Rules of Play

Descent on Crete
May 1941
1.0 INTRODUCTION
Descent on Crete is a grand tactical, company level simulation of the German Commonwealth operation against the British possessions that took place in the Maleme-Suda Bay area of Crete during the period 20 to 28 May 1941. The Germans executed Operation Merkur, which involved the initial drop of the greatly reinforced 7th Parachutte Division, spearheaded by the elite Assault (or Sturm) Regiment. The game covers the critical action in detail. The Germans were determined to capture the island in order to control the oilfields of Ploesti, Rumunia, from RAF attack, and to serve as a possible steppingstone in the conquest of the Middle East. Crete, however, proved an extremely difficult nut for the Germans to crack, and the descent on Crete was to end all hopes of conquest in the Middle East.

After the men of the 7th Parachute had landed, they were to secure the Malefe Airfield so as to allow the mountain troops of the 5th Mountain Division to land and aid the paratroopers. These mountain troops, while not as effective as the men of the 7th Parachute, were armed with more heavy weapons and were able to make up in firepower for what they lacked in numbers. While the British were not aware of the operation, they were very aware of the oilfields of Ploesti as these were the targets of the RAF. Aided by the German airdrop — the designation used, elsewhere — the Germans could make up in firepower for what they lacked in numbers. More importantly, the Germans had absolute control of the air. This superiority influenced the campaign more than perhaps any other factor and certainly contributed to the command paralyzation on the Commonwealth side. Throughout the course of the game, Players will be presented with a series of turns called Game-Turns, each of which represents two to four hours of real time. In the course of a Game-Turn, Players will move their pieces (hereafter referred to as units) and engage in combat in an attempt to fulfill the Victory Conditions.

The play of the game is constructed around a series of Game-Turns, each of which represents two to four hours of real time. When more than one Player participates, please bear in mind that Players on each side must cooperate to a certain degree. Definitely no Friendly units may attack other Friendly units, for instance; but the method in which the Enemy is attacked is up to the individual Player. Descent on Crete is not designed for solitaire play in its present form, but the entering Player can devise a workable solitaire game in several hours.

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2.0 GAME ORGANIZATION
The rules to Descent on Crete are organized in separate sections. Each section covers one major aspect of the game, which is numbered for easy reference (e.g., 1.0, 2.0, and so on). Some rules Sections have a Commentary, which gives the Players some historical insight into the designer’s rationale for certain rules. Most of the Sections have a General Rule, which is a broad description of the elaborated specific rules which follow. Note that in all instances in which a General Rule appears to conflict with a specific rule, the specific rule takes precedence. Specific rules are referred to as Cases throughout the rules. These cases are numbered as subdivisions of the rules Sections (e.g., 7.1, 7.2, and 7.3 are all subdivisions of Section 7.0). In most instances, the Cases themselves are subdivided into secondary Cases (for example, Cases 7.11, 7.12, and 7.13 are all subdivisions of Case 7.1). Prior to reading the rules, Players should examine all the various components of the game and keep them at hand for easy reference while reading the rules. Begin by carefully examining the maps, then the counters, and finally the play aids (charts, tables and tracks). Players should then carefully read the Sequence of Play (Section 5.0), since it is the framework around which the rest of the rules are structured. Then read the Commentary and General Rule for each rules Section, briefly scanning the individual Cases. Finally, Players should read through all of the rules at least twice. Players may wish to underline rules of major importance. Experienced Players will probably have their own method of reading rules; the method described has been the most successful method of teaching people how to play the game.

3.0 GENERAL COURSE OF PLAY
Descent on Crete is designed for two Players. It can be made into a multi-Player game by dividing the various forces among teams of Players. When more than two Players participate, please bear in mind that Players on each side must cooperate to a certain degree. Certainly no Friendly units may attack each other Friendly units, for instance; but the method in which the Enemy is attacked is up to the individual Player. Descent on Crete is not designed for solitaire play in its present form, but the entering Player can devise a workable solitaire game in several hours.

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4.0 GAME EQUIPMENT
4.1 THE GAME-MAP
The game-map is composed of two separate 22" by 34" maphsheets which, when placed together, form the northwestern part of Crete in which the most crucial aspects of Operation Mercury took place. A numbered hexagonal grid is superimposed on the game-map to regulate movement. In addition, each hex is analyzed as to its terrain type, in order to regulate the movement, fire, and close assault of units. Each of the different types of terrain on the map is displayed on the Terrain Key section of the East Map. The various effects of terrain are stated in Section 11.0 and integrated into various charts and tables.

4.2 GAME CHARTS AND TABLES
The game makes use of various tables, charts, and displays to organize data in an easily retrievable form. The use of these graphic aids is explained in the appropriate rules Sections and on the charts and tables themselves. Note the various locations of these tables on the separate chart sheets. Players may wish to write the rules Case which explains each chart or table on the individual chart or table.

4.3 THE PLAYING PIECES
The variously colored die-cut counters are the playing pieces of the game. They are divided into two basic types, each of which has a number of sub-types. The first is the Type of the unit. These counters represent the actual infantry companies, tank troops, and artillery batteries which were available to the commanders in the historical situation. These counters are printed in a variety of colors to distinguish their various nationalities. The German parachute units are of two nationalities, the German paratrooper, mountain Army and Luftwaffe units are differentiated for game purposes. The Commonwealth units comprise many different nationalities, which are represented in the counters. In addition to units, there are markers (see Case 4.42). These are used to reflect the effectiveness of a unit (or player) in the status of the game-map (e.g., entrenchments, destroyed or blown bridges).

