efficiency rating by two or more (2+)**, the attack is **an uncoordinated frontal assault**. The *defender* chooses the units in only one attacking hex to perform an Assault Combat against the defending hex. Maneuver combat is not allowed. All units in other hexes which declared combat against this defending stack may not attack, nor may they attack a different unit/stack. Additionally, the Assault Combat handicaps listed in (8.23)[b] do apply to the ensuing one-hex Assault Combat.

9.0 COMBAT RESOLUTION

Within the limits imposed by the Attack Coordination die roll, the attacking player now resolves the combat. There are two types of ground combat that he may choose to perform: Maneuver Combat (9.1) and/or Assault Combat (10.0). Each attacking unit can perform only one type of combat (either Maneuver or Assault Combat); however, each defending stack can be the object of both Maneuver and Assault Combat in the same Combat Phase.

All units which declared combat into a defending hex **MUST** attack the units in that hex, *unless* the attack coordination die roll result was "uncoordinated frontal assault". In that case, (8.24) applies.

Important: Regardless of the attack coordination result, the attacker may *never* assign more than six (6) stacking points of units to Assault Combat.

9.1 MANEUVER COMBAT

(9.11) Maneuver Combat occurs between adjacent opposing units. The active player is termed the Attacker; the other player is the Defender, regardless of the overall strategic situation. Attacks are resolved according to the procedure outlined in (9.31). The outcome of each combat may be affected by the terrain occupied by the defender, as well as by other listed DRMs. Maneuver Combat results include fatigue, retreat, step reduction, and elimination of units in play.

(9.12) A unit in an attacking stack that is not participating in a given attack is never affected by the result of that attack.

(9.13) No unit can attack or be attacked by Maneuver Combat more than once per Maneuver Combat Phase.

(9.14) (Only) Coordinated Maneuver Combat attacks with units from multiple hexes receive favorable DRMs, as listed on the Maneuver Combat Table. Subject to a player's combat declarations and the coordination die roll result, a defending stack could be attacked from up to six (6) adjacent hexes.

(9.15) All units in a hex defend as a single, combined defense strength. The defender cannot withhold a unit in a hex under attack.

(9.16) An individual unit's combat strength cannot be divided among different combats or loaned to other units.

9.2 TERRAIN EFFECTS ON COMBAT

(9.21) Defending units, only, benefit from the terrain in the hex they occupy and that hex's perimeter hexsides. Terrain in hexes occupied by attacking units has no effect on combat. Hexside benefits for a river or a bridge (4.23) apply only if half or more of attacking steps are attacking through river hexsides. A unit cannot attack across a hexside that it is prohibited from moving across.

(9.22) Consult the Terrain Effects Chart and the Maneuver and Assault Combat Tables for applicable effects.

(9.23) An Improved Position (IP) adds one (+1) to the Terrain Defense Value (TDV) of the hex it occupies. An IP is destroyed immediately when first occupied by an enemy unit.

9.3 MANEUVER COMBAT RESOLUTION

(9.31) **PROCEDURE:**

Step A: The attacking player designates which of his units that declared combat into this hex will be attacking using Maneuver Combat. (We suggest offsetting these units in their stacks as a reminder of which are attacking in Maneuver Combat, and which will be subsequently using Assault Combat.)

Step B: The attacking player totals the attack strength of all units attacking using Maneuver Combat.

Step C: The defender totals the defense strength of all units in the defending hex. Divide the total attacking strength by the total defending strength to arrive at a combat odds ratio, which is rounded off (in favor of the defender) to the nearest ratio listed on the Maneuver Combat Table.

Step D: Determine efficiency-based column shifts. Each player chooses one unit in the combat to "lead" the attack or defense. The "lead" units are used to determine column shifts based on their efficiency ratings, and will also take the first step losses, if any, in the ensuing combat. If Engineer effects are desired, the lead unit must be an Engineer. Compare the two units' efficiency ratings, then shift the combat odds to reflect any difference, as follows:

1. If the lead units' efficiency ratings are equal, there is no column shift.
2. If one unit's efficiency is better than the other unit's by one (+1) or 2 (+2), shift the combat column by one in that player's favor.
3. If one unit's efficiency is better than the other unit's by three (+3) or four (+4), shift the combat column by two in that player's favor.
4. If one unit's efficiency is better than the other unit's by five (+5) or more, shift the combat column by three in that player's favor.

MERCURY

Step E: Apply a column shift of three columns to the left (3L) if the attack is uncoordinated (see 8.23).

Step F: Both players (attacker first) allocate any support fire within range to the combat, within the limits allowed by the coordination die roll and section (11.4). Each rolls on the Bombardment/Support Table, ignoring all "F" results. Numbered results are DRMs (positive for the defender, negative for the attacker) to the ensuing Maneuver Combat (see 11.4.).

Step G: Now roll one die and adjust that die roll according to the DRMs listed on the Maneuver Combat Table. Adjustments are cumulative. Cross-index the final numerical result with the odds column on the Maneuver Combat Table. Immediately apply the combat result to the involved units before going on to Assault Combat.

(9.32) Initial combat odds of worse than 1-3 are not allowed. Combat odds greater than 8-1 are resolved as 8-1. If column shifts would shift the odds to less than 1-3 or greater than 8-1, the attack is resolved on the 1-3 or 8-1 column, respectively. The attacker cannot voluntarily reduce combat odds.

(9.33) Be sure to apply all applicable Die Roll Modifications (DRMs) to the combat die roll result. These are summarized immediately below the Combat Tables, and include effects of fatigue, combat support, supply, terrain, and special unit effects. Cumulative DRMs for Maneuver Combat can never be greater than +3 or less than -3.

(9.34) Apply combat results in this order: combat losses, fatigue, retreat, loss from No Retreat Option (see 9.64 and 9.65).

9.4 COMBAT RESULTS

(9.41) Combat Results are interpreted as follows:

A#: The attacking force loses the indicated number of combat steps (zero, one, two, or three), beginning with one step from the lead unit, and retreats. If the result was bold, the attackers each retreat two (2) hexes. Otherwise, they each retreat one (1) hex (see 9.6).

D#: The defender divides the numbered result by the TDV of the hex his defending units occupy, dropping fractions. (Remember that Improved Positions add one to the TDV of the hex they occupy) The result is the number of combat steps lost by the defending force. The first step loss is taken by the lead unit. All defenders are then retreated one or two hexes, depending on whether or not the result was bold (see 9.6).

F#: The affected player must fatigue the indicated number of units (one, two, three, or four). If all units in that force are already fatigued, no additional fatigue is applied; however, one unit in the stack takes a step loss (owner's choice).

BF1: Both sides fatigue their lead unit (only) and remain in place.

(9.42) When a loss of combat strength is required, the owner removes the indicated number of combat steps from the total force, not from each unit in the force.

9.5 UNITS AND STEPS

A combat unit possesses either one or two combat strength levels (called "steps").

(9.51) All units except HQs (see 13.51) that have ratings on both sides of their counter have two steps. HQs and units with ratings on only one side of their counter have one step.

(9.52) When a one step unit takes a step loss, it is eliminated. Remove it from play. When a two step unit takes a step loss, flip it to its back (reduced) side. This is a permanent reduction. If the unit loses another step, it is eliminated.

9.6 RETREATS

All "A" and "D" results require retreat, unless the defender utilizes the "no retreat" option (see 9.65). Bold results indicate a two-hex retreat; other results indicate a one-hex retreat. The retreating player immediately moves the affected unit/stack one or two hexes, as indicated. If the affected units are unable to retreat within these restrictions, they instead take a step loss (one from *each* stack which cannot retreat), fatigue one unit (from each such stack), and remain in place.

(9.61) A unit cannot be retreated across a prohibited terrain hexside or off the edge of the mapsheet or into hexes containing enemy combat units.

(9.62) Units in a stack may retreat individually, and may end their retreat in different hexes. They must all, however, retreat the number of hexes indicated by the result. A unit cannot end its retreat in violation of stacking limits.

(9.63) A unit cannot be retreated into or through an enemy ZOC UNLESS that hex contains a friendly combat unit AND is not the target of a subsequent declared combat during this player-turn. Exception: (6.42)[c].

(9.64) Units that cannot retreat the required distance because of terrain, enemy units, overstacking, or enemy ZOCs must remain in their original hex, take one additional step loss from each stack which cannot retreat, and fatigue one unit from each such stack (If all units are already fatigued, take another step loss from the stack, as in 9.4). If the additional step lost is the last defending step in defender's hex, the attacker cannot advance after combat (per 9.8) into the vacated hex.

(9.65) No Retreat Option:

1. Units *defending* in a hex with a Terrain Defense Value TDV of two (2) can voluntarily ignore a retreat result, remain in place, and take an additional step loss and fatigue result from the stack as per (9.64) above.
2. Units *defending* in a hex with a TDV of three (3) or more can ignore a retreat result and remain in place. They do NOT lose an additional step, but do fatigue a unit.

Note: For the purposes of the No Retreat Option, Improved Positions add one (+1) to the TDV of any hex they occupy, but Engineer effects do not subtract one from the TDV.

(9.66) Units that are the object of both Maneuver and Assault Combat in the same player-turn cannot be retreated after Maneuver Combat, even if the owning player wishes to do so; those units must stand and accept Assault Combat. They do not, however, lose the extra combat step or fatigue for doing so.

9.7 FATIGUE

Fatigue represents a unit's loss of cohesion. Units become fatigued due to combat results during Maneuver Combat and Bombardment.

(9.71) When an F# result occurs, the player whose unit(s) is (are) affected first extracts any other losses called for by the combat result, then places a Fatigue marker on top of the number of surviving previously unfatigued units indicated by the numbered result.

(9.72) A fatigued unit cannot attack (but it can add its defense strength in defensive Assault Combat). Fatigued artillery/mortars/AA units cannot fire. Fatigued units in a stack do not prevent other non-fatigued units in that stack from attacking or firing.

(9.73) While fatigued, units defend with their printed strength in Maneuver and Assault Combat. Their fatigued status causes adverse DRMs in both types of combat, but does not keep them from being counted for highest efficiency in their stack.

(9.74) Apply the following DRMs when at least one defending unit is fatigued:

- Maneuver Combat:** if less than half of the defending steps are fatigued, subtract one (-1) from the combat die roll result. If half or more of the defending steps are fatigued subtract two (-2) from the die roll result.
- Assault Combat:** if less than half of the defending steps are fatigued, add one (+1) to the defender's Assault Combat die roll result. If half or more of the defending steps are fatigued, add two (+2) to the defender's Assault Combat die roll result. This DRM applies at the instant of combat so, depending on losses in the first round of Assault Combat, the DRM might differ for a second round die roll (see 10.0).

(9.75) **Fatigued units can move, advance and retreat after combat.** However, they cannot attempt Combat Refusal or Defender Reaction. **Fatigued HQs can coordinate attacks.**

(9.76) Units recover from Fatigue during the Recovery Phase of each AM game-turn. At that time, remove fatigue markers from any fatigued units which are not in an enemy ZOC.

9.8 ADVANCE AFTER COMBAT

Whenever defending units have been eliminated or retreated as a result of Maneuver Combat, the attacking units can be advanced into the hex vacated by the defender. Defenders never advance when attackers retreat.

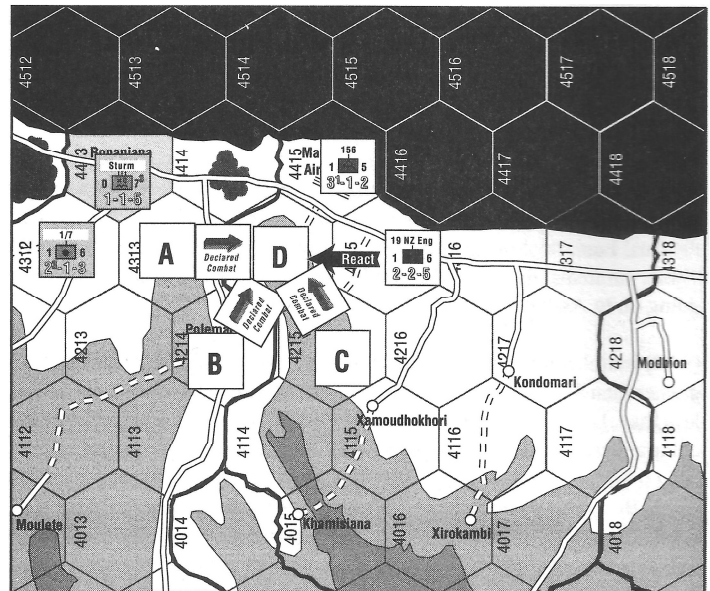
Note: Advances are useful in cutting off the retreat of enemy units whose combat has not yet been resolved.

(9.81) The option to advance must be exercised immediately, before any other combat resolution. A player is never forced to advance a unit after Maneuver Combat. After being advanced, units cannot attack again in that phase, even if their advance places them adjacent to enemy units against which combat has yet to be resolved or which are not yet involved in combat.

(9.82) Only victorious attacking units which participated in that Maneuver Combat can be advanced. Units which served only to block enemy retreat routes cannot be advanced.

(9.83) If the defender retreated one hex, the attacker may advance units only into the defender's vacated hex. This is not movement and uses no movement points. Advancing units ignore enemy ZOCs to enter the vacated hex. Units cannot violate stacking limits at the end of an advance after combat.

(9.84) If the defender retreated two hexes or was eliminated, the attacker may advance units a total of two hexes. The first hex of the advance must be the defender's vacated hex. The second hex of advance may be any hex adjacent to the defender's vacated hex. Advancing units may advance into separate hexes in a two-hex advance. Advancing units ignore enemy ZOCs.



A	Koch 1 8 3-3-5	Brunn 1 8 2-2-5	
B	Sarrazin 1 8 3-3-5	12/III/Sturm 1 8 3-3-5	v. Plessen 1 8 3-3-5
C	9/II/Sturm 1 8 3-3-5	8/II/Sturm 1 8 3-3-5	
D	B/22 NZ 1 6 2-2-5	B/23 NZ 1 6 2-2-5	

Maneuver Combat Example: In the above example, the German player has declared combat with stacks A, B, and C against Allied stack Din hex 4314.

This is a position that the Allied player wishes to hold, so he does not attempt to refuse combat. He does wish to attempt reaction, and the unit is 4315 is eligible to attempt it. The efficiency check die roll is a "3", less than the 19 NZ's efficiency rating, so it passes. The Allied player moves 19 NZ into hex 4314.

The German player begins the combat with his attack coordination die roll. Since the defender's hex is within the range of the Sturm HQ in 4413, that HQ's efficiency is used for the coordination attempt. The coordination die roll is "5", less than the Sturm HQ's efficiency rating, so the attack is Fully Coordinated, with support.

Now the German player decides whether to attack by Maneuver Combat, Assault Combat, or both, and how to allocate his units to the attack. He decides to perform both Maneuver and Assault Combat, and allocates his units as follows:

Maneuver Combat: Koch 3-3-5 (4313), Sarrazin 3-3-5 and Von Plessen 3-3-5 (4214), 9/II/Sturm 3-3-5(5215)

All remaining units are assigned to Assault Combat.

The German player designates Koch (efficiency 8) as his lead unit. The Allied player names B/22 NZ (efficiency 6) as his lead unit. The basic odds are 12:6, or 2:1. The efficiency column shift will be one column to the right, based on Koch's efficiency being two higher (+2) than the BZ 22 NZ. So, the combat will be resolved on the 3:1 column.

The German player's attack coordination die roll allowed support, so the German allocates support fire from the 1/7 artillery in hex 4312. He decides not to allocate any air support to this attack. The 1/7 has a bombardment strength of "3". The German player rolls a "3", resulting in "1F", and thus a -1 DRM for support (see 11.44 for details on combat support). The German player places a "First Fire" marker atop the 1/7 artillery unit.

The Allied player allocates support fire from the 156 AA unit in 4415. With a bombardment strength of "3", his support die roll of "8" yields no effect. A "First Fire" marker is placed atop the AA unit. So far, the cumulative DRM for the combat is "-1".

Additional DRMs are:

-1 for the German attacking from 3 hexes
+1 because more than 4 of the 8 attacking steps are attacking across a river hexside.

Thus, the cumulative DRM is "-1".

The German player rolls one die, a "2". Modified by -1 to "1", this roll, referenced under the 3:1 column of the Maneuver Combat Table, results in "D3F1". The players apply this result as follows:

First, casualties are determined. The result of "3" is divided by the terrain defense value of the defending hex (rough = "2" +1 for Improved Position = "3") for a result of 1. The Allied defenders lose one step. Since the first step loss must come from the lead unit, the Allied player eliminates B/22 NZ (it's a one-step unit). He then applies the Fatigue result, choosing to fatigue 19 NZ Engineer. Although a retreat of two hexes is called for (the result was bold), the stack may not retreat because the German player has declared both Maneuver and Assault Combat against it. They must stay and accept Assault Combat.

This concludes the Maneuver Combat. We will continue with the Assault Combat against this hex following section (10.0).

10.0 ASSAULT COMBAT

Following (or in the absence of) Maneuver Combat, Assault Combat may occur. No attacking unit that participated in Maneuver Combat may take part in Assault Combat during that same Combat Phase. Assaults are resolved according to the procedure below. Assault Combat results involve only reduction and elimination of units in play.

10.1 PROCEDURE

Step A: The attacker designates which of his units are attacking using Assault Combat. He may attack with up to six (6) stacking points of units which declared combat against the defending stack.

Step B: Defensive Bombardment. The defender allocates and resolves defensive bombardment using one or two artillery units within range of the defender's hex (see 11.3).

Step C: Both players designate their lead unit.

Step D: Defender totals the defense strength of his stack, then rolls one die on the Assault Combat Results Table. Attacker applies losses to his force, taking the first step-loss from his lead unit.

Step E: Attacker totals the remaining attack strength of his units and then rolls one die on the Assault Combat Table. Defender applies losses to his force, taking the first step loss from his lead unit.

Note: Steps D and E are simultaneous if the lead attack unit is an engineer or if the assaulting units are Allied and the game-turn is a night turn (see 10.24 - 10.25, 13.22[b]).

Step F: Both sides may designate a new lead unit (only) if the original lead unit was eliminated during the first round of Assault Combat.

Step G: Each player makes an Efficiency Check for his lead unit.

Step H: If both sides pass the Efficiency Check, then a second round of Assault Combat is fought simultaneously. If only one side passes the check, then only that side is allowed a second Assault die roll. If neither side passes the check, the Assault Combat is over. Important: Losses in the second round of Assault Combat need not be applied to the lead units. The owning player may allocate losses as he desires (see 10.31).

10.2 RESTRICTIONS

(10.21) DRMs cannot exceed +3 for the attacker or defender.

(10.22) No unit that takes part in Maneuver Combat can conduct Assault Combat in that player-turn

(10.23) Defending units, only, benefit from the terrain in the hex they occupy and that hex's perimeter hexsides.

(10.24) **Engineers:** When the attacker designates an Engineer unit as his lead unit, the defender does not fire first in the first round of Assault Combat, as he would normally. Instead, both sides' first round fire is simultaneous.

(10.25) **Allied Night Assaults:** When Allied units are attacking by Assault Combat during a Night game-turn (only), the defender does not fire first in the first round of Assault Combat. Instead, both sides' first round assault is simultaneous. Additionally, the Allies receive a -1 DRM to all their OFFENSIVE assault fire at night.

This represents the advantage the Allies possessed at night, when the Germans were deprived of Luftwaffe air cover, harassed by hostile partisans, and generally less tactically proficient than in daylight hours. After enduring the stings of the Luftwaffe all day long, this is the Allies' chance to strike back.

(10.26) There is an Assault Combat DRM for attacking uphill. The DRM applies only if at least half of the attacking steps are attacking from a hex at a lower elevation than the target hex. The Terrain Effects Chart lists the elevation level of each hex from one (1) to five (5), 5 being the highest.

10.3 ASSAULT COMBAT RESOLUTION

(10.31) Losses on the Assault Combat Table are stated in terms of steps lost. Do not adjust losses for TDV as in Maneuver Combat. In the first round of Assault Combat, the first step loss for each side must come from the lead unit. Additional step losses suffered during the first round, and *any* step losses suffered during the second round, may be distributed as the owning player chooses.

(10.32) No more than two rounds of Assault Combat can be fought per declared Assault Combat during the Assault Combat Phase. Before resolving the second round, the forces that are allowed a second round of combat retotal their strengths and make whatever adjustments to DRMs that are necessary due to losses in the first round.

(10.33) If the defender is not eliminated, attacking units cannot occupy the defender's hex.

(10.34) If the defender is eliminated as a result of Assault Combat, six stacking points (or all surviving attacking units, if the attacker has fewer than six stacking points remaining after the Assault Combat is finished) of attacking units *must* occupy the former defending hex.

(10.35) After the Assault Combat is finished, the attacking player resolves the next declared combat, until all are completed.

Example: Continuing the example from page 12, the German player now resolves his Assault Combat. He has three units remaining which did not take part in the Maneuver Combat; all of these must attack using Assault Combat. The initial defending units have suffered one step loss (B/22 NZ eliminated) and one Fatigue result from Maneuver Combat. The units involved in the assault are:

German Attackers: Braun 2-2-5 (4313), 12/III/Sturm 3-3-5 (4214), and 8/II/Sturm 3-3-5 (4215)

Allied Defenders: B/23 NZ 2-2-5 (6 Efficiency), 19 NZ Eng. 2-2-5 (6 Efficiency-Fatigued)

The Allied player allocates defensive bombardment from the 156 artillery in hex 4415. He rolls a "2" on the Bombardment/Support Table, causing 1 step loss (result of 2 divided by terrain defense of 2 for assaults equals 1) to the German units. The German player chooses to take the step loss from Braun, and flips it to its 1-1-5,7 efficiency side. The Allied player flips the First Fire marker on the 156 artillery to its Final Fire side.

Both sides now designate their lead units for the assault. The German player chooses the 12/III/Sturm, while the Allied player selects B/23 NZ.

The Allied player rolls first on the Assault Combat Table, using his total of 4 defense strength. His DRMS are:

-1 because more than 1/2 of the German steps are attacking across a river
+2 because 50% of his defending steps are fatigued

He rolls a "4", modified by the net +1 DRM to "5". The result of this roll, under the "4-5" column on the Assault Combat Table, is "-". So the Allies inflict no losses on the initial German Assault.

Now the German player resolves his assault, using 7 total attack strength, with the following DRMs:

-1 because German units are attacking from 3 hexes
+1 because the Allies occupy an Improved Position
+1 because over 50% of the German steps are attacking uphill
+1 because over 50% of the German steps are attacking across a river

He rolls a "4", modified by a net DRM of +2 to "6". This roll, referenced under the "6-8" column of the Assault Combat Table, gives a result of "1". The Allied player must lose one step from his lead unit. He eliminates the B/23 NZ, a one-step unit.

The Allied player designates the 19 NZ Engineer (efficiency 6-fatigued) as his new lead unit. Now both sides make an efficiency check for their lead unit. The Allies roll a "7" (fail); the Germans roll a "3" (pass). Thus, only the Germans get a second round of combat.

The Germans roll again on the Assault Combat Table, again modifying the die roll by +2 for the DRMs previously listed. The die roll is a "3", modified to a "5", which, read under the "6-8" column, gives a result of "1". The Allied player eliminates his final unit, and destroys the Improved Position. The surviving German units which participated in the assault occupy the defender's hex.

11.0 ARTILLERY

For game purposes, the term "artillery" refers to all field artillery, AA, and mortar units. Artillery units use their bombardment strength to bombard enemy units during the friendly Bombardment Phase, to provide combat support during either player's Maneuver Combat Phase, or to bombard with Defensive Bombardment during the opposing player's Assault Combat Phase. Artillery does not have an attack strength and cannot be used when attacking in Maneuver or Assault Combat against an adjacent hex (exception: mortars, see 13.42). Artillery units may bombard adjacent hexes if one or more friendly non-artillery units are stacked with the firing artillery unit.

11.1 ARTILLERY RESTRICTIONS

(11.11) Artillery units can move and fire once per game turn, or fire twice per game turn (Exception: Mortars 13.41). First fire and final fire markers are used to mark completion of fire or movement actions.

MOVEMENT: Non-mortar artillery units NOT possessing final fire markers may move during their respective movement phases. Upon completion of movement, non-mortar artillery units are marked with first fire markers, or have their first fire markers flipped to final fire. For purposes of this rule, paradrops and amphibious landings count as movement (Exception: Mortars 13.41).

FIRE: ANY artillery unit NOT possessing a final fire may:

1. Fire one bombardment mission per turn;
2. Fire one maneuver combat support mission during the friendly combat phase of a turn;
3. Fire one maneuver combat support mission during the enemy combat phase of a turn;
4. Fire one defensive bombardment mission per turn.

Upon completion of any fire mission, the firing artillery unit is marked with a first fire marker, or has its first fire marker flipped to final fire. Whenever any artillery unit possesses a final fire marker, it may not utilize its bombardment strength for the remainder of the turn.

(11.12) A fatigued artillery unit cannot use its bombardment strength for any purpose.

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(11.13) Each artillery unit includes a superscript rating for range. Artillery units may fire at any hex within their range. Count range from the firing artillery unit to the target unit by including the target hex but not the artillery unit's hex. Artillery range is not affected by intervening terrain or units.

(11.14) Several artillery units can combine their bombardment strengths provided all are within range of the target hex.

(11.15) An artillery unit cannot split its fire into more than one hex.

(11.16) When the hex that an artillery unit occupies is being attacked by Maneuver or Assault Combat, the artillery unit may add its defense strength (1) to the defense of the hex. **If one or more friendly non-artillery units are present in the artillery unit's hex, that artillery unit may perform combat support (11.4) and/or defensive bombardment (11.3) missions during that turn, though ONLY in support of its own hex or against units that are attacking its own hex.**

11.2 ARTILLERY BOMBARDMENT

(11.21) During his Bombardment Phase, the active player can use any or all of his available artillery units to bombard adjacent or non-adjacent enemy units within range. Artillery units are not required to bombard. Artillery units bombarding cannot combine their strengths with air or naval units that are bombarding. Each type must bombard separately.

(11.22) Spotting: If any artillery units are firing at a target hex at a range of two (2) or more hexes, and that target hex is not adjacent to any friendly unit, there is a +1 DRM to the bombardment die roll. **This spotting DRM takes effect on turn 2 and all subsequent turns.**

(11.23) Bombardment is carried out by totalling the bombardment strength points of all bombarding units and finding that total at the top of a column of the Bombardment/Support Table. Roll the die and cross-index the die roll result with the column representing the total bombarding strength points. The result is either blank, meaning there is no effect, or a number from 1 to 5, indicating possible target damage, depending on the terrain the target occupies. Each terrain type in the game is assigned a TDV. To determine target damage, divide the number result by the TDV. Drop all fractions. The result is the number of steps lost by the target force.

(11.24) Some of the numbered results on the Bombardment/Support Table include an "F", indicating that one unit in the target hex is fatigued. The indicated fatigue result applies only to one unit (owner's choice) in the target hex.

Example: Two German artillery units, strength 4 and 5, are bombarding two Allied one-step units in a Broken hex within range, but not adjacent to a friendly unit. The bombardment die roll is a "5", modified by the +1 DRM (no spotter) to a "6". The result, under the "7-9" column of the Bombardment/Support Table, is "1F". The numbered result (1) divided by the TDV (2) is 1/2, dropping fractions to zero (0). Thus, the defenders do not lose any steps. The "F" result, however, indicates that one of the defenders becomes fatigued.

11.3 DEFENSIVE BOMBARDMENT

(11.31) During the Assault Combat Phase, the defending player can allocate artillery fire from one or two eligible in-range artillery units to bombard assaulting units. This fire can come from artillery units only, NEVER air or naval units. Bombardment is resolved in the same manner as in (11.23) above, except that the TDV for the attackers is either one (1), if the attack is into flat terrain, or two (2) if the attack is into any other terrain type. The owner

removes losses from his assaulting units immediately (his choice), before the Assault Combat die rolls are resolved.

(11.32) Range for Defensive Bombardment is always measured to the defender's hex.

11.4 MANEUVER COMBAT SUPPORT

(11.41) Each player can allocate combat support fire from artillery and air units to each declared Maneuver Combat, subject to the restrictions of attack coordination (see 8.2 and sections 11.42 - 11.44, below).

(11.42) In order for the attacking player to provide combat support, his attack coordination die roll result must be "coordinated, with support." With any other coordination result, he cannot provide combat support to that combat.

(11.43) The defending player does not have to make an attack coordination die roll. He can always allocate up to two (2) eligible artillery units within range to support the combat.

(11.44) Each player determines his combat support strength as follows:

Attacking Player (if attack coordination allows):

- Add the bombardment strengths of any artillery units in range of the target hex that he wants to allocate to combat support.
- (German player only-daylight turns) Add the bombardment strength of any one (1) air unit in the Bombardment/Combat Support Box which he wants to allocate to combat support and which survives AA fire.

Defending Player (no coordination die roll necessary):

- Add the bombardment strength of up to two (2) artillery units in range of the target hex that he wants to allocate to combat support.

(11.45) To provide combat support, each player totals the combat support strength that he has allocated to the combat, and resolves the support fire by rolling on the Bombardment/Support Table. Unlike normal bombardment fire, the result is *not* compared to the TDV of the target hex. Instead, each side's result becomes a DRM for that Maneuver Combat. The attacker's result is a negative (-) DRM while the defender's result is a positive (+) DRM to the ensuing Maneuver Combat die roll result. This procedure is performed for each declared Maneuver Combat.

Example: The German player is attacking. His attack coordination die roll result was "coordinated, with support." He allocates three artillery units within range of the target hex (bombardment strengths of 2, 2, and 3) to combat support. He then allocates one JU-87 Stuka (bombardment strength of 4) from the "Bombardment/Combat Support" Box of the Air Operations Display. The Stuka survives Allied AA fire, allowing it to complete the mission. Thus, the total combat support strength is 11.

The Allied player allocates one artillery unit (the only one he has within range of the target hex) with a bombardment strength of 4.

Each player now rolls on the Bombardment/Support Table and references the die roll under the column representing their combat support strength. In this case, the German rolls a "4", with a -1 DRM for the Stuka making the final roll a "3." The Allied player rolls a "5."

Under the "10-12" column of the table, the German roll of "3" results in a

"3F". The "F" is ignored, as it applies only to Bombardments. The Allied roll of "5", under the "4" column of the table, results in a "1". So the combat support DRM to the Maneuver Combat is -2 (-3 for the German, +1 for the Allies = -2). Both sides place the appropriate fire markers on their artillery units which fired, and the Stuka is returned to the Flown Box of the Air Operations Display.

Campaign Option #5.

12.2 THE AIR OPERATIONS DISPLAY

(12.21) Air units are kept on the Air Operations Display when they are not actually involved in Combat. This display organizes mission allocations, and allows players to keep track of the status of units that have already flown missions during the turn as well as those which have been aborted by AA fire.

(12.22) **Boxes on the Air Operations Display:** At the start of the game, all air units are placed in the Ready Box of the Air Operations Display. During Step 6 of the Air Allocation Phase, the German player assigns his air units to missions, and places each unit in one of the display's mission boxes accordingly. As units complete their missions during the turn, they are placed in the Flown Box on the Air Operations Display. Units which receive a "Flown" result from AA fire are not allowed to perform their mission. Instead, they are immediately placed in the Flown Box. Units which receive an "Abort 1" or "Abort 2" from AA fire are not allowed to perform their mission. Instead, they are immediately placed in the Abort Box which matches the AA result.

Example: A Ju-87, an He-111, and a Bf-109 have all been allocated to "Bombardment" this turn. During his friendly Bombardment Phase, the German allocates all three units (the maximum allowed for Bombardment missions (see 12.52) to bombard an Allied hex. The AA fire results are "No Effect" against the Ju-87, "Flown" against the He-111, and "Abort 2" against the Bf-109. Only the Ju-87 is allowed to perform the bombardment. The He-111 is placed in the Flown Box, and the Bf-109 is placed in the Abort 2 Box. After the Ju-87 completes the bombardment, it, too, is placed in the Flown Box.

(12.23) **Air Unit Readiness:** Before air units are allocated to missions (and even during Night game-turns when there is no mission allocation), the German player performs the following readiness procedure to determine the status of each air unit:

- a. Any units that remain in a mission box on the Air Operations Display (i.e. they did not perform their allocated mission during the previous game-turn) are placed in the Ready Box.
- b. Roll one die for each unit in the Flown Box. On a die roll of "1-8", the unit is moved to the Ready Box. On a roll of "9-10", the unit remains in the Flown Box, and may not fly a mission this game-turn.
- c. Roll one die for each unit in the Abort 1 Box. On a die roll of "1-7", the unit is moved to the Flown Box. It may not fly a mission this game-turn. On a roll of "8-10", the unit remains in the Abort 1 Box, and may not fly a mission this game-turn.
- d. Roll one die for each unit in the Abort 2 Box. On a die roll of "1-5", the unit is moved to the Abort 1 Box. It may not fly a mission this game-turn. On a roll of "6-10", the unit remains in the Abort 2 Box, and may not fly a mission this game-turn.
- e. The German player may breakdown or recombine any Ju-87 units in the Ready Box (see 12.13 and 12.14) (Daylight game-turns only).

12.3 AIR MISSION ALLOCATION

(12.31) During Step 6 of the Air Allocation Phase of each daylight game-turn, the German player assigns air units in the Ready Box to missions, and places them in mission boxes accordingly. These allocations are irrevocable. Once a unit has been assigned to a particular mission type, it may not fly any other type of mission during the turn, although it need not actually perform the

12.0 LUFTWAFFE AIRPOWER

During the battle for Crete, the Germans enjoyed total air superiority over the battlefield. The evacuation of the few planes the Allies had remaining after the retreat from Greece left the Luftwaffe as masters of the skies over the island and its surrounding waters. The Germans had assembled over 700 combat aircraft to support the invasion, and their presence on the battlefield was telling. During daylight hours, Stukas, Bf-109s, and high altitude bombers attacked incessantly, making daylight movements and counterattacks hazardous and costly for the Allies. In the waters around the island, Royal Navy warships attempting to stem the German resupply effort and reinforce their own troops were subjected to waves of air attacks, sustaining heavy losses. For their part, despite being engaged continuously in heavy combat, German air losses were light. The Luftwaffe's superb performance over Crete was a decisive factor in the German victory.

12.1 AIR UNITS

In *Operation Mercury*, only the German player has air units. The air units represent the Luftwaffe's Fliegerkorps VIII, commanded by General von Richthofen, cousin to the Red Baron. Each unit counter generally represents one fighter or bomber group, with the exception of the "breakdown" JU-87s, which represent one-half of a group.

(12.11) Each unit has two numbered ratings (see 2.31). The left number is the unit's bombardment strength, while the right number is the naval attack strength. The bombardment strength is used for German Interdiction, Bombardment, and Combat Support missions, while the naval attack strength is used only when attacking Allied naval units.

(12.12) Air units have no reverse side. They do not have "steps" like the ground units. Air units can never be eliminated, though they may be aborted by ground or naval AA fire, and grounded for one or more turns (see 12.22).

(12.13) **Ju-87 unit breakdown:** The German player can choose to break down up to three (3) of his "4-5" Ju-87 Stukas into two "2-3" Ju-87s during the Air Allocation Phase of any daylight game-turn. To be eligible for breakdown, the "4-5" Stuka must be in the Ready Box during Step 5 of the Air Allocation Phase. Each breakdown unit may perform missions in the same manner as all other air units.

(12.14) **Ju-87 Recombination:** If, during step 5 of the Air Allocation Phase, the German player has at least two Ju-87 breakdown units in the Ready Box of the Air Operations Display, and wishes to recombine them into a "4-5" unit, he may do so. He does this by removing the pair of "2-3" units and replacing them in the Ready Box with one "4-5" for each such pair removed. There is no limit to the number of breakdowns or recombinations that may take place during a game, within the above restrictions.

(12.15) Each air unit in the Ready Box during the Air Allocation Phase of a daylight game turn may perform one mission during that game turn, within the limitations of Mission Allocation (see 12.3). No air unit may ever perform more than one mission per turn, and no air unit may ever perform a mission during a Night turn.

(12.16) **Optional Air Units:** One Ju-87 (4-5) and one Ju-88 (2-3) included in the counter mix are optional units, representing an additional commitment of air power that the Germans could have made, but did not. These units only enter play during Campaign Games in which the German player uses

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mission to which it was allocated. Air units need not be allocated to missions. Units which are not allocated, however, may not fly missions during the game-turn. The missions are:

Interdiction: The German player totals the bombardment strength of all units allocated to Interdiction (which survive AA fire) in each zone to determine the Interdiction Level of each zone (see 12.4).

Bombardment/Combat Support: Air units allocated to this mission box are eligible to perform Bombardment or Offensive Combat Support missions (only one mission per air unit) anywhere on the island during this game-turn (see 12.5, 12.6).

Naval Search/Coordination: Units allocated to this box enhance German naval search and coordination capabilities (see 18.3, 19.2).

Naval Attack: Units allocated to this box are available to attack detected Allied naval units during this turn (see 19.1).