4.31 All of the combat units (those depicting a military formation as opposed to support group units or leader units) have strength values printed on both sides of the counter. This permits the Player to deploy the unit in either of two modes by simply revealing one side of the unit for the other (see Section 14.0 for more detail). Note that regardless of which side of the unit is face up, the numerical values representing its Strength and Morale remain constant. When and if a unit loses Strength points, the Player will place an appropriate Strength marker under the unit to reflect that loss (and the Morale will be reduced accordingly).

4.32 The front side of a unit depicts its "strongest" aspect (usually Concentrated). The back side depicts a "weaker" aspect (usually Dispersed).

4.33 Leaders and support group units do not have reverse sides, per se. The backs of leader units are blank, but the backs of support group units are marked "NCO" to remind Players that those units may only be in Concentrated mode. Similarly, static artillery-type units are marked with a "STAT" on the reverse side of the counter to indicate that these units may not move. They do not have a Dispersed side.
### [4.4] SAMPLE UNITS

#### DIRECT FIRE UNITS

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry</td>
<td>Infantry</td>
</tr>
<tr>
<td>Engineer</td>
<td>Engineer</td>
</tr>
<tr>
<td>Reconnaissance</td>
<td>Reconnaissance</td>
</tr>
<tr>
<td>Machine Gun</td>
<td>Machine Gun</td>
</tr>
<tr>
<td>Artillery</td>
<td>Artillery</td>
</tr>
<tr>
<td>Flak/Anti-Aircraft</td>
<td>Flak/Anti-Aircraft</td>
</tr>
<tr>
<td>Pioneer</td>
<td>Pioneer</td>
</tr>
<tr>
<td>Headsquarters</td>
<td>Headsquarters</td>
</tr>
<tr>
<td>Support Group</td>
<td>Support Group</td>
</tr>
</tbody>
</table>

#### INDIRECT FIRE UNITS

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Static Artillery</td>
<td>Static Artillery</td>
</tr>
<tr>
<td>Heavy Weapons</td>
<td>Heavy Weapons</td>
</tr>
</tbody>
</table>

#### AIRBORNE UNITS

Some German units are airborne units. Although these units bear no distinctive symbol, their special character is indicated by their location on the German Formation Display.

Players will note that German Paratrooper and Mountain units are differentiated only by color on the counterface. Glider units are not indicated, but for the Player's information, only the units whose designation begins with "AR" were glider-delivered units.

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### [4.4.1] Unit Type Symbology

Every unit is identified as to type by the symbols printed on the counter face. The unit type determines whether the unit is a Direct Fire unit or an Indirect Fire unit and whether it is a protected (armored) target or a non-armored target. Unit type also affects movement costs.

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### Artillery Units

Artillery units are treated as an infantry-type unit unless the unit type specifically shows otherwise. However, some Headquarters units possess a parenthesized Effectiveness rating on their Concentrated face. Note that almost all Headquarters possess the "HQ" symbol.

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### Airborne Units

The parachute and glider units are not distinguished on the counters. Their special function is the first-turn landing. For normal combat, movement, etc., there is no functional difference between (e.g.) an ordinary infantry unit and a parachute or glider infantry unit.

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### Cavalry/Machine Gun Units

Cavalry/Machine Gun Units perform as a combination Machine gun and Reconnaissance unit. They have all attributes of the two types.

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### Headquarters/Anti-Tank Units

Headquarters/Anti-Tank Units act exactly as Anti-Tank units do, but they also serve as Headquarters units for the formations that they control. A considerable number of unit types are provided to inform the Players of the historical composition of the unit. Other than that, units such as Machine Gun units have their unit types presented as a largely cosmetic device. If the unit type is not mentioned in the Section on Special Unit Types (Section 20.0), the Player may assume that the unit type has little or no effect.

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Players will note that German Paratrooper and Mountain units are differentiated only by color on the counterface. Glider units are not indicated, but for the Player's information, only the units whose designation begins with "AR" were glider-delivered units.
Serious students of history will note that the German landing sites and strengths do not exactly correspond to the historical ones. The designer chose to do this for two reasons: one, for the obvious reason of playbalance; but also so that several situations that occurred in the actual battle would not be recreated in the game. The Commonwealth deployment is slightly altered, but not to any significant extent.

One of the important aspects of the battle for Crete is the channelling of the various attacks. Players of wargames know, of course, that flankin actions are important in almost any battle. But the commanders on Crete did not have precise knowledge of enemy dispositions and strengths, and were not about to go slogging around in the rough terrain without that information. Aside from that, the straight-ahead attack and defense seemed to work well and put a great deal of pressure on an enemy position. Players will note that the initial positions of the various units do not allow for sweeping flanking actions, but does recreate the initial close quarters combat situation.

### [4.4.3] Nationalities and Major Subgroups

The counters are basically divided into two major groupings: the Germans and the Commonwealth. Within each group they are further subdivided. The Germans are divided into the different divisions involved, and the Commonwealth is divided into the nationalities involved. All these groupings are distinguished by color.

- **Color**
  - Dark Grey: German Paratrooper
  - Green: German Mountain
  - Gray: German Army and Luftwaffe
  - Red: British
  - Orange: Australian
  - Brown: New Zealander
  - Light Yellow: Greek
  - Yellow: Cretan, Cyriote, and Palestinian

Note that all German Paratrooper units are from the 7th Parachute Division which was reinforced for the operation. All Mountain units are from the 5th Mountain Division which was reinforced by the 6th Mountain Division during the battle. All German Army units are from the 5th Armored Division.