12.4 AIR INTERDICTION MISSIONS

(12.41) During Step 7 of the Air Allocation Phase of each daylight game turn, the German player decides which air units from his Interdiction Box will interdict in each sector of the game map. After this allocation, the Allied player conducts AA fire against each Interdicting unit. There is always a +1 DRM to this fire, the *only* DRM for AA fire against Interdicting air units. After the AA fire is complete, the German player totals the bombardment strengths of surviving interdicting units in each sector, and determines the Interdiction Level for each sector, as follows:

Bombardment Strength Needed to Achieve Interdiction Levels

Sector	Level 1	Level 2
Maleme/Suda	2	4
Retimo	2	4
Heraklion	3	6
South Crete	3	6

These levels are also listed on each Sector's Interdiction Track.

Example: The German player allocates 2 x Bf-109s (a total of 2 bombardment factors) in the Maleme Suda sector and a Ju-87 plus a Do-17 (a total of 6 bombardment factors) in the Heraklion sector in a given game turn. They all survive AA fire. This results in an Interdiction Level of 1 in Maleme/Suda and 2 in Heraklion. Retimo and South Crete, with no air units allocated to Interdiction in their sectors, would have Interdiction levels of 0.

The German player immediately places each sector's Interdiction Level marker in the appropriate box on the Interdiction Level Track. He then returns all interdicting air units to the Flown box.

(12.42) Effects of Interdiction:

- All Allied units which *begin* their Movement Phase in a sector with an Interdiction Level of greater than zero (0) have their movement allowances reduced by the amount of the Interdiction Level. **Allied movement allowances can never be reduced below one (1), and Allied units can always be moved at least one hex during a friendly Movement Phase (4.15). ZOC to ZOC Movement (5.23), Reaction Movement (7.4) and Allied Paralysis Restrictions (4.62 - 4.63) are not affected by interdiction.**

- Each Allied HQ that occupies a hex in a sector with an Interdiction Level greater than zero (0) has its command range decreased by the amount of the Interdiction Level.
- All Allied AA fire that takes place in a sector with an Interdiction Level greater than zero (0) has a positive DRM (+1 or +2) equal to the current Interdiction Level.
- Allied Strategic Movement is not allowed in sectors having an Interdiction Level greater than zero (0).

Example: If the Interdiction Level in the Heraklion sector is "2", all Allied units in that sector have their movement allowances reduced by two (-2). The British "14" HQ unit, with a printed command range of five (5), has a command range of three (3) for the current game turn. All AA fire in the Heraklion sector this game-turn will have a +2 DRM.

(12.43) Interdiction effects last for one game-turn. New Interdiction levels are determined for each daylight game-turn. There is no Interdiction during Night game-turns.

12.5 BOMBARDMENT MISSIONS

(12.51) During the friendly Bombardment Phase of a daylight game-turn, the German player may perform Bombardment missions with air units from the Bombardment/Combat Support Box. Air units perform Bombardment missions in the same manner as artillery units, except that they have an unlimited range; Bombardment by air units can take place anywhere on the game map.

(12.52) A maximum of three (3) air units from the Bombardment/Combat Support Box may be allocated to each Bombardment mission, prior to AA fire (see 12.9).

(12.53) No enemy hex can be the target of more than one Bombardment by air units during a given Bombardment Phase (although it could be bombarded as many as three times; once by up to three air units, once by artillery fire, and once by naval bombardment). **Until the optional Increased Allied Air Effort module is published, units can only be bombarded twice per turn.**

(12.54) After undergoing enemy AA fire (see 12.9), surviving air units combine their bombardment strengths to carry out the attack. To resolve Bombardment by air units, roll one die on the Bombardment/Support Table and reference the result in the column representing the total of all attacking air units' bombardment ratings. The result is then divided by the TDV of the target hex to determine losses, as in artillery bombardment (see 11.2).

Example: A Ju-87 (4-5) and a Ju-88 (3-3) attempt to bombard C/1 Welsh (one step) and D/1 Welsh (2 steps) in hex W4228 (City hex-TDV of "2"). The target hex is not adjacent to a German unit (no spotting). Both air units survive AA Fire, and total their strengths to attack. The German player rolls a "2", modified by -1 for the Ju-87 and +1 for no spotter to a final "2". Looking under the "7-9" column of the Bombardment/Support Table, that roll yields a result of "3F". This results in one Allied step lost (the "3" result divided by the terrain defense of "2", dropping fractions=1), and one of the units Fatigued. The Allied player chooses to take a step loss from D/1 Welsh and Fatigue it, leaving C/1 Welsh unharmed. The air units are placed in the Flown Box, having performed their mission for the turn.

(12.55) Game-turn 1 Special Air Bombardment: On Game-turn 1 (only), the German player may perform Bombardment missions during the Paratroop Phase of the German Movement and Combat Segment (see Expanded Sequence of Play) with air units in the Bombardment/Support Box. Air units which perform such Bombardment are subject to normal AA fire, and are placed in a Flown or Aborted Box at the conclusion of the mission. They are not eligible to perform another mission during Game-turn 1.

12.6 COMBAT SUPPORT MISSIONS

(12.61) During any German Maneuver Combat Phase of a daylight game turn, the German player may use air units from the Bombardment/Support Mission Box to perform Combat Support missions.

(12.62) A maximum of one (1) air unit per combat may be allocated to an offensive Combat Support mission. Air units may not perform defensive Combat Support.

(12.63) If the air unit attempting a Combat Support mission survives AA fire, it resolves the mission in the same manner as artillery units (see 11.4 for details), using its bombardment strength (plus that of friendly supporting artillery) to determine the appropriate column on the Bombardment/Support Table. Unlike Bombardment, where air and artillery units bombard separately, an air unit providing Combat Support *combines* its bombardment strength with that of any supporting artillery before rolling on the Bombardment/Support Table (see example following 11.44).

12.7 NAVAL SEARCH / COORDINATION MISSIONS

This mission is used only when playing the naval game (see 18.3, 19.2).

12.8 NAVAL ATTACK MISSIONS

This mission is used only when playing the naval game (see 19.1).

12.9 AA FIRE

(12.91) When an air unit performs a Bombardment or Combat Support mission against a hex which is within range of an AA unit (unfatigued, not bearing a Final Fire marker) or a hex which contains any unfatigued unit which exerts a ZOC, it must undergo AA fire (see 12.92). AA fire against units performing such missions is resolved on the Ground column of the AA Fire Table. Air units performing Interdiction missions always undergo AA Fire. Such fire is resolved on the Ground column of the AA Fire Table, always with a +1 (only) DRM.

(12.92) When an air unit performs a Naval Attack mission, it will undergo AA Fire before resolving the mission, as long as at least one naval unit in the defending Task Force uses its AA strength. AA fire against units performing Naval Attack is resolved on the column representing the target Task Force's total AA strength on the AA Fire Table.

(12.93) Air units performing Naval Search/Coordination missions never undergo AA fire.

(12.94) To resolve AA fire, the Allied player rolls once on the appropriate column of the AA Fire Table against *each* attacking air unit. Ground AA fire uses one column only, and does not depend on the number or strength of Allied units in the target hex, although there are DRMs to reflect this. For Naval AA fire, the Allied player rolls one die, and finds the result under the column of the AA fire Table which represents the Total AA strength of all units in the attacked Task Force. Possible results are:

- No effect. The air unit may continue the mission.
- Flown** The air unit is placed in the Flown Box of the Air Operations Display and does not complete the mission.
- Abort 1** The air unit is placed in the Abort 1 Box of the Air Operations Display and does not complete the mission.
- Abort 2** The air unit is placed in the Abort 2 Box of the Air Operations Display and does not complete the mission.

Example #1: Ground AA Fire: A Ju-87 and a Bf-110 are attempting to bombard a hex containing six (6) stacking points of eligible units, including a Light AA unit. The sector's Interdiction Level is "1". The Allied player rolls a "7" against the Ju-87 and a "1" against the Me-110. Both rolls are modified by -2 (-2 for Light AA in target hex, -1 for 5 or more stacking points in hex, +1 for Interdiction Level). So, the modified "5" has no effect on the Ju-87, while the modified "-1" sends the Me-110 to the Abort 2 Box. Only the Ju-87 is allowed to bombard the hex.

Example #2: Naval AA Fire: An He-111 and a Ju-87 are both attacking the same Task Force in the South Crete Sea Zone (This zone has Allied air cover - see Naval Operations Map). Air units attack naval units one at a time, so the Task Force, with a total AA strength of "12", including one BB unit, attacks the first attacking air unit, the He-111. The die roll is "8", modified by -2 (-1 for BB unit in task force, -1 for fire vs. He-111, -1 for attacking in a zone with Allied Air Cover, +1 because the He-111 is the first attacking unit-it has surprise) to a final "6". That result, under the "11-15" column of the AA Fire Table, does no damage to the He-111. In its ensuing attack, the Heinkel damages an Allied AA Cruiser, decreasing the Task Force's total AA strength to "10". Now the Task Force fires AA fire at the Ju-87. A die roll of "3", modified by -1 (-1 for BB in task force, -1 for attacking in sea zone with Allied air cover, +1 for attack vs. Ju-87) for a final "2". This result, under the "7-10" column (reflecting the Task Force's now-reduced AA strength), is a "Flown". The Ju-87 is placed in the Flown Box of the Air Operations Display and may not complete the Naval Attack mission (see 19.3)

13.0 SPECIAL COMBAT UNITS

13.1 ARMORED UNITS

When any number of armor type units (excluding light armor) are attacking and the defending force does not include any non-fatigued armor, light armor, or antitank units, regardless of numbers or strengths of units, the attacker subtracts one (-1) from his die roll result for that combat, Maneuver, or Assault.

13.2 ENGINEERS

A Combat Engineer unit provides the following beneficial effects when attacking.

(13.21) Maneuver Combat:

- a. Negates all DRMs for attacks across river hexsides (the Engineer must be in a stack that is attacking across the river hexside to accomplish this) or into city hexes.
- b. Decreases defending TDV by one (1) to a minimum of 1.

(13.22) Assault Combat:

- a. Negates DRMs for attacks across river hexsides (the Engineer must be in a stack that is attacking across the river hexside to accomplish this) or into city hexes.
- b. Negates defender firing first in first round of combat. Both sides roll simultaneously instead.

MERCURY

(13.23) The above engineer effects are optional for the attacker in either type of combat. If the attacker declares engineer effects, the attacking engineer unit must be the lead unit, and take the first fatigue or first step loss result.

(13.24) Only one engineer per combat is needed to provide the above effects for each type of attack. Additional engineers give no added benefit.

13.3 ANTI-AIRCRAFT (AA) UNITS

(13.31) AA units have three possible combat functions:

- a. They function as regular artillery, utilizing their bombardment rating and range in the same manner as other artillery units.
- b. Allied AA units provide DRMs to the Drift and Landing Condition die rolls when German units paradrop into their hex or adjacent hexes.
- c. Allied AA units can fire anti-aircraft (AA) fire against German air units attempting to bombard or provide combat support to hexes within range of the AA units (see 12.9).

(13.32) Like artillery units, AA units receive a First Fire or Final Fire marker when functioning as "a", above. They *do not*, however, receive a fire marker when they are used for functions "b" or "c", above. They always receive a fire marker for moving.

The basic idea here is that, if they are firing like artillery, they have a limited capacity to deliver ordnance. When they are being used for AA fire, given the brevity of such engagements, they have no such limitation.

(13.33) Fatigued or Final Fired AA units cannot use their bombardment strength for any purpose, nor do they trigger AA fire or DRMs against air units or paradrops.

13.4 MORTAR ARTILLERY

(13.41) A mortar unit receives a fire marker only when it fires in a Bombardment or Combat Support mission (offensive or defensive), never when it moves.

(13.42) A mortar unit can alternatively participate directly in Maneuver or Assault Combat, using its bombardment strength as attack strength. It cannot, however, add Combat Support fire to a Maneuver Combat if it is attacking in Maneuver or Assault Combat.

(13.43) [A fatigued mortar unit cannot use its bombardment strength for any purpose.](#)

13.5 HEADQUARTERS UNITS

(13.51) HQ units do not exert ZOCs. HQ units with an attack strength greater than zero may attack in the same manner as any other ground combat unit. All HQs defend normally in ground combat. All HQs have only one step. They do, however, have two sides to their counters. The front side represents the original HQ at its best efficiency, while the back represents a replacement HQ, with lower efficiency.

(13.52) During the Recovery Phase of each game-turn, a previously eliminated full-efficiency HQ unit may be reconstituted as a replacement HQ and placed on the map, subject to the following restrictions:

- a. Each HQ unit starts the game on its front (full-efficiency) side. If eliminated, it may re-enter play (only once) as a replacement HQ.

- b. Replacement HQ units are placed, during the Recovery Phase of any game-turn, in the sector in which the HQ was previously eliminated. They may be placed in any hex containing one or more friendly units, or on a friendly-occupied airfield hex, minor port hex, or anchorage hex in a sector containing friendly units. They may not be placed in a hex containing no friendly units.

- c. If a reduced-efficiency HQ loses a step in combat, it is permanently eliminated. Reduced-efficiency HQs can never be reconstituted.

(13.53) Undispersed HQ units possess attack coordination capability (see 8.1) as expressed by their efficiency rating and their range.

13.6 GREEK MILITIA UNITS

The four Greek Militia units included in the countermix represent the rather rag-tag, disorganized, "partisan" resistance forces on the island. These forces were historically weak in numbers and organization, but tenaciously effective at harassing and terrorizing the Germans. As these units represent a capability rather than any specific military units, they are recycled when eliminated.

(13.61) At the start of the game, Greek Militia are set up in the hexes indicated on the Allied Setup Card. While there are no movement restrictions on Greek Militia units (they move normally, like any mountain unit), no more than two (2) Greek Militia units may ever occupy any single Sector on the game map.

(13.62) Greek Militia units are treated as mountain units for the purposes of combat DRMs.

(13.63) When Greek Militia units are eliminated, they are not permanently destroyed. They are removed from the map, but may be returned to play during the Initial Phase of a future AM game turn. During each AM game turn, the Allied player rolls one die for each of his eliminated Greek Militia units. On a die roll of "1-5", the unit is returned to play. On a roll of "6-10", it remains out of play. The Allied player may attempt to bring it on again in a future AM game turn.

(13.64) Greek Militia units returned to play in this manner may be placed in any city or town hex on the game map which is at least six (6) hexes away from any German unit. It may also be placed in any off-map box not occupied by a German unit. Note that the limitations of (13.61) must be observed when returning units to the map.

(13.65) For purposes of Supply Determination (see 15.1), Greek Militia units are always considered to have Adequate Supply.

(13.66) Eliminated Greek Militia units do not count toward German VPs.

13.7 WEHRMACHT MOUNTAIN UNITS

(13.71) [Crete was an "ideal" battleground for German mountain troops who routinely trained for attack and defense in mountain terrain very much like that encountered on Crete. The German player receives a -1 DRM whenever:](#)

1. [All attacking German units possess the mountain unit symbol \(applies to maneuver and assault combats\).](#)
2. [All defending German units possess the mountain unit symbol \(assault combat only\).](#)

(13.72) [Greek militia units were equally suited to mountain combat, therefore they qualify for the benefits of \(13.71\) above if alone in a hex or stacked only with other Greek militia units](#)

14.0 SCENARIOS

The Scenarios are intended to familiarize players with the game system. These scenarios utilize only a portion of the units in the game and do not use any Campaign Game rules.

14.1 SCENARIO #1: THE STURM REGIMENT, MAY20-21

Play Area: Use only the West game map.

Game Length: Six game-turns: 20 AM to 21 Night

Allied Setup: Set up the Allied ground units listed under "Near Maleme" in the hexes listed on the Allied Setup Card.

German Setup: Units arrive by paratroop on Game-turn 1 as indicated on German Setup Card. Paratroop only the units that are listed for "Maleme."

German Air Units: Air units may be allocated only to Interdiction and Bombardment/Support missions during this scenario. The German receives the air units listed on the Scenario Air Availability Matrix for Scenario 1.

On Game-turn 2, there is a +1DRM to all German "readiness" die rolls during the Air Allocation Phase. This represents the partial diversion of air units to cover the paratroops at Retimo and Heraklion.

Reinforcements: All units listed in the Reserve Wave section of the German Setup Card for 21AM and 21PM arrive by paratroop on those game-turns.

Victory: The German player wins an Overwhelming Victory by occupying Maleme airfield and all adjacent land hexes at the end of the game. He wins a Marginal Victory by Occupying Maleme Airfield at the end of the game. Any other result is an Allied Overwhelming Victory.

14.2 SCENARIO #2: RETIMO / HERAKLION, MAY20-22.

Play Area: Use only the East game map.

Game Length: Eight game-turns: 20 PM to 22 Night

Allied Setup: Set up the Allied ground units listed under "Near Heraklion" and "Near Retimo" in the hexes listed on the Allied Setup Card.

German Setup: German Units arrive by paratroop on May 20 PM in the hexes indicated on German Setup Card. Paratroop only the units that are listed under "Second Wave" for Retimo and Heraklion.

German Air Units: Air units may be allocated only to Interdiction and Bombardment/Support missions during this scenario. The German receives the air units listed on the Scenario Air Availability Matrix for Scenario 2.

Reinforcements: The German player receives the 4/I/1 unit by paratroop on the 21 AM Game-turn. There are no Allied reinforcements.

Victory: Victory is determined by the number of airfields the German player occupies at the end of the scenario. Note that control of Heraklion requires occupation of both airfield hexes.

German Overwhelming Victory:	Germans occupy both airfields
German Substantive Victory:	Germans occupy one airfield
Allied Substantive Victory:	Germans occupy no airfields.
Allied Overwhelming Victory:	Germans have no units within 2 hexes of an airfield.

14.3 SCENARIO #3: MALEME - SUDA, MAY20-23

This scenario allows players to refight the key battles around Maleme and Suda from May 20-23, before the Allied retreat.

Play Area: Use only the West game map.

Game Length: Twelve game-turns: 20 AM to 23 Night

Allied Setup: Set up the Allied ground units listed under "Near Maleme", "Near Galatas", and "Near Suda" in the hexes listed on the Allied Setup Card.

German Setup: German Units arrive by paratroop on Game-turn 1 as indicated on German Setup Card. Paratroop only the First Wave units.

German Air Units: Air units may be allocated only to Interdiction and Bombardment/Support missions during this scenario. The German receives the air units listed on the Scenario Air Availability Matrix for Scenario 3.

On Game-turn 2, there is a +1 DRM to all German "readiness" die rolls during the Air Allocation Phase. This represents the diversion of air units to cover the paratroops at Retimo and Heraklion.

Reinforcements:

German: All Reserve Wave units except 4/I/1 and the two Vogel units arrive by paratroop on the game-turns indicated on the German Setup Card.