### [4.5] Glossary

The terms covered below are those that are not completely explained in the ensuing rules. In some cases, the definitions given below are expanded upon and/or repeated in the ensuing rules.

- **Artillery-type unit:** This term refers to all units with ranged fire, with the exception of armored and heavy weapon units. In certain cases, it will exclude anti-tank or flak units because of the rules in Section 20.0 (Special Unit Types).

  - **Effectiveness rating:** The relative killing power of an individual unit's main weapon on a scale of 1 to 9. The Effectiveness rating is sometimes modified to reflect an extremely high-morale unit — one that is so good that the scale of 1 to 4 is insufficient to reflect the quality of the unit. The Effectiveness rating changes with a unit's Organization Mode. A unit's firepower depends on its Strength (see below) and Effectiveness rating.

  - **Fire capability:** Fire capability represents the amount of firepower that can be brought to bear on a landing German paratrooper unit. It is used to refer to Commonwealth units exclusively. For rules covering its usage, see Case 16.2.

- **Infantry-type unit:** This term encompasses all units that perform as an infantry unit, including engineers, reconnaissance, machine gun, headquarters, and pioneer units. Most of these units have a special function that is covered in Section 20.0, but for the most part they are assumed to be infantry units.

  - **Mode:** The basic state of a unit. A unit (depending on its capabilities) can be in Dispersed, Concentrated, Travel, Deployed, or Disrupted mode. It can never be in more than one mode at the same time. See the appropriate rules for an explanation of the various modes.

- **Morale:** An expression in numerical form of the unit's overall combat worthiness. It is determined on the basis of a particular unit's recorded performance in battle, but it is mostly determined by intangibles such as ethos and (most importantly) the designer's opinion.

- **Movement allowance:** Every unit has a Movement allowance of 4 Movement points. The Movement allowance is not printed on the counter. Whenever a unit moves from hex to hex it expends 1 or more (or a fraction of) Movement points. It may spend no more than 4 Movement points during a given Movement Phase.

  - **Range:** The maximum distance in hexes that a unit may fire. Units with no printed range have a range of one hex.

  - **Strength:** The number of men in a given unit. The general formula for determining the number of men is to multiply the assigned Strength of a unit by 25. However, the formula for the German paratroopers is roughly 15 times the assigned Strength, while the Greek multiplier is between 30 and 50 (and includes Partisans). This reflects the difficulty of simulating the battle for Crete on the **Highway to the Reich** scale and system. The Greeks, while performing credibly in most areas, usually had one rifle per every two men, which greatly reduced their effectiveness in the battle. To simulate the tenacity of the German paratroopers, it was necessary not only to decrease their multiplier, but to alter the actual landing and organization of the paratrooper units. For armor or artillery, each Strength point is one tank or gun. The printed Strength is the unit's initial or assigned Strength. Whenever the unit loses Strength because of combat, etc., the Player should place a Strength marker under the unit to reflect its new reduced Strength. If a unit with an initial Strength of 5 loses 1 Strength point, the Player places a 4 Strength marker to reflect the loss, giving the unit a current Strength of 4.

  - **Subordination:** Subordination reflects the chain of command in the various armies and imposes various restrictions on the combat units. The subordination rules simulate the armies' attempt to keep all units in command control, and the concept is more fully explained in Section 12.0.

  - **Support Group Unit:** A unit that is incapable of combat, generally because the unit represents, for instance, a dock-loading formation attached to the Commonwealth Mobile Naval Base Defence Organisation that served Suda Bay before and during the battle. See Case 20.9 for further details.

### [4.6] Game Scale

Each hex on the game-map represents 640 meters of terrain from hexside to hexside. Each infantry-type unit represents a company. Each artillery-type unit represents a battery. The armored units that do not represent one tank each are platoon-equivalents. Each day Game-Turn equals two hours, while each night Game-Turn equals four hours of real time.

### [4.7] Inventory of Game Parts

A complete game of *Descent on Crete* includes:

- **One Rules Booklet**
- **Three different Sheets Die-Cut Counters** (40 each; 1200 total)
- **Two 22" by 34" Map Sections (West and East)**
- **Two identical Sheets of Tables**
- **One Commonwealth Formation Display**
- **One German Formation Display**
- **One German Turn-Record/Transport Point Track**
- **One Commonwealth Turn-Record/Phase Indicator Track**
6

GAME-TURN SEQUENCE OUTLINE

1. **German Command Phase:** The German Player judges the supply status of each of his units, starting with the headquarters units, from which most supply flows. He may then attempt to remove Disruption from affected units. Finally, the German Player places all (normal) airstrikes. If any of the parts listed above are missing or damaged, please write to: Customer Service

c/o Simulations Publications, Inc.
44 East 23rd Street
New York, N.Y. 10010

When corresponding about a complaint about a missing or damaged part, please be specific about which part(s) is missing/damaged, as this will greatly facilitate processing. Questions regarding the rules of the game will be answered if accompanied by a self-addressed, stamped envelope and if all questions are phrased to be answered by one word. Send all rules questions to the above address, and mark them: Rules Questions: Descent on Crete.

[4.8] PREPARATIONS FOR PLAY

The two map sections have been designed so that they join to form a "T." Players should note that certain scenarios may be played on one map section, thus requiring less space for play. The two maps are referred to as the West Map and East Map, but when referring to hex numbers on individual maps the following code is used: Wxxx or Exxxx. The two maps adjoin so that hex W0101 is identical to hex E0103, and hex W901 is identical to hex E903, and all hexas in between correspond similarly (see diagram below). A combination compass rose/Scatter Diagram is included on both maps to facilitate the adjoining of the maps.