If the German player captures Maleme Airfield, he may bring on Airlanded reinforcements, within the limitations of the Airlanding rules and the German Setup Card.

No German convoys arrive in this scenario.

Allied: None

Victory: Victory is determined by the number of Objective hexes the German occupies at the end of the scenario. The Objective hexes are:

Maleme airfield (W4415)	Suda port (W4031)
Canea (W4227)	Canea (W4228)
Galatas (W4123)	Kisamos Kastelli (W4003)
Alikianou (W3720)	

At the end of the final game-turn, total the number of Objective hexes the German controls and compare that number with the following table to determine victory level.

<u># of Objective hexes occupied</u>	<u>Result</u>
6+ hexes	Overwhelming German Victory
5 hexes	Substantive German Victory
3-4 hexes	Marginal German Victory
2 hexes	Marginal Allied Victory
1 hex	Substantive Allied Victory
0 hexes	Overwhelming Allied Victory

CAMPAIGN GAME RULES

15.0 SUPPLY

Supply was a problem for both sides on Crete, but affected the Allies more seriously than the Germans because the Germans had complete air superiority. This allowed them two crucial advantages. First, effective Allied resupply efforts became virtually impossible. The Allies were reduced to dispatching limited amounts of supply on fast Destroyers or Cruisers. Such expedients kept the Allied supply situation from becoming catastrophic, but little else. Second, once the Germans had an airfield, they began a non-stop reinforcement and resupply effort using their fleet of slow, vulnerable Ju-52 transports, an enterprise that probably would have failed in the face of any meaningful Allied fighter opposition. As a result, the main German attack force was adequately supplied with the basic necessities, and the other parachute formations, still without airfields under their control, were kept alive (barely) by parachute supply drops.

15.1 SUPPLY STATUS

(15.11) Supply status is determined on a sector by sector basis for both German and Allied units. Supply status is always recorded by the position of each side's Supply Status marker on each sector's Supply Status Track. Each side's sector supply status affects all friendly ground units in that sector (Exception-Greek Militia - see 13.65). Players do not trace individual unit's supply lines, as in some other games.

(15.12) Each side's supply status in each sector will always be at one of the three following levels:

- a. Adequate Supply
- b. Short Supply
- c. Low supply

(15.13) In the Campaign game, both sides begin with Adequate supply in all sectors *except* South Crete. The supply status in the South Crete sector is always Low for both sides throughout the game.

For the Allies, anchorages in South Crete were primitive, at best. Begging the question of landing supply on the beaches, there was no practical way to move that supply inland. For the Germans, there was simply not enough organic or captured motor transport available to sustain their troops after they crossed the White Mountains in pursuit of the retreating Allies.

(15.14) Both sides' units in all zones *except* South Crete begin the game with Adequate supply, and retain Adequate supply levels (representing their basic supply loads and Allied stockpiles) as follows:

- | | |
|----------|--------------------------------|
| Germans: | Adequate supply on turns 1-6. |
| Allies: | Adequate supply on turns 1-12. |

(15.15) Beginning on Game-turn 7 for the German player, and on game-turn 13 for the Allied player, each player must roll each turn on the Supply Status Adjustment Table to determine each sector's supply status for that turn. The result of the die roll (taking into account applicable listed modifiers) will indicate whether the sector's supply status will go up or down one level, or remain the same. Players then move their supply status markers in each sector to reflect the new levels.

15.2 RESERVE SUPPLY COUNTERS (RSCS)

(15.21) RSCs (see 2.34) represent supply stockpiled on Crete or brought in by sea for the Allies, and supply over minimum requirements brought in by air or sea transport for the Germans. RSCs cannot be placed, unloaded or air landed in off-map boxes. RSCs count as five (5) steps for purposes of naval transport and airlanding capacity.

(15.22) RSCs are two-sided. When initially placed in Reserve Supply Boxes, they are placed on their "On Hand" side. When expended, they are flipped to their "Expended" side. RSCs may be re-used.

(15.23) An RSC is never placed on the hexgrid. Once it arrives on Crete, it is placed in the Reserve Supply Box of the Sector Supply Track for the sector in which it arrived. Once placed, an RSC may not be moved to another sector.

(15.24) RSCs cannot be captured. If no friendly units are in a given sector during the Supply Phase of any game-turn, and that sector's Reserve Supply Box includes friendly RSCs, any friendly RSCs are eliminated, and that sector's supply status is automatically "Low."

(15.25) **How Reserve Supply Reaches Crete.** Reserve supply arrives on the island in one of three ways:

- a. **On Hand RSCs (Allied Player only).** The Allied player has two RSCs on hand at the start of the game. During the Supply Phase of Game-turn 1, the RSCs must be placed in the Reserve Supply Box of the Suda, Retimo or Heraklion Sector Supply Tracks. Both RSCs may be placed in the same sector, or they may be placed in different sectors.
- b. **Sea Re-supply (Both players).** RSCs may be transported by sea (see 17.31). Each RSC is counted as five (5) steps for the purposes of transport capacity. During the Unloading Phase of the Naval Sequence, both players may unload RSCs at friendly controlled minor ports or on-map anchorages. As each RSC is unloaded, it is placed in the Reserve Supply Box of the Sector Supply Track for the sector where the minor port or anchorage is located.
- c. **Air Re-supply (German player only).** Pre-requisite: The German must occupy an airfield (both hexes, for Heraklion) which is not in an enemy ZOC. During the Supply Phase, the German player announces that five (5) steps of the capacity of any one friendly occupied airfield will be devoted to supply for the turn. He then places one RSC in the Reserve Supply Box of the Sector Supply Track for the sector containing the airfield. Additionally, the German player receives a -2 DRM (in addition to the -2 for having an airfield not in an enemy ZOC) to the sector's Supply Adjustment die roll for the current game-turn.

(15.26) **How Reserve Supply Is Utilized**

- a. During each AM Supply Determination Phase, each player may elect to expend one RSC in any sector where there is at least one On Hand RSC in the Reserve Supply Box of the Sector Supply Track.
- b. Each RSC expended is flipped to its "Expended" side.
- c. The Sector Supply Level is immediately raised one level for the player expending the RSC. Additionally, when the Supply Level Adjustment die roll (see 15.15) is made, a player receives a -2 DRM if rolling for a sector which contains a friendly RSC on its "Expended" side.
- d. During the next AM Supply Phase, "Expended" RSCs are removed from play. They may be reused.

(15.27) Supply levels cannot be increased above Adequate or decreased below Low, nor are such excesses saved for use on later game-turns.

15.3 SUPPLY EFFECTS

(15.31) Units in sectors with Adequate friendly supply are not affected by supply in any way. Units in sectors with Short or Low friendly supply suffer adverse affects in combat. Supply levels have no affect on movement.

(15.32) In a sector with a friendly supply level of Short, units in combat suffer the following adverse DRMs:

- Maneuver combat attacker + 1 DRM
- Maneuver combat defender no effect
- Assault Combat attacker +1 DRM
- Assault Combat defender no effect
- All ground or ground/air arty support + 1 DRM
- All ground arty bombardment +1 DRM
- All ground AA fire +1 DRM

(15.33) In a sector with a friendly supply level of Low, units in combat suffer the following adverse DRMs:

- Maneuver combat attacker + 2 DRM
- Maneuver combat defender + 1 DRM
- Assault Combat attacker + 2 DRM
- Assault Combat defender -1 DRM to Attacker's roll
- All ground artillery or ground/air artillery support + 2 DRM
- All ground artillery bombardment + 2 DRM
- All ground AA fire + 2 DRM

These DRMs are listed on each of the relevant combat charts.

Note: Support by air units alone, or air bombardment or naval (ship-to-shore) bombardment is not subject to sector supply levels.

(15.34) There may be rare occasions when units from different sectors are combining to attack the same hex (on a sector boundary). In this case, if the sectors have different supply levels, use the Lower supply level to determine supply effects in combat.

16.0 NAVAL GAME COMPONENTS

16.1 NAVAL UNITS (see 2.31)

(16.11) The naval units in the game represent individual capital ships, cruisers, single or paired destroyers, a motor torpedo boat squadron, and convoys. Each counter includes four or five ratings which represent the unit's combat, movement, and transport capabilities.

(16.12) Most Allied naval units are two sided, the front representing the unit undamaged (or two destroyers, for paired DDs), and the back representing the unit damaged (or with only one destroyer remaining from a paired DD counter). All units begin play on their front (undamaged) side. When a unit becomes damaged by air-naval combat (see 19.4), flip it to its damaged side. A unit which is sunk by combat, or a damaged unit that is damaged again, is eliminated and removed from play.

(16.13) German naval units have only one combat side. When the MAS or DD Flotilla receives a "Damaged" or "Sunk" result from combat, it is eliminated and removed from play. All other German naval units are convoys, and are not themselves affected directly by combat results (though the troops they are carrying are affected - see 19.74[6]). If all ground combat steps

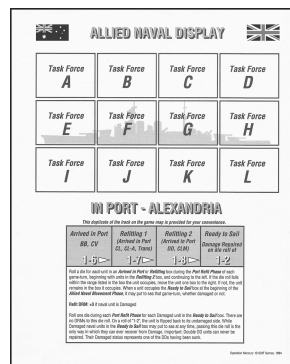
carried by a convoy counter are eliminated, the convoy counter is eliminated, as well. The German player does not form TFs. All units move individually.

(16.14) Allied naval unit counters are placed in TF boxes on the Allied Naval Display, never on the Naval Operations Map (see 16.2).

(16.15) **Important:** An Allied naval unit must be **in one of the Alexandria boxes on the Allied Naval Display OR part of a Task Force** at all times. Allied naval unit counters may never be at sea on the Naval Operations map. Only Allied Task Force markers and German naval units are allowed there.

(16.16) Except when in the port of Athens, German naval unit counters are moved directly on the Naval Operations Map, with their "German Naval Contact" side up.

16.2 THE ALLIED NAVAL DISPLAY



(16.21) All Allied naval units which are not in port in Alexandria (see 16.4) reside at all times on the Allied Naval Display. This display contains lettered boxes which correspond to Allied Task Force markers on the Naval Operations Map. Allied naval units are placed in the lettered box on the Allied Naval Display which corresponds to the letter of the Task Force to which they currently belong.

See (16.35) for details on moving naval units between Task Forces.

16.3 ALLIED TASK FORCES (TFs)

(16.31) Task Force markers represent groups of Allied ships, and are placed and moved on the Naval Operations Map. Each marker bears an identifying letter, which corresponds to a lettered box on the Allied Naval Display. All naval units in a TF are placed in that box on the Allied Naval Display, while the TF marker representing those ships is moved on the Naval Operations Map.

(16.32) All TF markers have a Detected and an Undetected side. All Allied units begin each day on their Undetected sides. Allied TFs leaving Alexandria go to sea undetected. Any time a TF is detected by German searches, engages in surface combat, or conducts a ground Bombardment mission, it is immediately flipped to its Detected side (see 18.0 for details on Detection).

(16.33) Restrictions:

- A TF may not be composed of more than eight (8) naval unit counters. A TF may be composed of as few as one (1) - or even zero (0) (see "Decoys", below- naval unit counters).
- The Allied player may place and move up to three TFs that contain no actual naval units on the Naval Operations Map. These are "decoy" TFs, and aid in confusing the German player's searches.
- The number of TF markers in the game (12) is a strict limit. The Allied player may never have more than twelve (12) TFs in play.

(16.34) **Task Force Creation:** During each Port Refit Phase, the Allied player may form new TFs (including Decoy TFs) and reshuffle existing ones.

New TFs are formed as follows:

- The Allied player places an unused TF marker in either:
 - Alexandria OR
 - A sea zone already containing at least one TF marker
- If the TF is a Decoy, nothing further is done. No naval units are placed on the Allied Naval Display corresponding to the TF's letter. The TF marker may be moved normally during the ensuing Allied naval movement. Note that no more than three (3) Decoy TFs may ever be in play on the Naval Operations Map.
- If the TF is to contain units from the Alexandria Ready to Sail Box, place the desired naval units from that box into the lettered box on the Allied Naval Display which corresponds to the TF's letter. The TF may then move normally (beginning by spending 1MP to leave port) during the ensuing Allied naval movement.
- If the TF is placed in a sea zone with existing TFs, units from the existing TF(s) may be moved from their current TF into the new TF at this time. Move such naval units from their current TF Box on the Allied Naval Display to the new Task Force's Box.

(16.35) **Task Force Reorganization:** When more than one Task Force occupies a given sea zone during either step 3 of the Port Refit Phase OR at the conclusion of Allied naval movement, naval units within the same sea zone may be reshuffled among the TFs in the zone.

Example: At the beginning of a given game-turn, here is the location and composition of several Allied TFs:

In Cape Spada:

<u>Task Force A</u>	<u>Task Force B</u>
BB Queen Elizabeth	CL Orion
CL Phoebe	DD Kelvin
DD Ilex/Defender	DD Kipling

In Crete Basin:

<u>Task Force F</u>	<u>Task Force J</u>
No units-Decoy	DD Nizam

During Task Force Creation/Reorganization, the Allied player does the following:

- Places a new TF marker (Task Force H) in Cape Spada
- Moves CL Orion from Task Force B to (new) Task Force H

During the Allied naval movement step, the Allied player moves Task Force A to Almiros Bay, and Task Forces F and J to Cape Spada. After movement is complete, he may reshuffle naval units between Task Forces B, F, H, and J, as they all occupy the Cape Spada sea zone.

16.4 THE ALEXANDRIA AND ATHENS PORT BOXES

One of the few advantages enjoyed by the Allies throughout the battle for Crete was the marked superiority of Alexandria over Athens as a main port of operations. Alexandria served as a homeport for major British naval formations in the Mediterranean, and offered excellent maintenance, repair and logistical facilities. Athens, recently occupied by the Germans, had not recovered from the damage and disorganization of the Greek campaign.

(16.41) **Alexandria:** All Allied naval units expend one MP to enter Alexandria. Once entered, each naval unit enters the Refit Box which lists its ship type (see In Port-Alexandria section of Allied Naval Display). German naval units can never enter Alexandria.

(16.42) **Allied Refit.** During the Port Refit Phase, the Allied player attempts to move naval units in the Refit Boxes toward or into the Ready to Sail Box. Begin rolling for units in the Refitting 2 box and continue through the remaining boxes going from right to left. Each Box lists a die roll range (see In Port-Alexandria on map and Allied Naval Display). The Allied player rolls once for each naval unit in each Refit Box. If the die roll falls within the printed range, the naval unit is moved one Box to the right (either closer to the Ready to Sail Box or into it). If the die roll exceeds the range, the naval unit remains in the Refit Box for the turn. The only DRM is +3 for a damaged naval unit (excluding double DD's which have been flipped). A naval unit may only be moved one box to the right per game-turn.

(16.43) **Allied Ready to Sail Box.** Any Allied naval unit in the Ready to Sail Box at the start of the Allied Naval Movement Phase may be incorporated into an Allied TF (see 16.3). Any Allied TF's created in Alexandria are moved onto the Naval Operations Map during the Allied Naval Movement Phase (see 17.4), paying one MP to exit Alexandria.

(16.44) **Replenishment.** Naval units which begin an Allied Naval Movement Phase in any Alexandria Box have their AA Ammo automatically replenished. When they go back to sea, they bear no "Ammo Low/Out of Ammo" marker, regardless of their ammo status upon arriving at Alexandria.

(16.45) **Repair.** Damaged naval units may be repaired while at Alexandria. Roll one die for each damaged unit in the Ready to Sail Box during the Port Refit Phase of each game-turn. On a "1-2", the unit is flipped back to its undamaged side. Any other die roll has no effect. Regardless of the result, the unit may go to sea this game-turn. Alternately, it may remain in the Ready to Sail Box, and make another repair die roll during a subsequent game-turn.

Note: Double DD's may not make this repair die roll, as their "Damaged" status represents one of the DD's having been sunk. Likewise, they are not affected by the +3 Damaged DRM for Refit.

(16.46) **Athens:** This display contains 3 refit boxes and a Ready to Sail Box. Any German convoy which enters Athens to unload units or load RSCs is placed in Refit Box 1. During each succeeding Port Refit Phase, each convoy in a refit Box is automatically moved one Box to the right (see Athens In-Port Status Chart) until it reaches the Ready to Sail Box. During the current or any subsequent German Naval Movement Phase, any or all German convoys in the Ready to Sail Box may be placed on the Naval Operations Map after paying one MP to exit Athens. Convoys which begin the game in Athens start in the Ready to Sail Box. Convoys which enter Athens but do not unload troop units at the time of entry are placed in the Ready to Sail Box. During any Naval Unloading Phase, any loaded German convoy can be unloaded by

moving the convoy from the Seronikos Gulf to Refit Box 1 (see 17.37). Eligible troop units unloaded at Athens are placed with other German troop units awaiting air transport to Crete. Allied naval units can never enter Athens.

16.5 THE NAVAL OPERATIONS MAP

(16.51) The Naval Operations Map is printed on the East game map, and is used to regulate all naval movement, transport, search, and combat. All movement and location of TFs and German units on the Naval Operations Map is done in full view of your opponent on the Naval Operations Map. Both sides can see where which opposing forces are (potentially) located, but neither knows the exact composition until he detects the enemy force.

(16.52) The Naval Operations Map playing spaces consist of sea zones and landing areas (Ports, Minor Ports, Anchorages, and beaches). All have been identified with a name for easy reference. Land areas block naval movement; they have no other effect on play.

17.0 NAVAL MOVEMENT AND TRANSPORT

17.1 UNIT AND TASK FORCE (TF) MOVEMENT

(17.11) As indicated in the Naval Segment of the Sequence of Play, all Allied TFs move first, during step B of a Naval Segment, while German naval units move later, during step D.

(17.12) TFs or German naval units are moved one at a time on the Naval Operations Map from zone to adjacent zone, within the limit of their movement ratings. Each unit's movement rating represents the maximum number of sea zones that unit may move in a single Naval Movement Phase. The speed of a TF is that of the slowest unit in the TF. The TFs/units need not stop in a zone because of the presence of enemy units. TFs/units are never forced to move and there is no limit to the number that can be moved into or through a sea zone. Naval units can remain at sea indefinitely.

(17.13) Allied naval units which arrive as reinforcements must *enter* the indicated sea zone as a TF on the game-turn they arrive. This counts as one movement point against their movement rating. Naval reinforcements can be delayed for entry on a later game-turn.