Prior to play, many units should be sorted into their various organizations on the Formation Displays, which will provide a convenient reference for the placement of all units. The various markers should be sorted by type as fully as possible in the component tray. These activities will, to say the least, greatly facilitate play.

[5.0] SEQUENCE OF PLAY

**GENERAL RULE:**

The key to the play of *Descent on Crete* is the Sequence of Play. The Sequence of Play rigidly structures when and what order each activity is executed within the Game-Turn. The completion of an entire sequence is called the Game-Turn. A sequence is broken down into fifteen Phases, which alternate between the Players. During each Phase, one Player is designated as the Phasing Player. The non-Phasing Player may perform no functions (except Opportunity fire and fire at landing paraatroop units) until his own Phase. Each Game-Turn, and all activity within the Game-Turn, must proceed strictly according to the Sequence of Play. Each Scenario lists the starting Phase of the first Game-Turn of that Scenario, as does the Battle Game.

[6.0] FIRE COMBAT

**COMMENTARY:**

One of the objectives in *Descent on Crete* is to eliminate Enemy units. The way in which this was done most often during World War II was by fire combat. Though hand-to-hand melee, rock- and spear-throwing experienced a renaissance in terms of usage (some Greek regiments did not have arms for over half of the regulars, let alone the irregulars), they all took a back seat to guns.

Each unit in the game is classified as either a Direct fire unit, an Indirect fire unit, or a unit unable to fire. Units without an Effectiveness rating are unable to fire. The most common Direct fire units are the infantry companies. The most common Indirect fire units are the artillery batteries and the heavy weapons companies. The infantry companies are primarily armed with rifles and a sprinkling of machine-guns; these must be fired on targets which are directly observed by the gunners to take effect. In other words, a gunner has to see his target to hit it, hence the term Direct fire unit. Artillery and mortars (the primary weapon in heavy weapons companies) are usually fired at targets that are hidden or masked from the view of the firing position, with detached observers who can see the target communicating to the Indirect fire unit by radio or telephone. In this way, the Indirect fire unit is informed as to where the target is. It is known as calling in fire, hence the term Indirect fire.

**GENERAL RULE:**

During a Player's Conditional or Free Fire Phase or when an Opportunity fire is triggered by an Enemy unit, a Player may use his Direct fire units to make Direct fire attacks upon specific, individual Enemy units. Under no circumstances may a unit fire upon more than one enemy unit in the same Phase. A Player may use his Indirect fire units to make Indirect fire attacks in his Conditional or Free Fire Phase, only. Direct fire units may fire only at the two topmost units in an Enemy stack, and a unit employing Direct fire must be one of the top two units in its own stack. An artillery (Indirect fire) unit may attack any unit of the owning Stack, while a heavy weapons (Indirect fire) unit may attack only one of the top two units in an Enemy stack. An Indirect fire unit may fire from any position in its own stack, so that an artillery unit could theoretically be the bottom unit in a four-high stack, and be eligible to fire on the top unit in an Enemy four-high stack. Opportunity fire is resolved exactly as Direct fire, but it may be triggered only by Enemy movement or mode changes in the Enemy Movement Phase or the Enemy Organization Phase.

**PROCEDURES:**

**Direct Fire Attack**

1. Refer to Table 6.61, Fire Value Matrix: Direct Fire (see separate sheet).
2. Crossreference the current Strength of the firing unit with its Effectiveness rating, with reference to the type of unit being fired at (armor in rare cases, non-armor in nearly all). This will locate a Fire Value (a number from 1 to 9).
3. Refer to Table 6.63, Fire Results Table (separate sheet).
4. Insert the Fire value (obtained in step 2) into one of the top lines of the Fire Results Table, making reference to the target unit mode (Dispersed or Undispersed) and the terrain in the target hex.
5. Roll two dice. Crossreference the number rolled with the Fire value. This locates a result which is immediately applied to the target unit.
Indirect Fire
1. Refer to Table 6.62, Fire Value Matrix: Indirect Fire (see separate sheet).
2. Crossreference the current Strength of the firing unit with its Effectiveness rating, with reference to the type of unit being fired at (Armored or Non-Armored). This will locate a Fire value (a number from 1 to 9).
3. Refer to Table 6.63, Fire Results Table (see separate sheet).
4. Insert the Fire value into one of the top lines of the Fire Results Table marking reference to the target unit mode and the terrain in the target hex.
5. Roll two dice. Crossreference the number rolled with the Fire value. This locates a result which is immediately applied to the target unit.

EXAMPLE:

Fire Combat
A British infantry company with a Strength of 5 and an Effectiveness rating of 3 fires on a German infantry company that is Dispersed in mixed terrain. Crossreferencing the two values on Table 6.61 results in a Fire value of 4. This value is inserted into Table 6.63 on the “Dispersion in Other Terrain” line. The Commonwealth Player then rolls an 11 on the dice. The German unit is Dispersion if it is not already so (which it is in this example) because the combat result was D (but the owning Player may choose to take a 1 Strength Point loss rather than disperse; see Case 6.31).

Note that the Strength of the target unit is immaterial when executing fire. Only its mode, the terrain it occupies, and (for armor only) the unit’s type matter.

CASES:

6.1) RESTRICTIONS ON FIRE COMBAT

6.1.1 A unit is never required to fire. A permissible fire attack is always executed at the option of the Player commanding the eligible unit.