17.2 PORTS, MINOR PORTS, AND ANCHORAGES

Units at sea may "land" in certain areas of the Naval Operations Map. There are four specific types of landing areas, used under various circumstances by convoys, Task Forces, and transported units. The areas are indicated by the appropriate symbol on the game-map, and are defined as follows:

(17.21) **Ports:** Athens and Alexandria are the only ports in the game. Athens is friendly to the German player, and Alexandria is friendly to the Allied player. All friendly naval units may land in and depart from friendly ports. Athens and Alexandria have additional special functions as explained in (16.4). Naval units may not enter and leave a port during the same Naval Movement Phase. It costs 1 MP to enter or leave a port. Naval units in ports may not be attacked.

(17.22) **Minor Ports:** While there are numerous minor ports on the Naval Operations Map, there are only two corresponding minor ports on the game hex map: Suda and Heraklion. All of the game's minor ports except Suda and Heraklion are friendly to the German player throughout the game. German convoys may enter or leave any or these friendly minor ports. Convoys may not enter and leave a minor port during the same Naval Movement Phase. It costs 1 MP to enter or leave a minor port.

TFs or Convoys may only enter Suda or Heraklion minor port on the Naval Operations Map if they have friendly units occupying that port's hex on the hex map. If they enter Suda or Heraklion minor port on the Naval Operations Map, they are eligible to unload transported troops/RSCs into the corresponding minor port hex on the game-map during the Naval Unloading Phase. Neither side may load troops at Suda or Heraklion, unless Allied Evacuation occurs. After Allied Evacuation is ordered, the Allied player may evacuate ground units through either minor port hex, within the evacuation step limits. Minor ports have a greater capacity for evacuation/unloading than anchorages. Task Forces in minor ports may be attacked by air units only. Convoys in minor ports cannot be attacked.

(17.23) **Anchorages:** TFs or Convoys which enter anchorages on the Naval Operations Map are eligible to unload transported troops/RSCs into the corresponding anchorage hex on the game-map during the Naval Unloading Phase. Naval units may not enter and leave an anchorage during the same Naval Movement Phase. It costs 1 MP to enter or leave an anchorage. After Allied Evacuation is triggered, the Allied player may evacuate ground units through an anchorage hex, within the evacuation step limits. Anchorages have a smaller capacity for evacuation/unloading than minor ports. Task Forces in anchorages may be attacked by air and naval units. Convoys in anchorages may be attacked by Allied TFs.

(17.24) **Beaches:** For amphibious landing purposes, a beach hex is *any Flat/ Beach, Airfield, or Broken hex* on the game-map. TFs or Convoys which occupy a sea zone adjacent to Crete may land units at beach hexes by Amphibious Landing (see 17.4). The German player may not land any units by Amphibious Assault inside the Suda Bay area, as denoted on the game map. All naval units plus armor and artillery ground units (**motorized or not**) are prohibited from landing at beaches. Allied units may not be evacuated through beach hexes.

17.3 NAVAL TRANSPORT/CONVOYS

(17.31) Only those Allied Naval units with a printed transport capacity may transport combat troops or RSCs. Transport capacity is measured in terms of steps (not stacking points), thus each combat unit counts as one or two steps **against the** given naval unit's transport capacity. A RSC always counts as five (5) steps when calculating transport capacity. Allied naval units cannot transport steps in excess of their printed transport capacity.

Transported troop units/RSCs are not revealed until:

- a. They are unloaded on Crete.
- b. The transporting naval unit is damaged or sunk.

(17.32) **Allied Loading**

- a. Until Evacuation is declared by the Allied Player, Allied combat units may be loaded only at Alexandria.
- b. Allied RSCs may never be loaded anywhere except Alexandria.
- c. Subject to transport capacities and combat unit availability, naval units in the Ready to Sail Box at Alexandria may be loaded up to their printed transport capacity as they are placed on the Allied Naval Display. Loaded combat units/RSCs are placed under their respective transporting naval units on the Allied Naval Display.
- d. Once Evacuation is declared, loading of combat units on Crete occurs during the Allied Movement Phase, not during the Naval Segment.
- e. Transported combat units and RSCs cannot be exchanged between naval units on the Allied Naval Display.

(17.33) **Allied Evacuation:** After Allied Evacuation is triggered (see 20.0), the Allied player may evacuate units from Crete through any minor port or anchorage hex, or through any off-map box containing an anchorage symbol. Evacuation restrictions are as follows:

- a. There are limits to the number of combat units steps which can be evacuated from each minor port or anchorage per turn (see Naval Loading/Unloading Table). These limits may not be exceeded.
- b. To qualify for evacuation from an on-map minor port or anchorage, a combat unit must have at least one (1) MP remaining when it enters the minor port or anchorage hex.
- c. To qualify for evacuation from an off-map box containing an anchorage, a unit must *begin* its Movement Phase in that box.
- d. Only Allied naval units which have a transport capacity and are part of a Task Force which is in a minor port or anchorage are eligible to evacuate units.
- e. As each ground unit enters the minor port or anchorage hex on the game map (as long as it has at least 1 MP remaining), it is placed under any naval unit with sufficient transport capacity belonging to a TF which occupies that minor port or anchorage.

(17.34) Losses to Transported Allied Units

- a. If a transporting Allied naval unit is damaged, all transported steps in excess of the reduced transport capacity are eliminated (Allied player's choice).
- b. Regardless of the number of steps being transported, at least one transported step (Allied player's choice) must be eliminated when a transporting naval unit is damaged.
- c. RSCs count as *five (5) steps* for loading/unloading and determining transport capacity, but *one (1) step* when determining losses. Thus, an RSC is eliminated any time a unit transporting it is damaged, since no damaged naval unit has a transport capacity of five (5). Eliminated RSCs are placed in Alexandria, and may be reused.
- d. If a transporting Allied naval unit is sunk, all its transported steps are immediately eliminated.

(17.35) German Convoy Loading

- a. Each German convoy starts loaded with only those combat units designated on the German Setup Card, *plus* one (1) RSC.
- b. No additional combat units may ever be loaded on any convoy.
- c. Any combat unit unloaded from a German convoy may never be subsequently be loaded on another German convoy. **In other terms, once unloaded, combat units cannot be reloaded.**
- d. Any German convoy which unloads all designated combat units **in Crete** may return to Athens, cycle through the Athens In-Port Track, and sail from Athens with one (1) RSC.
- e. **No combat units may ever be loaded on the DD and MAS Flotillas.**

(17.36) Transported German units may never be exchanged between German convoys. Transported German units and RSCs may be eliminated as a result of Surface Combat (see 19.7). Note: German RSCs also count as five (5) steps for transport, but one (1) step when determining losses.

(17.37) **Unloading:** Unloading takes place only during the Unloading Phase. Ground units and RSCs may be unloaded at any minor port or anchorage which their TF/Convoy occupies on the game map, at Athens, or at Alexandria. Note that Unloading and Amphibious Landing are *not* identical methods of landing combat units (see 17.4 - Amphibious Landings). Players should note the following Unloading details and restrictions:

- a. Some transported units are not eligible for unloading at anchorages (see Naval Loading/Unloading Table).
- b. Due to capacity limitations, not all transported units may be able to unload simultaneously at any given anchorage or **minor port** (see Naval Loading/Unloading Table).
- c. Each transported unit unloaded at a minor port or anchorage expends one-half of its movement allowance (rounded up) to be placed on the anchorage or **minor port** hex.
- d. Units may be unloaded in off-map boxes, as long as there is an anchorage in the box and the unit's TF/Convoy occupies that anchorage on the Naval Operations Map. Units unloaded in an off-map box may not move during the Movement Phase of the current turn.
- e. If the German player chooses to unload any or all of the German convoys at Athens, the following units become available for air transport to Crete:
 - III/100 Mtn Regiment (4 units)
 - II/85 Mtn Regiment (4 units)
 - 3rd Company, 7th Para Engineer Battalion (1 unit)
 - Both Wehrmacht Engineer Battalions (2 units)

None of these "landed" units may be air transported to Crete until all of the regularly scheduled airlanded reinforcements have landed on the island.

17.4 AMPHIBIOUS LANDINGS

(17.41) Both players may make amphibious landings with certain units aboard naval transport during the Amphibious Landing Phase. The Allied player performs all his Amphibious Landings first, then the German player performs his landings. The following units are not eligible for amphibious landings:

- a. Armor units
- b. Artillery/AA units (Motorized or not)

(17.42) Amphibious Landing Limits:

- a. The German player may not land more than ten (10) steps of units **from a single convoy** each turn.
- b. The Allied player may not land more than twelve (12) steps of units **from a single sea zone** per turn.

(17.43) Amphibious Landing Procedure:

Step A. Placement

1. During the Amphibious Landing Phase, eligible units are removed from underneath their transporting naval units on the Allied Task Force Display (for Allied landings) or from the German Unit Organization Card (for German landings) and placed on the game map in any beach hex (see 17.24) in the sea zone they occupy. The beach hex a unit is placed in is its target hex.

2. No more than six (6) SP's of units may be placed initially in any target hex. If more than six (6) SP's remain in any landing hex after determining drift and landing condition, any excess steps are immediately eliminated (the owning player chooses which steps to remove).
3. A target hex may be a hex that contains enemy units. Note, however, the required Special Assault Combat for any units that remain in any enemy occupied hex following Drift and Landing Condition determination.
4. The German player may not select a target hex that is inside the Suda Bay area, as noted on the game map. Units which drift into this area are eliminated.

Step B. Amphibious Landing Drift

1. After placing eligible units, the landing player resolves a Drift and Landing Condition die roll for each of them. He does this by rolling one die for each unit on the Paratroop/Amphibious Landing Table. The resulting number, adjusted for the applicable DRMs listed, indicates both the accuracy of the landing and the condition of the unit upon landing.
2. First, determine condition. Place a Dispersed marker atop the unit if the result is "Dispersed". Flip the unit to its back (step loss) side (or eliminate one-step units) if the result is "Lose One Step". Otherwise, the unit lands at full strength.
3. Next, determine the accuracy of the landing result under "Actual Landing Hex" (Remember, use the same die roll that determined Landing Condition). If the die result indicates "Target hex", the unit remains in the target hex (i.e. it landed where it intended). If the result is "Roll again and Consult Drift Diagram", the German rolls the die and moves the unit in accordance with the Amphibious Drift Diagram. **Any unit which drifts onto non-flat or non-broken hexes becomes fatigued.**

Step C. Amphibious Landing Dispersal

1. When an Amphibious unit obtains a "Dispersed" result on the Landing Condition die roll, place a Dispersed marker on the unit (see 6.32 for effects of Dispersal).

Step D. Special Amphibious Assault Combat

1. After resolving Drift, an IMMEDIATE Assault Combat takes place in any hexes that contain both landed units and Enemy units, with the landed units the attacker(s). This combat is identical to regular Assault Combat (see 10.0) except that:
 - a. There is no Defensive Bombardment against the landed unit(s).
 - b. The defending player subtracts two (-2) from his die roll result during the first round of combat and one (-1) from his die roll result during the second round of the combat.
 - c. **There are no coordination die rolls.**
2. If, at the completion of the Special Assault Combat (one or two rounds), the defending unit/stack is not eliminated, the amphibious unit(s) must retreat from the hex in accordance with the following Retreat Priorities:
 - a. Into an empty or friendly-occupied land hex not in an enemy ZOC.
 - b. Into a friendly-occupied land hex in an enemy ZOC.
 - c. Into an empty land hex in an enemy ZOC.

Any landed unit that cannot retreat into one of these hexes is eliminated instead.

17.5 ALLIED COASTAL STEAMER (OPTIONAL)

The coastal steamer was really a tank landing craft, then code-named an "A" Lighter. On one voyage it carried three tanks and two guns from Heraklion to Suda port. In the game the Allied player has this ability only when using Campaign Option #5.

(17.51) Using this rule, the Allied player can move any one step unit or one tank unit via the Allied coastal steamer.

(17.52) The coastal steamer operates only on night game-turns during the friendly Naval Unloading Phase and only between the minor ports of Heraklion (hex E3136) and Suda (hex W4031). The unit to be moved must begin at either hex and must be at least two hexes away from an enemy unit at both locations. The unit arrives at its destination automatically, but can be moved only one hex during its subsequent Movement Phase.

(17.53) The Allied player cannot choose to transport one step from a two-step unit.

(17.54) The Allied player does not use a TF marker for the Allied Coastal Steamer.

18.0 DETECTION AND NAVAL SEARCH

18.1 DETECTION

(18.11) All German naval units and Allied Task Forces have two sides of their counters: a Detected side and an Undetected side. All units of both sides begin the game undetected. Thereafter, they may become detected as a result of their opponent's successful search efforts, or, for the Allies, as a result of shore bombardment.

(18.12) When a German unit becomes detected, flip its counter from the "German Naval Contact" side to the side containing the identity of the unit. If it is a Decoy, remove it from play. If it is a naval unit (convoy, **DD Flotilla** or MAS unit), it remains detected until the next night game-turn.

(18.13) When an Allied Task Force becomes detected, the Allied player may have to reveal information about its contents to the German player (see 18.33, below). In any event, flip the detected Task Force to its Detected side, where it remains until the next night game-turn.

(18.14) During Night game-turns, units can only be "temporarily" detected by surface search or when performing shore Bombardment. This detection lasts for the duration of any surface combats or shore Bombardments during that turn. At the conclusion of the surface combat(s) / bombardment(s), return the detected units to their undetected side.

(18.15) Only detected units may be attacked by Air-Naval or Surface combat.

(18.16) All units go to sea from a port undetected.

(18.17) All detected TFs and naval units are flipped to their undetected side at the start of each Night game-turn. Any night turn detection is temporary (see 18.14). All TFs/naval units begin each A.M. game-turn undetected.

(18.18) If naval units from a detected TF are reshuffled during the refit or movement phases into a previously undetected TF, the gaining TF assumes the same detected status as the losing TF. In many cases, the only action necessary may be to flip the TF to its Detected side. However, if the losing TF

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was detected to the point where number of naval units or number and type had been revealed, the same information on the entire gaining TF must be given to the German player. If undetected naval units are reshuffled into a detected TF, the Allied player notifies the German player of their arrival only if the TF has been detected to the point where number of naval units or number and type must be disclosed.

18.2 ALLIED SURFACE SEARCH

(18.21) Twice during each Naval Segment (Once following Allied Naval Movement and once following German Naval Movement), the Allied player may perform surface search.

(18.22) In any Sea zone containing a German naval unit which also contains at least one Allied TF (not a Decoy TF), the Allied player may make one (1) surface search attempt against each German naval unit (*not* one per Allied TF). If the die roll is "1-6", the German unit is detected. If it is "7-10", the unit is not Detected. This die roll is modified by -1 per each Allied Task force over one which occupies the sea zone being searched, and -1 for each German convoy in excess of one in the sea zone, with a maximum DRM of "-3".

Example: Two undetected (on their "German Naval Contact" side) German naval units occupy the "Sea of Crete" sea zone, along with five (5) Allied Task Forces. The Allied player rolls twice for surface search, once against each German unit. Both rolls are modified by "-3", the maximum allowed, as there are four additional Task Forces (over the one searching) in the sea zone. Any rolls other than "10", modified by the -3 DRM, will succeed in detecting each German unit.

18.3 GERMAN AIR SEARCH

(18.31) The German player conducts air searches once per *daylight* game turn, immediately following the first set of Allied surface searches. To search, he indicates five (5) sea zones in which he will perform air search. He is then allowed to make one search die roll in each of the five zones. Additionally, he may commit air units (one unit per sea zone) from the Search/Coordination Box of the German Air Display to enhance his search capabilities: Each air unit from the Search/Coordination Box may be used in one of two ways:

- The unit may be allocated to search an additional zone, over and above the five already chosen.
- The unit may be allocated to provide a DRM to the Air Search die roll in any zone where search will take place.

Regardless of which of these options the German uses, the air unit will be available later in the turn to provide a coordination DRM for any combats in the sea zone to which it is allocated (see 19.21).

(18.32) After all searches have been allocated, the German player rolls once *per sea zone* that he is searching, modifying the die roll by -1 if he has an air unit allocated to this, as per option #2 in (18.31), and by the S(+/-) number listed in certain sea zones on the Naval Operations Map.

(18.33) Search results are as follows:

<u>Die Roll</u>	<u>Result</u>
1-2	All Allied TFs in this sea zone are detected. The Allied player must reveal the number and type of units in each TF, in addition to flipping the TFs to their Detected sides.
3-4	All Allied TFs in this sea zone are detected. The Allied player must reveal the number of naval units in each TF, in addition to flipping the TFs to their Detected sides.
5-6	All Allied TFs in this sea zone are detected. Flip them to their Detected sides.
7	One (1) Allied TF in this sea zone is detected (German player's choice). Flip it to its Detected side.
8-10	Detection Fails

Example: The German searches the South Crete sea zone, containing three Allied TFs. He has an He-111 allocated to provide a-1 DRM to the search roll. He must also modify the roll by +1 because of the S (+1) search modifier listed in that zone on the Naval Operations Map.

He rolls a "2", with the DRMs cancelling out. The Allied player flips all TFs to their Detected sides, and provides the following information:

"Task Force A contains 1 CL and 3 DDs. Task Force E contains 2 BBs, 1 CL-A, and one Transport. Task Force H contains 2 DDs."

If the roll had been a "3" or "4", the Allied Player would have said:

"Task Force A contains 4 naval units. Task Force E contains 3 naval units. Task Force H contains 2 naval units."

If the roll had been "5", "6", or "7", no information about the Task Force would have been provided, but the Task Forces (just one on a die roll of "7") would have been Detected.

18.4 ALLIED AIR SEARCH

(18.41) The Allied player allocates air search in *only one (1) sea zone per game-turn*. He makes one die roll per German naval unit in the chosen sea zone. Any roll of "1-2" detects the unit against which the attempt was made.

18.5 GERMAN SURFACE SEARCH

(18.51) The German player never performs surface search. Allied naval units that engage German naval units in combat are, however, immediately detected. At night, this detection (for both sides) is temporary (see 18.14 and 18.15).

19.0 NAVAL COMBAT

19.1 ELIGIBLE TARGETS AND TARGETING

(19.11) Any detected naval unit may be attacked by surface to surface combat during any game-turn. This occurs *after* all air-naval combat has been resolved, and is detailed in (19.7).

(19.12) Detected Allied TFs (only) may be attacked by air-naval combat during any *daylight* game-turn.

(19.13) During step 3 of the First Naval Combat Phase, the German player allocates any air units on a Naval Attack mission this turn to attack detected Allied TFs.

(19.14) There is no limit to the number of air units that may be allocated against any single TF. The German player does not have to attack all detected TFs, but may attack any of his choice.

(19.15) Once all air units are allocated to attack a particular TF, the combat against each TF is resolved to its conclusion (see 19.2 - 19.6), before the next TF is attacked. Once allocated to combat, air units must attack.

19.2 ATTACK COORDINATION AND TARGETING

(19.21) As the first step in attacking a particular TF, the German player rolls one die to determine the degree to which his air units have achieved tactical coordination against that TF. The die roll ranges and resulting coordination levels are as follows:

- 1-3 Fully Coordinated. The German player is allowed to choose which unit(s) in the target TF he will attack. He may wait for the results of each of his air unit's attacks before allocating his next attack.
- 4-8 Partially Coordinated. The German player is allowed to choose which unit(s) in the target TF he will attack. He must, however, allocate all of his attacks and state the order of attack before resolving any.
- 9-10 Poorly Coordinated. The *Allied* player decides which naval unit(s) the German air units will attack (No more than three air units per Allied naval unit). He must allocate all German attacks and state their order before the German player resolves any. Additionally, the first air unit attacking does not benefit from the Surprise DRM to the Allied AA die roll, and *all* attacks against this TF receive a +1 DRM on the Naval Attack Table.

If a German unit is on a Naval Search/Coordination mission in the same sea zone as the combat, subtract one (-1) from the coordination die roll.

Example: A Task Force containing the following units is attacked by two (2) German Ju-87s (4-5), two (2) Bf-109 (1-1), and one (1) Ju-88 (3-3). A German Do-17 is on a Naval Search/Coordination mission in this sea zone.

BB Barham	(AA=3, Defense =8)
CL Orion	(AA=4, Defense =4)
DD Kimberly	(AA=2, Defense =2)
DD Kashmir	(AA=2, Defense =2)
DD Decoy/Hero	(AA=2, Defense =2)

The German rolls an "8", modified by -1 for the Coordination mission to "7". This results in a partially coordinated attack. The German must allocate all attackers before resolving any combats. Note that he does *not* have to attack all the Allied naval units in the TF, but he must allocate all attacking aircraft to a single target naval unit before any combat takes place.

If the German had rolled a fully coordinated attack, he could have attacked *CL Orion* with one of the Ju-87s in hopes of damaging or sinking it, thereby reducing the Allied AA strengths against subsequently attacking aircraft. He would then have the option, after each subsequent attack, of how to allocate and resolve the next attack.

On the other hand, if the German had rolled a poorly coordinated attack, the Allied player would probably have allocated the three best attacking Germans against one of his destroyers, happily sacrificing one of his units to save the more important ships, and concurrently wasting a significant amount of German air power.

(19.22) At the end of all Air-Naval combats, all air units on Search/Coordination missions are returned to the Flown Box.

19.3 NAVAL AA FIRE

(19.31) After the attack coordination die roll is made and the German attack(s) declared (at least the first attack, depending on the coordination level), any or all Allied units in the target TF may fire AA at the first attacking unit. After the air unit's attack is resolved, or it is driven away by AA fire, the TF's AA strengths are recomputed, and the second attacking air unit (if there is one) is attacked by AA Fire, and so on. This continues until all German units have resolved their attacks.

(19.32) AA fire is resolved once against each attacking air unit, just before it attacks, but *after* any previously attacking air units have resolved their attacks.

(19.33) The Allied player may choose to withhold any number of naval units' AA strengths from the TF's AA strength for the purpose of conserving ammunition. Note, however, that if a unit contributes its AA strength even once during the combat (even though it may have withheld its strength against earlier attacking units), it is considered to have fired for the purposes of ammo depletion determination (see 19.6).

Example: Continuing the example from (19.21), the German player (with partial coordination), allocates his attacks in the following order:

1. Ju-87 vs. CL Orion
2. Ju-88 vs. CL Orion
3. Ju-87 vs. BB Barham
4. Bf-109 vs. DD Kimberly
5. Bf-109 vs. DD Kashmir

All Allied units are undamaged and have full ammo loads, so their total AA strength against the first attack (Ju-87) is "13". The Allied AA die roll is a "4", modified by +1 (+1 for Surprise, +1 for attacking a Ju-87, -1 because a BB is part of the TF), for a final "5". Under the 11-15 column, the Result is "Flown", so the Ju-87 is immediately placed in the Flown Box of the German Air Operations sheet, and does not carry out his attack (the withering AA fire has driven them off).

The AA die roll against the next attacker, the Ju-88, yields a "7", modified by -1 (for the BB) to a "6", which is "no Effect. Thus, the Ju-88 succeeds in fighting through the AA fire, and may now attack his target, *CL Orion*. We will continue this example in the following section.

19.4 RESOLVING AIR-NAVAL COMBAT

(19.41) The air unit, having survived AA fire now resolves the airstrike against its target naval unit on the Air-Naval Combat Table, as follows:

(19.42) The German player rolls one die, and references the result on the Air-Naval Combat Table, under the column representing the air unit's naval attack strength. Remember to apply column shifts if there are five (5) or more naval units (1L) or two (2) or less naval units (1R) in the defending Task Force. That result is then compared to the target naval unit's defense strength to determine the attack's result. If the result is:

- Less than one-half of the target naval unit's defense strength, the naval unit is *not damaged* by the attack.
- Equal to at least one-half of the target naval unit's defense strength, the naval unit is *damaged* (or an already damaged unit is Sunk) by the attack.
- Equal to or greater than the target naval unit's defense strength, the naval unit is *Sunk* by the attack.

(19.43) An asterisk (*) next to the result indicates a possible Critical Hit *in addition* to any damage inflicted by the numbered result. When such a result is obtained, roll the die again.

- On a roll of "1-2", the target ship is damaged (or an already damaged ship is sunk). **If the target is an Allied convoy, it loses one additional step.**
- On a roll of "3-10", there is no additional damage.

(19.44) Damage inflicted on the targeted naval unit is applied immediately.

(19.45) The attacking air unit is returned to the Flown Box of the German Air Display immediately following the resolution of its attack.

Example: Continuing the example, the Ju-88 now attacks its target, *CL Orion*. The German player rolls a "3". The attack column, which would normally be "3", representing the Ju-88's Naval Attack strength, is shifted one to the left to the "2" column because this Task Force has 5+ naval units. So, the result is "1". Comparing this to the *Orion's* Defense strength of "4", the attack causes no damage. The Ju-88 is placed in the Flown Box.

Now the Ju-87 (third declared attack) attacks the *BB Barham*. AA fire (roll of "9" on the "11-15" column) is ineffective, so the Ju-87 attacks. A roll of "2", reference under the "4" column of the Air-Naval Attack Table (the Ju-87s "5" shifted one left due to 5+ units in the Task Force), gives a result of "3*". The "3" is not at least one-half of Barham's Defense strength (8), so no damage is done. In checking for a possible critical hit (the *), though, the German rolls a "2", resulting in Damage to the battleship. The Allied player flips Barham to its damaged side (AA=2, Defense=6). The Ju-87 is returned to the Flown Box.

Now the next attack is resolved; a Bf-109 vs. *DD Kimberly*. The AA fire roll (based on the new Task Force AA strength of 12) is a "1", modified by -1 (BB), to "0" for a result of "AB2". The Bf-109 is placed in the Abort 2 Box, and its attack is finished.

Finally, the last air unit in the attack, a Bf-109, attacks its target, *DD Kashmir*. It survives AA fire, and presses home its attack with a die roll of "1". This roll, shifted one to the left under the "Shift Only" column, yields a "T", which is one-half of Kashmir's Defense strength, so the DD is Damaged. Flip Kashmir to its damaged side and return the Bf-109 to the Flown Box.

19.5 DAMAGE

A "Sunk" result against an Allied naval unit eliminates the unit.

(19.51) When a "Damage" result is obtained against an undamaged Allied naval unit, flip it over to its Damaged side. If the unit does not have a Damaged side, it is eliminated.

(19.52) A "Damage" result against an already damaged Allied naval unit sinks that unit.

(19.53) Damage to Allied naval units can be repaired only at Alexandria, as explained in (16.45).

19.6 AA AMMUNITION DEPLETION

(19.61) After all attacks against a single TF have been resolved, roll for AA Ammo depletion for all ships that contributed their AA strengths to AA fire at least once during this turn's air attack. Roll once per unit on the Ammo Depletion Table, modifying the die roll for the listed DRMs.

(19.62) If the result is "-", there is no effect. The naval unit still has plenty of AA ammunition. If the result is "L", however, the naval unit's AA ammunition has been depleted as a result of this turn's combat. If the naval unit has no "Ammo Low" marker atop it, place one. If it already has an "Ammo Low" marker, turn it over to the "Out of ammo" side.

(19.63) "Ammo Low" naval units have their AA strength halved (retain fractions, minimum of "1"), until replenished at Alexandria (see 16.44).

(19.64) "Out of Ammo" naval units have an AA strength of zero (0) until replenished at Alexandria. These units do not contribute at all for purposes of AA Fire AND they do not count as a naval unit in the target group for purposes of Air-Naval Attack column shifts in a future combat. "Out of Ammo" BBs/CVs do not qualify for the -1 DRM on the AA Fire Table.

Example: Based on the above combat, all naval units in this Task Force would have a "+2" DRM to their Ammo Depletion die rolls, because a total of five (5) German air units attacked the Task Force.

19.7 SURFACE COMBAT

(19.71) Surface combat between Allied Task Forces and Detected German naval units may occur up to twice during each game-turn; once after the Allied units move and any German air-naval combat is resolved, and once after the German units move.

(19.72) All surface combat is resolved between opposing detected naval units within the same sea zone. Units may never attack an enemy naval unit that is not detected or not in the same sea zone. Naval units in a ports or minor ports cannot be attacked by surface combat.

(19.73) The bombardment ratings of the smaller Allied naval units are enhanced during surface combat, as follows:

All undamaged DDs:	3 x printed bombardment strength
All damaged DDs:	2 x printed bombardment strength
All CLs:	2 x printed bombardment strength

Against the types of German vessels that were used in the campaign, destroyers and cruisers, with their maneuverability and rapid-firing guns, were the more effective naval platforms. We chose not to artificially enhance the units' bombardment strengths (representing gun size and capability), as this would have overstated the smaller units' abilities in shore bombardment. Thus, the multiplier for combat against convoys, the Italian DD Flotilla, and the MAS flotilla.

(19.74) Surface combat is resolved in two parts: an Engagement Round and a Disengagement Round. All Engagement rounds for all combats are resolved before any Disengagement Rounds. The Engagement round proceeds as follows:

- a. The Allied player chooses an eligible target unit and decides which Task Force in the same zone will attack it. Only one Task Force may attack a German unit during a single surface combat. The Allied player may withhold one or two naval units from the combat. They are not allowed to attack the German naval unit, and they may not be chosen as the target of the German attack in step b.
- b. The German player chooses which Allied unit that it will attack from the TF attacking it. Only one Allied naval unit (not one of the units withheld by the Allied player) may be attacked by the German player during a given round of surface combat.
- c. Combat is resolved simultaneously, with the Allied player rolling once per attacking unit in the Task Force, and the German unit rolling once against a single Allied target naval unit.
- d. Cross Reference attack die rolls on the Naval Attack Table, under the column representing each unit's (modified) bombardment strength.
- e. [German results against the Allied naval unit and Allied results against the Italian MAS and DD flotilla units are resolved by comparing the result against the target's defense strength, as in \(19.42\).](#)
- f. [Allied results versus the German convoy units are interpreted as follows:](#)
 - Each result of "1" results in one step loss from among the units being transported by the convoy, German player's choice.
 - Each result of "2" or more results in two step losses from among the units being transported by the convoy (Each player chooses one step loss).

- Asterisk (*) results have no effect on [German](#) convoys.
- If all transported steps in a convoy are eliminated, the convoy is eliminated as well.

g. Once all units have resolved their fire, the Engagement Round is over.

(19.75) The Disengagement Round begins with the German player declaring his intention to either "Press On" or "Turn Back".

(19.76) If the Decision is "Press On", then a second round of surface combat, identical to the Engagement Round except that the German player is allowed to determine a new target unit within the Allied Task Force. Combat is immediately declared and resolved simultaneously.

(19.77) If the Decision is "Turn Back", the German player rolls one die, and applies the roll as follows:

- 1-5 The German naval unit is moved to an adjacent sea zone that is farther away from Crete, and loses one additional step from his transported units. If the unit attempting to turn back is the [MAS or DD Flotilla](#) unit, it is moved, as above.
- 6-8 The German naval unit is moved, as above, and is engaged in combat by any remaining Allied DDs in the attacking Task Force. The German player is not allowed to fire at the DDs.
- 9-10 The German convoy scatters, fragmenting into small, militarily useless remnants. The naval unit and all transported steps are eliminated. If the naval unit is the [MAS or DD Flotilla](#) unit, it is Sunk.

While this does not represent the complete destruction of all units in the convoy, it portrays the fact that they were widely dispersed, thoroughly demoralized, and basically unusable to the German player during the time-frame of this game.

(19.78) After the German player makes and resolves his Disengagement decision, the current surface combat is completed.

19.8 NAVAL BOMBARDMENT

(19.81) During any Allied Bombardment Phase during which the Allied player has naval units in the Cape Spada, Almiros Bay, or Candia Bay sea zones, those naval units are eligible to perform bombardment attacks against any enemy hexes *within two hexes* of the coast on the game map. Sea zone indicators on the main map indicate which hexes on the map can be bombarded from which sea zones.

(19.82) Naval Bombardments are carried out in the same manner as artillery Bombardments (see 11.2), except that:

- a. Only naval units in the same TF may bombard the same target hex. Other than this, there is no restriction on the number of naval units that may bombard a target hex. All individual bombardment ratings are totalled for the TF and one Bombardment die roll is made.
- b. There is a +2 DRM for all naval Bombardments.

(19.83) Any time a naval unit bombards, that unit's TF is immediately detected. Flip the TF to its detected side. The German player is told the type and bombardment strength of *only the unit(s) bombarding*. During night turns, the TF becomes undetected at the conclusion of the Bombardment (see 18.14).

20.0 EVACUATION

As wargamers, we recognize and salute the gamer's urge to fight to the last man. It is from such historical "last stands" that heroes have been made and legends begun. The battle for Crete might well have turned into such a last stand for the Germans, had they not managed to secure Maleme airfield. Not only were the hardy paratroopers trained to fight to the last, but lacking an airfield, they really had no way to get off of the island. Recognizing a futility that some frustrated gamers will not, we have built a "no airfield - no chance" automatic Allied victory into the Victory conditions in section (22.1).

The Allies, on the other hand, didn't want a last stand. They needed troops to fight Rommel in North Africa, and, in the Royal Navy, did have a viable means of retreat in the event that the tide of battle turned against them. In fact, one might say, following the debacles involving their ground troops which preceded Dunkirk and the evacuations from Norway and Greece, that plucking defeated soldiers off of beaches was the combat activity at which the British fleet had the most experience by the late Spring of 1941. Historically, of course, the Allies did call for evacuation. The purpose of this rules section is to provide conditions and procedures for such an evacuation, while not forcing it to occur during the game.

Recognizing that once the Allies declared evacuation, the Germans had achieved some level of victory, players may choose to make this section optional. That is, if evacuation is triggered, the Germans win a marginal victory. For tournament and historical/solitaire play, we highly recommend that you use this section, as the Allies, through successful evacuation, can leave the Germans with a somewhat hollow victory. On the other hand, if the Germans are able to trap a large number of Allies on the island, their victory will be greatly enhanced, regardless of their losses, as captured Allies will be unable to assist in the struggle for North Africa, for which they were sorely needed.

The Allied player is the only one affected by Evacuation. The Germans never evacuate (but see 22.1).

20.1 HOW EVACUATION IS TRIGGERED

(20.11) Beginning with the 24PM turn (Game-turn 14), the Allied player must begin checking for Evacuation once per turn if the following conditions have been met:

- a. German units currently occupy an airfield (both hexes, for Heraklion) that is not in an Allied ZOC.
- b. At least thirty (30) steps of non-Greek Allied units have been eliminated (include step losses from units still on the game map).
- c. The Allied have a "Short" or "Low" Supply level in three of the four map sectors (Note that South Crete is always "Low").

(20.12) To check for Evacuation, the Allied player rolls one die and consults the Evacuations Table. If an "Evacuate" result occurs, the Allies have been ordered to evacuate the island. The Allied player immediately places the "Evacuation Ends" marker in a space on the Game Turn Track ten (10) spaces ahead of the current turn. The game will end at the end of that game-turn.

Example: If Evacuation is triggered on the 25PM turn, the Evacuation Ends marker is placed in the 28 Night space on the Game Turn Track.

20.2 EVACUATION PROCEDURE

(20.21) Once the Evacuation order is given, the Allied units have ten game-turns in which to evacuate the island. They are not forced to *immediately* do anything, nor are there any movement or combat restrictions during the Evacuation period. Any non-Greek units, however, that remain on Crete at the end of the Evacuation give increased VPs to the German player.

(20.22) Once Evacuation is triggered, the Allied player becomes eligible to use all friendly minor ports and anchorages on the hex map for evacuation. See 17.33 for details.

21.0 NO NAVAL GAME (OPTIONAL)

While Operation Mercury has been designed to include naval units and their effect on the land battles on Crete, this rules section allows the game to be played without most aspects of the historical naval game as found in rules sections (16.0) through (19.0). Use of this section is optional; players must agree upon its use before playing. Players will still need to refer to previous rules sections for certain definitions and rules, such as the rules for Amphibious Landing. For both sides, units that could arrive by naval transport will still attempt to do so, but without the use of naval units. The rules differ somewhat for each player, as noted below.

21.1 ALLIED CONVOY ARRIVAL

Allied units and RSCs at Alexandria can be moved to the game map by naval transport, subject to the restrictions below. Units already on the game map cannot be moved by naval transport (**Exception:** Allied coastal steamer; see 17.5), but can be evacuated according to 21.2, below.

(21.11) The Allied player arranges his units and RSCs at Alexandria into as many groups, called "Convoys", as he desires. No convoy can contain more than six (6) steps (RSCs count as five (5) steps). They remain in these groups for as long as they are trying to arrive on Crete.

(21.12) No more than one convoy every other game-turn can be sent to Crete, i.e., there must be at least a one game-turn gap between each convoy. Convoys can be sent in any order desired. The Allied player need not decide until the game-turn of attempted arrival exactly which convoy will attempt to arrive.

(21.13) All Allied convoys are restricted to arrive at either:

- a. Suda or Heraklion (Night game-turns only), OR
- b. any South sector anchorage (there are 3) on any game-turn.

The actual convoy destination is announced on the game-turn of attempted arrival. No Allied convoy can attempt arrival at Kisamos Kastelli, Canea, Retimo, or Sitia anchorages.

(21.14) For each convoy, during the Amphibious Landing Phase, the Allied player resolves the landing on the Allied Convoy Arrival Table to determine whether it arrives this game-turn.