6.1.2 Units in Travel, Depleted, or Disrupted mode may never fire. No units may ever fire at airstrike units.

Designer’s Note: Though strafing aircraft were occasionally shot down by ground fire, the Luftwaffe took no significant losses during the fighting on Crete. The fact was that the Commonwealth troops lived in complete fear of the ground-attack aircraft that made the daytime hours living hell for the ground troops. The Commonwealth troops displayed so much courage when fighting the air-borne and mountain troops, they discovered that the Luftwaffe made movement in daylight virtual suicide.

6.1.3 Only the top two units in a stack may execute Direct fire (including Opportunity fire), and this Direct fire must be directed at one of the top two units in the target stack (exception: see Case 20.2). Heavy weapons units may be fired from any position in their own stack, but the target unit must be one of the two topmost units in the target stack. Indirect firing units (in almost all cases, artillery units) may fire from any position in their own stack at any unit in the target stack (top, middle, or bottom).

6.1.4 A unit may fire once during each of its own Fire phases (exclusions: see Section 5.0 and Case 16.16). A unit may fire multiple Opportunity fires if they are triggered by Enemy movement or mode changes (see also Case 8.4).

6.1.5 No unit may fire beyond its printed range (exception: see Case 6.53). Direct fire may not be directed against units that are not observed by the firing unit. Heavy weapons units may not fire on units that are not observed by either the heavy weapons unit itself or an observing unit in communication (see Section 15.0). Similarly, Indirect fire (artillery) units may fire at units they observe, and they may also fire on unobserved units so long as they have communications with a Friendly observing unit.

6.1.6 A unit’s current Strength is always used for fire combat purposes. However, German units (only) may choose to split their current Strength in the Free Fire Phase (only) for fire purposes, directing fire at any number of the two target hexes, as long as the total Strength of the firing unit is not exceeded and all rules concerning Fire are fulfilled. Note that a unit’s current Strength is divided, not the final Fire value, nor the unit’s Effectiveness rating. Although a unit’s fire may be split, all split fires must be directed at different units. All split fires must be combined with regular (full-strength) fire attacks, to check for possible multi-formation attacks (see Case 12.2).

6.1.7 A unit with a parenthesized Effectiveness rating may never execute fire in the owning Player’s Fire Phases; such a unit may, however, execute Opportunity fire against Enemy units that trigger such fire.

6.1.8 A Direct fire unit may never execute Opportunity fire in the owning Player’s Fire Phases. However, a unit may execute Opportunity fire against units using a mountain roadway to close assault it (see Case 11.44).

6.2) MULTIPLE-UNIT FIRE

A Player may execute fire with some, none, or all of his units in each Conditional or Free Fire Phase. These units may fire at all, some, or none of the Enemy units within the preceding restrictions to fire combat. The order in which units fire is at the complete discretion of the owning Player.

6.2.1 Each fire on a target unit is a separate event. It is executed and any results applied before any other fire combat is resolved.

6.2.2 Any number of units may fire at the same target unit in the same Fire Phase. The owning Player executes all fire on one particular target unit that the Player wishes; but he must declare if he is using units of different formations for computation of possible multi-formation attack (see Case 12.2). Each unit’s fire is resolved separately; no unit results are combined in a fire attack.

6.2.3 A unit (Direct or Indirect) cannot fire at a specific target unit. Such fire affects only the target unit (exception: see Case 6.35). The presence of other units, Friendly or Enemy, does not block fire (exception: see Case 6.13).

6.3) EFFECT OF FIRE

Fire has three effects. First and foremost, it inflicts casualties, killing and destroying men and equipment. Secondly, it will cause men to go to ground or spread out in an effort to reduce the effects of fire (but mainly to save their own skins). The third and rarest effect is that of disruption, in which the unit ceases to operate as a cohesive whole, and scatters, looking for cover to avoid being eliminated. In this game, all units taking casualties (and some that do not) are forced to disperse to avoid taking even greater casualties. The Fire Tables (6.61, 6.62, and 6.63) reflect these possibilities in three different results. One possible effect is a “no effect” occurs, which signifies that all the casualties were inflicted on another unit, and that the target unit may change mode to prevent any further damage. Another possibility is a casualty result. In the game, a casualty result is abstracted as a numerical result that represents the number of Strength points lost by the target unit. Fire that results in casualties may be perceived as dangerous by the target unit. The final possibility is a dispersion. This result indicates that Enemy fire is so close and intense that the target unit must disperse or take casualties.

6.3.1 Fire Results

— No Effect. The firing unit has shot and missed. The Player owning the target unit has the option to treat the result as a D result, but he does not take any penalties (such as possible Opportunity fire) for doing so. Play proceeds to the next action.

1, 2, or 3 = Casualty. The target unit’s Strength must be immediately reduced by the number given on the table. Example: If the result is a 2, the target unit must take a loss of 2 Strength points. The owning Player puts a mark on the unit. If the unit crosses a mountain hexside to close assault it (see Case 11.44), but in this case Dispersion is a result of a combat and usually an involuntary change. Therefore the Player is allowed to make the change without penalty.

6.3.2 When a unit’s Strength is reduced to zero, it is removed from the map (i.e., the unit is eliminated). If a target unit is in a stack of units and suffers losses in excess of its Strength, the unit is eliminated and the excess losses are absorbed by the next two topmost units in the stack (exception: see Case 12.2).

6.3.3 A unit with a Strength of 1 is fired upon and suffers a loss of 3, the 2 excess Strength points are applied to the two next topmost units in the stack. If there are no units left in the hex, the losses are absorbed by the target unit. All rules concerning Strength point losses are applied to units taking excess Strength point losses.

6.3.4 Note that fire from Unit A may cause Target X to disperse. This effect is immediate, and if a hypothetical Unit B were then to fire on Target X, it would be firing upon a Dispersed target.

6.3.5 If a headquarters unit is forced to take an Extra Strength point result due to a Dispersion result, the owning Player may choose to disrupt the headquarters unit rather than lose the extra Strength point. The Player has the option to do this so that it is reduced. It should be aware that the penalties for disrupting an HQ are huge, and the option should be taken only when the unit is close to elimination. If a headquarters unit is eliminated by a straight combat result (e.g., a 1 result), an Extra Strength point is not applied to any units with it. This refers to the penalty for being unable to disperse only.

6.4) INDIRECT FIRE

Artillery and heavy weapons units are Indirect fire units, though only artillery units are “pure” Indirect fire units. During a Player’s Fire Phases, Indirect fire units attack using the Indirect Fire Procedure. In many cases, Indirect fire units will be eligible to fire at units that themselves do not observe. For more detailed rules on heavy weapons, see Case 20.1.0.
[6.41] A firing artillery unit must be stacked with or adjacent to a controlling headquarters unit. A controlling headquarters unit is defined as (1) the headquarters to which the artillery unit is subordinate, or (2) a headquarters subordinate to the headquarters to which the artillery unit is subordinate, e.g., an artillery unit subordinate to Commonwealth High Command Headquarters could be resubordinated to nearly any other Commonwealth headquarters. See the Formation Displays to determine subordination.

[6.42] In order for an artillery unit to fire on a target, some unit which is subordinate to either the artillery unit’s controlling headquarters itself or to a headquarters in chain of command with that headquarters must be able to observe the target, and this unit must be able to communicate with the artillery unit’s controlling headquarters (see Section 14.0). Example: A unit of the New Zealand Division’s 19th Battalion (19/4 Bde in the counter-north) would be able to observe for an artillery unit controlled by the New Zealand 2nd Division Headquarters (2 NZ Div), or a unit directly attached to the New Zealand Division would be able to fire for the artillery unit. A unit attached to the New Zealand Division directly would not be able to fire for an artillery unit controlled by the HQ of the 19th Battalion, unless the division-asset unit had been resubordinated to the 19th Battalion. Of course, a headquarters unit may itself observe for an artillery unit that it controls.

[6.43] If the conditions of Cases 6.41 and 6.42 are not met, the artillery unit may not fire, except at a unit the artillery unit itself observes.

[6.44] An artillery-type unit may always fire at the unit of the owning Player’s choice in the target stack. However, any excess losses taken from an artillery-type unit’s fire are ignored. In other words, once the target unit is eliminated, all other results are ignored. (Note that this rule is an exception to Case 6.35.)

[6.5] RESTRICTIONS ON INDIRECT FIRE UNITS

[6.51] Artillery-type units may not execute Opportunity fire, except when they are being close assaulted. The artillery-type unit must be one of the top two units in a stack to perform the Opportunity fire on the close assaulting unit. It executes this Opportunity fire on the top unit in the close assault stack, and the Opportunity fire is resolved exactly as a Direct fire, using the Direct Fire Procedure and Matrix. Note that this means that all excess losses are applied, since the combat is treated as Direct fire. Note that artillery-type units still do have a two-hex Zone of Control.

[6.52] Artillery-type units may participate in a close assault, but they do not count against the stacking limit. The artillery-type unit may not contribute its Strength, Effectiveness rating, nor any benefits that the artillery-type units normally derive. Note that an artillery-type unit may not be the top unit in a close assaulting stack, unless the owning Player wishes automatic disruption of the stack (the top unit would have an Effectiveness rating of zero).

[6.53] Artillery-type units (not heavy weapons) may fire up to double their printed range. When doing so, the firing artillery-type unit halves its Effectiveness rating before computing any attacks, dropping all fractions.

[6.6] FIRE TABLES

[6.61] Fire Value Matrix: Direct Fire (see separate sheet)

[6.62] Fire Value Matrix: Indirect Fire (see separate sheet)

[6.63] Fire Results Table (see separate sheet)

[7.0] OBSERVATION COMMENTARY:

One of the most important problems front-line troops have always had is that of seeing the enemy. As an anonymous wag once said, “You can’t hit what you can’t see.” With the increased use of called fire (Indirect Fire in the game), sighting for artillery became a function for front-line troops. On the island of Crete, sighting became doubly important because of the dense terrain cover that the island afforded. In Desert on Crete, a unit must “see” another unit before it said, “You can’t hit what you can’t see.”

[7.1] RESTRICTIONS ON OBSERVING UNITS

[7.11] A unit may never observe across a mountain hexside, regardless of the terrain in the hex that the unit is in.

[7.12] A disrupted unit may not observe for another unit.

[7.13] A unit’s LOS is blocked when it coincides with the first blocking terrain hex or hexside. Should the LOS coincide with a blocking hexside or be adjacent to a blocking hex, the LOS is blocked.

[7.2] EFFECT OF OBSERVATION ON DIRECT FIRE

Since the vast majority of Direct fire units have a range of one hex, the only time observation affects most Direct fire is when the Direct fire unit’s LOS is blocked by a mountain hexside. In the case of those few Direct fire units with a range of two, apply the normal sighting procedure outlined above when such a unit attempts to fire to two hexes away.