- a. If it arrives, the Allied player unloads the units according to rule (17.37).
- b. If it returns to Alexandria, all units in the convoy are immediately placed on Alexandria. They can try for Crete again on a later game-turn if desired. Note that one result on the table requires the elimination of one combat unit in that convoy. After it has been eliminated, the remaining units can still try again later.
- c. Any units eliminated are counted for VPs by the Axis player. One result on the tables allows the German player to score VPs in addition to those scored for combat units eliminated.

(21.15) Any Allied convoy returning to Alexandria can automatically try again to land on Crete, with a new destination if desired, but not for another five (5) game-turns.

21.2 ALLIED EVACUATION (NO NAVAL GAME)

For Evacuation, the Allied player uses the same procedure found in (20.0), except that no naval units are involved. Players should assume that sufficient transport capacity is available at the evacuation site. Apply the limits shown on the Naval Loading and Unloading Chart.

21.3 GERMAN CONVOY ARRIVAL

The German player has available to him only those convoys shown on his Setup Card. He cannot rearrange units, delete units, or create more convoys. He uses only those convoys allowed in each scenario.

(21.31) Before play begins, the German player must plan the game-turn of arrival for each convoy. He places the naval unit representing each convoy on the Game Turn Track representing its planned turn of arrival. He places it with the German Naval Contact side up so that the Allied player cannot be sure which convoy it is. The German player may also so place the Decoy Convoy marker to further deceive the Allied player. The Allied player may not inspect these markers; they are revealed only on the game-turn of arrival.

(21.32) A German convoy arrives during the Amphibious Landing Phase in any one sea zone desired. The sea zone of arrival is announced when the convoy is due to arrive. The Steamer convoy, however, can arrive only at an anchorage (only one that is prohibited to the Allied player in 21.13), or a minor port which is then friendly to the German player. For these, use the unloading procedure in (17.37).

(21.33) For each convoy, during the phase of arrival, the German player resolves the landing on the German Convoy Arrival Table to determine whether it arrives, and if so, how much arrives this game-turn.

- a. Units arriving are either unloaded per rule (17.37) or conduct the Amphibious Landing procedure, per (17.4). See also the Naval Loading and Unloading Chart.
- b. A "delay" result means that the convoy does not arrive this game-turn, but *might* during the next game-turn. Even if delayed, the convoy must be landed at the location originally announced. It could conceivably be delayed indefinitely.
- c. Units eliminated are permanently removed from play. They are counted for VP purposes.

- d. Any German troop convoy returning to Athens cannot try again for Crete (see 17.37[e]). Ground combat units in such a convoy are unloaded. The RSC, however, remains loaded and can try again for Crete (see 21.34).
- e. When the table requires "half" the units to be subject to a result, half of the total steps (rounding up) in that convoy are affected. Be sure to count the RSC as one (1) step. **The Allied player chooses every third step to be lost or returned to Athens.**

(21.34) After a convoy has been landed, unloaded, or returned to Athens, the convoy marker can be used again to create a new convoy to carry an RSC. It can be created on the same game-turn it becomes available, but must be placed at least five (5) game-turns ahead on the Game Turn Track (and placed according to 21.31 above). Convoys eliminated are permanently eliminated and cannot return to play.

22.0 VICTORY CONDITIONS

22.1 AUTOMATIC ALLIED VICTORY

At the end of game-turn 12 (23 PM) of the campaign game, the Allied player wins an automatic Decisive Victory if the German player does not have units occupying at least one airfield hex on the game-map.

22.2 VICTORY POINTS

In the absence of automatic victory, the winner is determined by totalling the number of net Victory Points (VPs) that the German player has accumulated at the end of the game. VPs are awarded to the German player for occupying certain locations at the end of the game, for eliminating enemy steps and damaging/eliminating naval units, and (when using the evacuation rules) for non-Greek Allied units remaining on Crete at the end of Allied evacuation. VPs are subtracted from his total for German steps eliminated, and for certain naval units sunk. Note that this total is not decreased by any locations occupied by the Allies at the end of the game. It is simply increased for any that the German player occupies.

VPs are totalled at the end of the game. VPs awarded to the German player for hex locations are awarded only if a German unit occupies that hex at the end of the game. See the Campaign Game Victory Point Schedule on one of the Player Aid Cards for a comprehensive list of all VP awards.

22.3 VICTORY LEVELS

Each campaign includes a section on Victory which lists VP totals and victory levels achieved based on those totals.

23.0 CAMPAIGN SCENARIOS

23.1 SCENARIO #4: THE LUFTWAFFE STRIKES, MAY 22

This scenario is an introduction to the air-naval game.

Play Area: Use only the Naval Operations Map.

Game Length: Two game-turns: 22 AM & 22 PM

Allied Setup: Set up Allied naval units as designated on the Allied Naval Setup Chart for Scenario 4.

German Setup: The German receives the air units listed on the Scenario Air Availability Matrix for Scenario 4. Air units may be allocated only to Naval Search/Coordination and Naval Attack missions during this scenario.

Reinforcements: None

Special: This scenario utilizes only the air-naval rules and the Air and Naval Segments of the Sequence of Play.

Allied Screen: The Allied player must keep naval units with a total of at least six (6) bombardment strength in the Matapan/East Ionian Sea zones as a screen against possible Italian naval intervention (in either or both zones, as long as the total is at least six between them).

During any game-turn in which the Allied garrison strength falls below the minimum required at the conclusion of the Naval Segment, the German player gains a number of VPs equal to the difference.

Victory:

If the Allies do not have at least one naval unit each in Kithera Strait, Sea of Crete, Crete Basin, and Candia Bay zones at the end of the scenario, the Germans win an automatic Overwhelming Victory (The convoys are assumed then to have found an open way past the Allied screen on the night of the 22nd).

If the Allies do have at least one ship in each of the above sea zones at game's end, players tally victory points according to the Campaign Game Victory Point Schedule. Victory levels are as follows:

<u>VPs</u>	<u>Result</u>
25+	Overwhelming German Victory
16-24	Substantive German Victory
11-15	Marginal German Victory
5-10	Marginal Allied Victory
1-4	Substantive Allied Victory
0	Overwhelming Allied Victory

23.2 SCENARIO #5: MALEME – SUDA, MAY 20-26

This campaign allows players to refight the key battles around Maleme and Suda from May 20-26, before the Allied retreat. It is essentially the same as Scenario #3, except that Supply and Naval rules are in effect.

Play Area: Use only the West game map and the Naval Operations map.

Game Length: Twenty-one game-turns: 20 AM through 26 Night

Allied Setup: Allied ground unit set up is the same as in 14.3, Scenario #3.

Set up Allied naval units as designated on the Allied Naval Setup Card in the listed sea zones.

German Setup: First Wave units arrive by paratroop on Game-turn 1 as indicated on the German Setup Card.

All naval units except for Lt. Convoy #1 and the Rodi Convoy are available at the start of the game. Neither of these convoys appears in this scenario.

German Air Units: The German receives the air units listed on the Scenario Air Availability Matrix for Scenario 5.

There is a +1 DRM to all German "readiness" die rolls *each turn* during the Air Allocation Phase. This represents the diversion of air units to Retimo and Heraklion sectors.

Reinforcements:

German: All Reserve Wave units except 4/I/1 arrive by paratroop on the game-turns indicated on the German Setup Card.

If the German player captures Maleme Airfield, he may bring on Airlanded reinforcement groups 1-10, within the limitations of the Airlanding rules and the German Setup Card.

Allied: Beginning on the 22AM game-turn, all units at Alexandria are available for transport to Crete. Naval Reinforcements appear as noted on the Allied Naval Setup Card.

Special:

Allied Screen: The Allied player must keep naval units with a total of at least six (6) bombardment strength in the Matapan/East Ionian Sea zones as a screen against possible Italian naval intervention (in either or both zones, as long as the total is at least six between them). During any game-turn in which the Allied garrison strength falls below the minimum required at the conclusion of the Naval Segment, the German player gains a number of VPs equal to the difference.

Victory: The German player receives VPs in accordance with the Campaign Game Victory Point Schedule. At the end of the final game-turn, total the Victory Points and compare them to the following schedule to determine victory level.

<u>VPs</u>	<u>Result</u>
60+	Overwhelming German Victory
40-59	Substantive German Victory
30-39	Marginal German Victory
20-29	Marginal Allied Victory
5-19	Substantive Allied Victory
Less than 5	Overwhelming Allied Victory

23.3 SCENARIO #6: HISTORICAL CAMPAIGN, MAY 20-31

Play Area: Use both game maps and the Naval Operations Map.

Game Length: A variable number of game turns. Campaign begins on 20 AM and ends after the 31 Night game-turn.

Allied Setup: Allied ground units set up in the hexes listed on the Allied Setup Card. Allied naval units set up in the sea zones/locations listed on the Allied Naval Setup Card.

German Setup: First Wave units arrive by paratroop on 20AM as indicated on German Setup Card.

German Air Units: The German receives the air units listed on the Scenario Air Availability Matrix for Scenario 6.

Reinforcements: Both players receive all reinforcement listed on their respective setup cards. Additionally, the Allied units at Alexandria become available for transport to Crete on the 22AM game-turn.

Special:

Allied Screen: The Allied player must keep naval units with a minimum number of bombardment strength points in the Matapan/East Ionian Sea zones as a screen against possible Italian naval intervention, (in either or both zones, as long as the total is at least six between them). The garrison requirements are:

Game-turns 1-3: At least fifteen (15) bombardment strength points
Thereafter: At least six (6) bombardment strength points

During any game-turn in which the Allied screen's strength falls below the minimum required at the conclusion of the Naval Segment, the German player gains a number of VPs equal to the difference.

Victory: See (22.1) for details on possible Allied Automatic Victory. In the absence of automatic victory, the German player receives VPs as listed on the Campaign Game Victory Point Schedule. At the end of the final game-turn, total the Victory Points and compare them to the following schedule to determine victory level.

<u>VPs</u>	<u>Result</u>
160+	Overwhelming German Victory
90-159	Substantive German Victory
60-89	Marginal German Victory
40-59	Marginal Allied Victory
20-39	Substantive Allied Victory
19 or less	Overwhelming Allied Victory

Some of you may wonder why there is such a large range for German Substantive Victory. What we are trying to reflect here is that historically, the Germans would only have won an overwhelming victory if (a) they had trapped the Allies on Crete, forcing mass surrender, or (b) they had crippled or sunk a large number of the Royal Navy's capital ships. If the German player does either or both of those in the game, he will most likely win an overwhelming victory. If not, Substantive Victory is probably the best he'll do.

23.4 OPTIONAL CAMPAIGN VARIANTS

(23.41) If both players agree, they may use the optional campaign variants for the Historical Campaign Scenario. The procedure for using these variants is listed below.

(23.42) Each player has his own set of variants. Each variant lists some improvement to that player's forces or deployments on Crete. Each variant includes a VP cost to use that variant. VPs for German variants are subtracted from the German VP total at the end of the game. VPs for Allied variants are added to the German VP total at the end of the game. Note that the Allied player may never choose variants which total more VPs than those which the German chose (see 23.44)

(23.43) **German variant procedure:** The German player picks up to three (3) numbered variant options, writes down his choices, sums the VPs these will cost, and announces the VP total to the Allied player.

(23.44) **Allied variant procedure:** The Allied player then chooses any number of variant options that he desires, as long as the VP total of his chosen variants does not exceed the total of the German player's variants.

(23.45) Each player then reveals his variants to his opponent, and adjusts his forces and deployments as directed on the Campaign Option Cards.

24.0 HISTORICAL AND DESIGN NOTES

24.1 UNIT ABBREVIATIONS

Each unit in the game has its own identification. Abbreviations used in identification are interpreted as follows:

Allied Units:

A & SH: Argyll and Sutherland Highlanders; regular army, professional and tough. On 19 May this battalion landed with tanks at Tymbakion on the south coast to guard the Mesara Plain against an airborne landing and air reinforcement; in hindsight a poor deployment but one representing a danger firmly in British minds. With the landing of the German second wave it was ordered to join the Heraklion garrison but on its way north left small detachments behind at Tymbakion and elsewhere, all of whom were lost in the evacuation. While it saw action at El Alamein, losses on Crete were so bad that the unit was not fully reconstituted until February 1944.

Aus: Australian. The Australians on Crete, originally from the 6th Australian Division, represented the first volunteers of that nation. They fought in the 40/41 campaign in the Western Desert and were proud to be the "Victors of Bardia". Crete turned out to be 6th Australian's last fight against Germans or Italians. At the end of the year they were shipped back to the Pacific, there to fight Japanese until the end of the war.

Blck Wtch: The Black Watch Rgt; regular army, professional and tough. This unit had the singular infamy of having lost British Somaliland to the Italians. While not really their fault, bad luck seemed to plague this unit as it "lost" Crete and suffered grievous casualties in the bombing at sea in the evacuation. Late in the year it was chopped up by Rommel's Panzers outside of Tobruk, but was reconstituted yet again in time to face the Japanese in Burma.

Cav: New Zealand Cavalry Rgt.; very weak after action in Greece but still feisty. This unit constitutes the reconnaissance unit like that found in every Commonwealth division. On Crete it had no vehicles whatsoever.

Cdo: Commando. Formed by order of Prime Minister Churchill, these units were highly trained for assault and special missions. Night action was their forte. On Crete were the A and D Battalions, formerly the No. 7 and the amalgamated No. 50 and 52 Battalions respectively, having been coded for deception purposes after reorganization. The 50/52 Bn. was once known as the Middle East Commando and was unusual in that it was raised and trained in the Middle East rather than in the UK and that it contained Arabs, Jews, and various foreigners. The "B" Bn. (formerly No. 8) was at Mersa Matruh in Egypt, the "C" Bn. (formerly No. 11) was on Cyprus, and No. 51 (still with numerical designation) was in Eritrea. Collectively, the entire commando group was known as "Layforce". Layforce took such heavy casualties during May and June that it was disbanded on 1 August 1941. Remnants later formed the Long Range Desert Group and other special detachments.

Comp: Composite. The New Zealand Composite Battalion was first organized as a brigade but with so many shipped home it was tacitly treated as a battalion and placed under command of the 10th NZ Bde., ironically also a temporary formation. The battalion's personnel were organized from rear area troops and gunners all now given a rifle and a grenade or two and told to hold the critical high ground at Galatas in the face of Hitler's finest. The two Australian composite battalions were organized from remnants of regular infantry battalions but lacked cohesion and had few weapons; someone had sense enough to keep these out of action.

FPC: Field Punishment Centre. No girl scouts here, the thieves and thugs in this lot were not armed until their guards saw the whites of the German parachutes. After the first day most took advantage of their liberty to return to their units.

Fd: Field. The term applies to artillery which the British categorized into heavy, medium, field, and light artillery types. No heavy or medium artillery pieces were present on Crete. Of 100 field guns sent to Crete, 49 were salvaged from wrecked ships and poor equipment. All had been captured from the Italians some months before. These weapons were in such poor condition that some could be fired only over open sights, those sights being improvised from wood and chewing gum. There were no 25-pounder guns on Crete, the standard British artillery. The few light guns were 3.7" mountain howitzers, a regular British artillery piece.

Gk: Greek. Greek troops were mostly ill-equipped, untrained, unorganized, and their morale in many cases was considered doubtful. Yet many fought heroically. As they engaged the Germans, they acquired sufficient weapons to arm everyone and actually improved in effectiveness. Virtually all Greek military were left behind when the British evacuated.

Gend: Gendarmes. While their title indicates a police function, the term gendarme carries an almost paramilitary connotation in European countries. They were well trained as individuals but not as a fighting unit.

Huss: King's Own Hussars. Against the French these men rode horses but by WWII they mounted armored vehicles instead, although with much the same mentality of how to fight. The 3rd Hussars were equipped with old hand-me-down light tanks from Egypt, "battered, ancient hulks," with no wireless. This unit spent the war in the Mediterranean area, reequipping several times before the end of the war. Interestingly, this unit drew occupation duty on Crete after the end of the war.

Herak: Heraklion; a scratch unit.

Kings: King's Own Royal Rgt; regular army. They never made it to Crete, although they were available. Soon after Crete, they fought the French in Syria and later the Germans at Tobruk. They finished the war fighting the Japanese in Burma.

Lei: Royal Leicestershire Rgt.; regular army unit, fought well. Later fought at Tobruk and finished the war fighting the Japanese in Burma.

md: medium; (see "Fd" above).

MNBDO: Mobile Naval Base Defense Organization. While intended for the defense of Suda harbor, this unit's fighting component of two AA, two coast defense batteries, and machinegunners was largely scattered elsewhere; its soft organization was, however, used at Suda where it much improved harbor efficiency and organized AA fire to cover ships in the harbor. The MNBDO was part of the navy and many of its component units were of the Royal Marines, who were tough troops. Later, many RM were employed as commandos, but few of their number functioned in an infantry role on Crete.

Maori: A Maori needs no introduction; enthusiastic fighters, they relished night action.

N. Huss: Northumberland Hussars; the 102nd Antitank Rgt. These gunners were now employed as infantry and performed well. They rounded up the badly scattered German Altmann detachment.

NZ: New Zealand. Some consider the New Zealand Division as the best Commonwealth formation in the Mediterranean through most of the war. They certainly took on the best Hitler could throw at them, the elite of the paratroopers at Crete and Rommel's Afrika Korps in several battles. The key was training but they had an extra battalion, the Maori, and usually were well armed. They would face the paratroopers again at Cassino, Italy, in 1944 and would finish the war with the capture of Trieste in north Italy.

Petrol: Petrol Company. This group was combined with the Supply company, the RMT company, and remnants of two NZ field artillery regiments, into a temporary group known as the NZ Composite battalion (see Comp. above). Each company held a certain autonomy within the battalion.

Queens: The Queens Royal Rgt.; regular army. They never made it to Crete although they tried twice. Brigaded with the Kings, (see above), they soon found themselves fighting the French in Syria and the Germans at Tobruk. They finished the war fighting the Japanese in Burma.

Ranger: The Rangers; a Territorial's battalion, later known as 9th Battalion, Kings Royal Rifle Corps. They saw little action on Crete but later fought several battles in the Western Desert and finished the war on the line in Italy.

RHA: Royal Horse Artillery; on Crete, the 106th. Units of the RHA were usually found with armored divisions and in Greece this was true of this unit. On Crete it fought as infantry. Somehow, it managed to get hold of two (possibly 4) 2-pounder AT guns.

Royal Periv: Royal Perivolians; a nickname given to the Transit Camp because the King of Greece had been staying in a house nearby. The camp was a temporary grouping of stragglers from all sorts of units. It was ill-armed and unsteady. The better troops are shown for game purposes as the "Royal Periv" unit, leaving the remainder to be shown as the "Transit Camp" unit. Both units together comprise the historical transit camp.