[7.3] EFFECT OF OBSERVATION ON INDIRECT FIRE

When an Indirect fire unit cannot observe a target unit itself under the normal sighting procedures, it may use a Friendly unit that is in communication (see Section 14.10) to range for it. All combat units (those possessing normal fire capability in the Free and Conditional Fire Phases), support group, and headquarters units may sight for Indirect fire units, but leader units may not.

[7.4] EFFECT OF OBSERVATION ON AIRSTRIKES

Bombarding airstrikes may attack any target on the game-map with the following exceptions: (a) any dispersed unit in a city or forest hex, and (b) any leader unit alone in a hex. See Section 17.0 for explanation of airstrikes.

[7.5] EFFECTS OF NIGHT ON OBSERVATION

On night Game-Turns, the observation range of all units is reduced to two hexes. All other daytime observation rules apply.

[7.6] EFFECT OF WEATHER ON OBSERVATION

See Case 16.1 for explanation of how to determine weather.

[8.0] ZONES OF CONTROL

GENERAL RULE:

All combat units (including headquarters) exert a Zone of Control in the six hexes surrounding them. Any combat unit with a printed range of two or more exerts a Zone of Control on all hexes within two hexes of the hex in which the unit is situated. No unit exerts a Zone of Control in the hex that it occupies, because two opposing units can only be in the same hex in a very special situation called close assault (see Case 9.6). A hex in a Zone of Control is said to be a controlled hex. Due to various combat results and mode changes, an unit may temporarily lose its Zone of Control. Friendly Zones of Control affect Enemy movement. Opportunity fire is triggered by Enemy movement in a Friendly Zone of Control. A Zone of Control is referred to as a ZOC in the rules.

[8.1] ZOC EFFECT ON MOVEMENT

[8.11] When a Friendly non-armored unit leaves an Enemy Zone of Control it must pay two Movement points in addition to any other movement costs (see Sample Units, Case 4.41).

[8.12] When an armored unit leaves an Enemy-controlled hex it need not expend any extra Movement points to do so.

[8.2] EFFECT OF ZOC ON OPPORTUNITY FIRE

Whenever a Friendly unit in an Enemy-controlled hex attempts to leave that hex, alter its stacking position, change its mode, or execute a close assault, it triggers Enemy Opportunity fire providing that the Enemy unit is eligible for such (see Case 9.4).

[8.3] EFFECT OF ZOC ON SUPPLY

A supply path may not be traced through an Enemy-controlled hex except when the hex is occupied by a Friendly unit.
[8.4] Effect of Terrain on ZOC
[8.41] A unit exerts no Zone of Control over a hex which it cannot observe. A Zone of Control does extend across a blocked hexside.

[8.42] A Zone of Control does not extend across a mountain hexside.

[8.43] Zones of Control do extend across river, stream and partial water hexsides. In other words, a unit might control a hex that it could not move into. In Descent on Crete a Zone of Control simulates a unit’s ability to cover a given area with fire, thus making it difficult for Enemy units to pass by. In some cases, a unit will lack a ZOC because of its inability to fire.

[8.5] Effect of Friendly Units on ZOC’s
The presence of a Friendly unit does not in any way lessen or negate the Zone of Control of an Enemy unit(s) except for the purposes of tracing a supply path.

Player’s Note: It cannot be overemphasized that a unit expends Movement points to leave a controlled hex and not to enter it. There is no cost to enter a controlled hex. If a unit leaves a controlled hex in order to enter a controlled hex, it pays to leave the first hex, not to enter the second. Thus, Zones of Control inhibit but do not prohibit movement. Since a unit may always move one hex (see Case 9.14), it is possible to move from one Zone of Control to another in cases (within other governing rules). Note that a close assault constitutes leaving the Zone of Control of a unit being close assaulted (and perhaps of other units).

[8.6] Units Without a ZOC
[8.61] A unit with no printed Effectiveness rating or with a zero Effectiveness rating has no Zone of Control.

[8.62] A unit which is Disrupted or Depleted or in Travel mode has no Zone of Control. Note that a unit may temporarily lose its ZOC and gain it back later. The moment a unit performs an action that eliminates its ZOC (voluntarily or involuntarily) the unit is considered to lack a ZOC. At the instant a unit recovers its Effectiveness rating (e.g., successfully disrupts or depletion removal), the unit is considered to have a Zone of Control again.

[8.63] All units other than those described in Cases 8.61 and 8.62 have a Zone of Control.

[9.0] Movement

Commentary:
During a military operation such as the one that ravaged Crete during the last days of May 1941, it is necessary for combat units to move around to gain strategic advantages on the enemy or to attain objectives. Due to the heavy terrain on the island of Crete, it was often difficult for combat formations to get from place to place in time to adjust to the ever-changing battle, and it was just as difficult to keep a combat formation as a cohesive unit. Only the Cretan irregulars (see Section 22.0), who knew the island like the back of their hands, were able to traverse it with ease. The following rules outline the difficulties and mechanics of movement in a combat situation.

General Rule:
During the Conditional Movement Phase, a Player may move any of the units that have not fired in the immediately preceding Conditional Fire Phase. The Player may move one unit or a stack of units at a time. In moving, each unit expends a Movement point(s) or a fraction thereof from its Movement Allowance of 4 Movement points to enter each hex. The specific cost depends on the terrain traversed, the Mode of the unit, and Enemy Zones of Control.