RM: Royal Marines; (see "MNBDO" above).

RMT: Reserve Motor Transport; a temporary formation of former truck drivers with rifles. Somehow these men managed to fight together as a unit (see Petrol Company above).

RTR: Royal Tank Regiment. All four game units are from the 7th Battalion, a veteran of the 40/41 campaign in the Western Desert. Each was equipped with two MkII infantry Tanks, "Matildas", a tank that frequently broke down but against which the German paratroops would have virtually no defense.

Supply: Supply Company (see Petrol Company above).

S-L: Searchlight; (see "MNBDO" above).

Transit: The Transit Camp (See Royal Periv. above).

Welsh: The Welsh; regular army, professionals. This unit was retained too long as Force Reserve. Once committed it had little support and was nearly destroyed. Later rebuilt in Egypt it was not committed to action until early 1942 when it was promptly exposed and chopped up again. Eventually rebuilt yet again it finished the war on the line in Italy.

Y+L: Yorkshire and Lancashire Rgt.; regular army, professionals with a good record. They later fought at Tobruk and finished the was fighting Japanese in Burma.

German Units:

AA: Aufklarungs Abteilung (reconnaissance)

Geb: Gebirgsjager (mountain)

K: Kradschutzen (motorcycle)

Lehr: Lehr (demonstration)

MG: machinegewehr (machinegun)

Pi: Pioniere (engineers)

Pzjg: panzerjager (anti-tank)

RHQ: regiment headquarters

Sturm: Fallschirmjager-Sturmregiment (Assault Regiment)

The airborne forces used in Operation Mercury were all organized under XI Flieger Korps (Eleventh Air Corps), commanded by Gen. Kurt Student, which included Flieger Division 7, the Sturm Regiment, and various minor units. The 7th Division in general terms consisted of three fallschirmjager (paratroop) regiments, each of three battalions. Divisional fighting elements also committed to Crete were one battalion each of artillery (with the LG 40, a 75mm recoilless rifle), anti-tank guns (37mm), machineguns (MG 34), and engineers (including 4 flamethrowers). The corps also contributed to the drop a few light batteries (20mm) from an anti-aircraft regiment.

Units of 1st Parachute Regiment had fought in Norway and the regiment as a whole, led by Col. Bruno Brauer, successfully dropped on Holland. On Crete Brauer again led the regiment. Since it was part of the Second Wave and had divergent objectives, the regiment consequently suffered heavy casualties. Brauer later led the regiment on the Russian front Brauer had the curious fate of being appointed fortress commander of Crete for a time and led the campaign against the partisans. There he is said to have made friends among some civilians but doubtlessly made enemies of others as after the war in Athens he was tried, convicted, and shot as a war criminal. First Regiment later returned to the Mediterranean fighting in Sicily and Italy until the end of the war.

Only part of the 2nd Parachute Regiment saw action in Holland and part again was dropped to capture a crossing over the Corinth Canal in Greece on 26 April 1941. On Crete the regiment would again not fight as a whole but throughout all was led by Col. Alfred Sturm. Little resistance was expected at Retimo, so 2nd Para, was split yet again. As a result, it was nearly destroyed. Like the rest of the division after Crete, 2nd Para, spent time on the Russian front, now led by Walter Gericke, formerly of IV/Sturm. Later 2nd Para helped form 2nd Parachute Division in France and spent time in Italy, Russia again, and then back to France where 2nd Para. Regiment was lost in Brittany when it surrendered along with the rest of 2nd Para Division at Brest.

Crete would be 3rd Parachute Regiment's first battle as a formation. Aply led by Col. Richard Heidrich, the regiment was heavily engaged in the Prison Valley from every direction until relieved by mountain troops arriving from Maleme. After Crete 3rd Para, saw heavy action in the Leningrad sector of the Russian front. Later, it reunited with the new 1st Parachute Division and saw action in Sicily and Italy (under command of Ludwig Heilmann who commanded Bird Battalion on Crete) until the end of the war. Heidrich rose to command first the division and later 1st Parachute Corps.

Practically a miniature division unto itself was the Fallschirmjager Sturmregiment with three rifle battalions and four additional weapons companies (organized as the IV Battalion, the "Blue Comets"). Sturm personnel represented the elite, trained for both glider and parachute operations. For Crete there were only enough gliders to carry the 1st Battalion (for game purposes each company has been identified by its commander; see sidebar) plus regiment headquarters. At this time air assault theory held that glider units would be the special shock troops that opened the battlefield to the rest of the army. On Crete they accomplished only occasional local surprise. Only when the mass of the Sturm Regiment was applied did Maleme airfield fall. It was perhaps the fact that they were the elite that they could succeed.

The Sturm Regiment was commanded by Col. Eugen Meindl who was badly wounded the first day on Crete. Arriving the second day was Col. Bernhard Ramcke (later noted for exploits in Africa, Russia, and France) who took command of the regiment and consolidated the capture of the airfield. Later in Russia the regiment was committed only piecemeal. There, Meindl returned to duty to command only various Luftwaffe ground units. Meindl finished the war commanding 2nd Parachute Corps in Normandy and Holland. The Sturm Regiment never fought again as a whole and was split up over the years to provide cadres for other parachute formations; for example the IV Bn became n Bn/6th Parachute Rgt. and later still became the 11th Parachute Rgt. which fought throughout the Italian campaign.

Once the paratroops on Crete secured an airfield, reinforcements could be flown in. Normally, the 22nd Air-landing Division would be that reinforcement, but it was under Hitler's orders to remain in Rumania. Two mountain divisions, 5th and 6th, with similar scales of equipment had to do the job instead. This choice proved fortunate as the personnel were good and shipment delays were few. Led by 5th Division's Gen. Julius Ringel, the fresh mountain troops broke the British front at Galatas and closely pursued the British all the way to their evacuation at Sfakia. After Crete, 6th Division was sent to Norway and spent the rest of the war there. Fifth Division stayed in the Balkans and was not committed to the Russian front until the next spring when it moved to the Leningrad area. There it remained until after the Allied landings in Sicily when it was decided that a mountain division was needed on the Italian front. Still led by Ringel, the 5th proved effective and fought the New Zealanders yet again. In part because of heavy casualties, the division was moved in late 1944 to the mountainous Franco-Italian frontier where it finished the war.

24.2 ANNOTATED BIBLIOGRAPHY

ANNOTATED DESIGN BIBLIOGRAPHY

by Vance von Borries

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 - b. Julius Ringel, "Capture of Crete", MS# B-646.
An outstanding report, lengthy, well written, and has detail often quoted elsewhere but, as usual, without attribution.
 - c. Conrad Seibt, "The Crete Operation", MS# B-641.
A good report with an interesting viewpoint and asides, but some OOB info, is confused with conditions later in the war.

24.3 DESIGNNOTES

Those of you who are familiar with the earlier games in GMT's Operational Level Series will recognize this game's roots. Gene and I wanted to make changes to that system, and change we have, in buckets. This game bears hardly a passing resemblance to its original, and none at all to my 1978 effort with another company on the same subject.

From the start, Gene and I decided the game would feature air and sea action to enhance land action. I wish we had fewer charts and tables, but they all proved necessary, and I am happy with how these allow the layers greater latitude in strategic decision-making during play. The Allied player has a powerful weapon with his fleet. It can bombard, transport reinforcements of supplies, intercept enemy reinforcements, and evacuate refugees. Countering the fleet is the Luftwaffe, which can bombard anything in sight, perhaps even a battleship.

The British air force is not shown because at this time it was a spent force; only trivial numbers of aircraft attempted intervention on Crete. While some minor Italian naval units are depicted in the game, the main fleet is not, in large part because of its humiliation at Matapan two months before. Italian submarines, though present in the area, were not a factor in the campaign.

Despite the airplanes and ships, the battle for Crete was really an infantryman's fight. We first thought the game could be done at mostly battalion level (companies for the paratroops) and *almost* made it work. Anomalies in the system kept dogging us, however, so we switched to entirely company level, a scale more suitable to this land game system. We opted to omit most rear area personnel, as they would not figure into any real combat. Furthermore, being gamers, we understood that other gamers (like us and our playtesters) would always do some screwball thing with them. For similar reasons we left out the Allied heavy AA which ringed Suda Bay. While these weapons could deal with high-level bombers, they had difficulty in tracking fighters and dive bombers.

Finally, let me take this opportunity to thank Tony Curtis for his many valuable suggestions and selfless hours in play testing. The game owes much to his efforts.

-Vance von Borries-

As Vance noted, the *Operation Mercury* game system has evolved from my earlier three designs. While we liked the original ground combat system in those designs, we wanted to add command control, and even more levels of uncertainty to the combat process. So now, in addition to Combat Refusal, Defender Reaction, two types of combat, and variable support results, you get Attack Coordination. While the rule may seem pretty simple, it took us seemingly forever to get this to work just right. Finally, I think I'm satisfied that you'll never be able to reliably *predict* the outcome of a combat. Still, if you do tactically smart things, good results will generally follow.

I'll have more to say about strategies and game play within the pages of *C3i*, (I only get 1/3 of a column here!), but in general, decision-making (hopefully they'll be agonizingly painful decisions for which the designers will be roundly cursed!) is what this game is about. The German player has a bunch of difficult choices regarding how, when, and where to employ the Luftwaffe. When using the Campaign Options, where to make the main drop is a tough one, too. And the cat-and-mouse game with the convoys will, we hope, give you many hours of guessing, second-guessing, and just plain fun. The Allied player's choices revolve around how to use the navy, as well as when and how to counterattack. Neither side has any dirth of decisions to make.

I want to echo what Vance said about Tony Curtis. Tony has been much more than a playtester-more like a co-designer, and has helped immeasurably in streamlining systems, catching contradictions in the rules, and generally keeping Vance and I on our toes. He is a master of a skill many of us could use, that of being able to disagree without being disagreeable. Thanks, Tony!

-Gene Billingsley-

24.4 CREDITS

Game Design and Development:	Gene Billingsley Vance von Borries
Original Game System:	Gene Billingsley
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Playtesting:	Gene Dickens, Richard Diem, Bob O'Connor, Tom Switajewski, Roger Gilson, Jim Winchell

OPERATION MERCURY EXPANDED SEQUENCE OF PLAY

I. STRATEGIC SEGMENT

A. Recovery Phase

1. Remove Fatigue markers from all units not in an enemy ZOC (AM game-turns only).
2. Remove First and Final Fire markers from both sides' artillery units.
3. Remove Dispersed Markers from all Dispersed units.
4. Place both sides' HQs due to return this turn.
5. Place returned Greek Militia units (AM turns only).
6. All detected TFs and naval units are flipped to their undetected side (Night turns only).

B. Supply Phase

1. Allies allocate On Hand RSCs (Game-turn 1 only).
2. Remove RSC Expended counters from Sector Supply Tracks (AM turns only).
3. Flip On Hand RSCs (no more than one per sector) to Supply Expended side. Increase Sector Supply Status by one level (AM turns only).
4. (German Player) Declare 5 steps of Air Transport devoted to supply at any friendly airfield not in an enemy ZOC. Land RSC at that airfield. Place On Hand RSC on applicable Sector RSC Box.
5. Determine Sector Supply Status for each Sector.
6. Adjust supply levels in each Sector.

C. Evacuation Determination Phase (starting 24 PM)

1. If three conditions of (20.11) are met, the Allied player rolls once and consults the Allied Evacuation Table.
2. If result is "Evacuate", place Evacuation Ends marker on Game-Turn track ten (+10) boxes from this turn.

II. AIR SEGMENT

A. Air Allocation Phase

1. Place all units from any Mission Box in Ready Box.
2. Roll for all units in Flown Box. Units that pass go to Ready Box. Others remain in Flown Box.
3. Roll for all units in Abort 1 Box. Units that pass go to Flown Box. Others remain in Abort 1 Box.
4. Roll for all units in Abort 2 Box. Units that pass go to Abort 1 Box. Others remain in Abort 2 Box.
5. Break down or recombine eligible Ju-87s.
6. Allocate air units in Ready Box to missions (No air missions during a Night turn).
7. Allocate and Resolve Interdiction missions (including AA Fire. Determine Interdiction levels in each sector. Return all surviving air units to Flown Box.

III. NAVAL SEGMENT

Perform only when playing the Naval Game.

A. Port Refit Phase

1. Allied player rolls to advance naval units through refit boxes to Ready to Sail Box in Alexandria.
2. Allied player rolls to repair damaged naval units in Alexandria Ready to Sail Box.
3. Allied player creates/reorganizes TFs. Available Allied units and RSCs at Alexandria are loaded on naval units assigned to TFs created at Alexandria. **Note:** Undetected TFs may become Detected (see 18.18).
4. German player advances returned German convoys one space on the Athens In-Port Track.

B. Allied Naval Movement Phase

1. All TFs on the Naval Operations Map may be moved up to their maximum movement allowance.
2. Any TFs from Alexandria may enter the Egypt Coast sea zone, and possibly move further.
3. Any TFs entering as reinforcements are placed on the appropriate sea zone at a cost of 1 MP.
4. After all TFs are moved, naval units may be exchanged/reshuffled between TFs occupying the same Sea Zone. **Note:** Undetected TFs may become Detected (see 18.18).

C. First Naval Combat Phase

1. Allied Surface Search.
2. German Air Search (AM and PM turns only).
3. German Air-Naval Combat (AM and PM turns only).
4. Resolve AA Ammo Depletion.
5. Move all air units on Search/Coordination missions to Flown Box.
6. Allied Surface Combat.

D. German Naval Movement Phase

1. All German naval units on the Naval Operations Map may be moved up to their full movement allowances.
2. Any German units in the Athens Ready to Sail Box may expend one MP to enter the Naval Operations Map.

E. Second Naval Combat Phase

1. Allied Air Search (AM and PM turns only).
2. Allied Surface Search.
3. Allied Surface Combat.

F. Amphibious Landing Phase

1. The Allied player conducts Amphibious Landings.
2. The German player conducts Amphibious Landings.

G. Naval Unloading Phase

1. The Allied player unloads eligible units and RSCs.
2. Allied Coastal Steamer move (optional-Night only).
3. The German player unloads eligible units and RSCs.

IV. MOVEMENT AND COMBAT SEGMENT

Performed twice each game-turn, first with a German Player Segment, then with an Allied Player Segment.

A. Paratroop Phase (German Player Segment, only on turns when the German is paratrooping units)

1. Place Airborne/glider units on drop hexes.
2. Allocate and resolve Special Air Bombardment and AA fire (Game-turn 1 only - see 12.55).
3. Resolve Paratroop Procedure to determine landing condition and possible drift of all paratrooped units.
4. Place First Fire marker on all artillery/AA units that land by paratroop.
5. Resolve Paratroop Special Assault Combat for paratrooped units that are in same hex as Allied units.

B. Movement Phase

1. Move units by Air Transport to controlled airfields (German player only).
2. Move ground units (undispersed units that were paratrooped or landed amphibiously this turn have a movement allowance of one (1) and cannot move more than one hex. The same restrictions apply to allied units on Game-turns 1 and 2 - see 4.62 and 4.63).
3. Place Fire marker on artillery units (not mortars) that move.

C. Bombardment Phase

1. Declare artillery units that are bombarding and designate target hex(es).
2. Place air units on target hexes.
3. Resolve AA Fire against air units that will bombard.
4. Place "First Fire" or "Final Fire" on all artillery units which fire.
5. Resolve in order separate Bombardments for air/naval/artillery on Bombardment/Support Table and allocate losses. If a bombardment causes the target elimination, the following are free to choose another target.

D. Combat Declaration Phase

1. Declare all combats. Designate attacking units.
2. Place "Declared Combat" markers on all attacking units/stacks, with arrow pointing toward the defending hex.

E. Combat Refusal Phase

1. Defending stacks which contain no Dispersed or

Fatigued units and which contain at least one unit with an *efficiency rating* of five (5) or greater are eligible for Combat Refusal.

2. Defending player rolls once for highest efficiency unit in hexes where he wishes to refuse combat.
3. Successful unit/stacks retreat one hex.
4. Attacker may move up to 6 stacking points into the hex.

F. Defender Reaction Phase

1. Defending player announces all attempts to react into declared combats (one non-fatigued, non-dispersed unit with a *movement allowance* of five (5) or more may attempt per declared combat).
2. Defending player makes an efficiency check for each unit attempting to react.
3. Those units which pass their efficiency checks move into hexes which are targets of declared combat.

G. Combat Phase (one combat at a time)

1. Attack Coordination die roll.
 - a. Roll once and compare to the efficiency rating of a friendly HQ within command range of the defending hex to determine whether the attack is coordinated and if support fire is available.
 - b. Uncoordinated attacks cause unfavorable column shifts and DRMs and disallow support fire.
 - c. Die rolls greater than the HQ efficiency rating by two or more (2+) indicate that the ensuing combat MUST be an Assault with all units from only one hex, with unfavorable DRMs.
2. Attacker declares Maneuver Combat, Assault Combat, or both against the attacked hex, within the limitations of the Attack Coordination die roll result.
3. If Maneuver Combat, then:
 - a. Designate attacking units and "lead unit", then compute odds and column shifts.
 - b. Attacker allocates and resolves support fire, if available.
 - c. Defender allocates and resolves artillery combat support fire.
 - d. Place First Fire or Final Fire markers on artillery units which fire.
 - e. Attacker rolls die and resolves Maneuver Combat, modifying die roll for DRMs listed on Maneuver Combat Table.
 - f. Allocate losses, conduct retreats, and fatigue units.
4. If Assault Combat, then:
 - a. The attacker designates which of his units are attacking using Assault Combat.
 - b. Defender allocates artillery for Defensive Bombardment. Place Fire marker on all units that fire.
 - c. Both players designate "lead unit".
 - d. Defender resolves Assault Combat Table first, modifying for listed DRMs. Attacker losses are allocated immediately. (**Exceptions:** Allied assaults at night and ALL attacks in which Engineers are the "lead unit" are resolved simultaneously).
 - e. Attacker resolves Assault Combat Table, modifying for listed modifiers. Defender losses are allocated.
 - f. Both sides simultaneously conduct an efficiency check for their "lead unit".
 - g. A second round of Assault Combat is fought if one or both sides pass their check.
 - h. If the defender is not eliminated, attacking units remain in the hex(es) from which they attacked.
 - i. If defender is eliminated, attacker advances up to six stacking points into vacated hex.

V. GAME RECORD SEGMENT

When both players have completed their respective Movement and Combat Segments, the game-turn is complete. If this is the final game-turn, or if this turn's box on the Game Turn Track is occupied by the Evacuation Ends marker, the game is over and victory is determined. Otherwise, move the Game-turn marker to the next space on the Game Turn Track and begin a new game-turn.