Procedure:
To move a unit (or stack of units) the Player simply displaces it across the hexgrid, hex by contiguous hex. If the Player does so, the Player must cross-reference the mode and Movement points of the unit with the terrain it enters or crosses on the Terrain Effects Chart (11.14). This procedure determines the cost of entering (and/or leaving) each hex.

Cases:
[9.1] Restrictions on Movement
[9.11] All units have a Movement Allowance of 4. Except for situations mentioned below, movement must always be continuous. In moving a stack of units, units may be picked up and dropped off as long as each individual unit’s movement path is clear. Players may, however, “form up” in a stack by bringing several units to one hex and then moving the stack from there, or they may be broken down and sent their separate ways — as long as no individual unit ever moves more than 4 Movement points.

[9.12] A unit may not enter a hex containing an enemy unit, unless the unit wishes to perform a close assault (see Case 9.6). Close assault is considered a function of movement, but it ends a Movement Phase for any and all units performing a close assault.

[9.13] A unit may not expend Movement points in excess of its Movement allowance if the unit is to be moved more than one hex. A unit may spend some, none, or all of its Movement allowance but it may not accumulate Movement points from Phase to Phase nor loan Movement points to other units.

[9.14] A unit may always move one hex (even if it exceeds its Movement allowance in doing so) except that it may not cross a blocked hexside or enter a prohibited hex. Note that a Player who has the option of moving into a hex in which a unit’s Movement allowance would not be exceeded or a hex in which the unit’s Movement allowance would be exceeded may choose either hex to move the unit into.

[9.15] A unit may not enter a hex in violation of stacking limits without penalty (see Case 10.3).

[9.16] When combining units to form a stack, the first unit to enter a hex is considered the top unit, and the immediately following unit the second from the top, and so on. When leaving a hex, no particular order need be observed. Note that a Player may interject a unit’s Movement to form a stack as per Case 9.11, but he must obey the stacking order restrictions mentioned in this Case.

[9.2] Effect of Unit Mode on Movement
The mode a unit is in affects the unit’s ability to move. On the whole, a unit in Dispersed mode expends more Movement points than a unit in Concentrated mode, while a unit in Travel mode expends fewer points per hex than the both of them. These effects are summarized on the Terrain Effects Chart (11.14). Note that some terrain may prove an exception to the above rule, and units in Concentrated or Travel mode are prohibited from entering more terrain types than units in Dispersed mode. There are balancing advantages and disadvantages for each mode.

some units (headquarters and artillery-type units in particular) are shown to be in Travel mode by revealing the reverse side of their counter. Note that some units do not possess a Travel mode. Armor, recon and “motorized” infantry-type units (those possessing a “t” on their Concentrated mode, the “motorized” designation used in these rules informs the Player that this unit has trucks or jeeps during the battle) are shown in the Travel mode by having a Travel marker placed on them (see Section 15.0).

[9.22] A unit’s mode is determined by the owning Player in his Organization Phase. Thus, the mode that a Player establishes for his units during this Phase will affect the capabilities of those units during the following Conditional Movement Phases. A Player may not change a unit’s mode during his subsequent Movement Phases (the Player has to play the hand he dealt himself), except that a Player may remove a Travel mode marker at the end of a Movement Phase at a cost of one Movement point. Of course, involuntary mode changes (such as those forced by combat) proceed as usual.

[9.23] A Disrupted unit may not move or perform any game function other than rolling for Disruption recovery (the unit sits where it is — a wide-open target for a prying that will not hit before it is successful). None other than a Travel mode changes (such as those forced by combat).

[9.3] Effect of Unit Type on Movement
While every unit has a Movement allowance of 4 Movement points, the unit type (infantry, artillery, recon, and so forth) determines how many Movement points (or fraction thereof) a unit expends to traverse a given portion of terrain. For example, an armored unit will expend far fewer Movement points (particularly on a road) than a given infantry unit. These effects are summarized on the Terrain Effects Chart (11.14). A Player must know a unit’s mode and type before computing the cost for each portion of terrain traversed.

[9.31] Almost all artillery-type units are depicted on their front side as being in Dispersed mode. The reverse side in most cases shows a Travel mode. These units may be moved only when they are in Travel mode, and they may fire only when they are in Dispersed mode. Thus, an artillery-type unit may roll on their front side as being in Dispersed mode, but they are in Travel mode when playing Travel mode costs. Note that this requirement effectively prohibits such units from moving into certain types of terrain (forest, broken, and so on) except by road or trail.

[9.32] For the purposes of movement, machine gun, heavy weapons, engineer, headquarters, pioneers, and support group units move as infantry. Cavalry/machine gun units move as recon.

[9.33] Most headquarters units have a Concentrated mode face on their front side, and a Travel mode face on their reverse side; they may move in either mode. However, some headquarters possess a Dispersed mode in addition to the above-mentioned two, and this is indicated by a front Concentrated face, a back Dispersed face, and a “t” symbol on the front face. To indicate that such units are in Travel mode, simply place a Travel marker on top of the unit.

[9.34] Infantry-type units are assumed to be on foot if they are in their Dispersed or Concentrated modes regardless of whether or not they possess the “t” symbol (which indicates that a unit possesses Travel mode capability). Units that have the “t” symbol almost always have them on their front Concentrated face, and this indicates that the unit has trucks or jeeps. Units which do not
have the “1” symbol (and they are the vast majority) do not possess the Travel mode. These units have no transport and are deemed to walk forever and may never enter Travel mode.

[9.4] OPPORTUNITY FIRE

When a unit or stack of units moves out of an Enemy-controlled hex, it triggers Opportunity Fire from Enemy units eligible for fire. This fire occurs before movement and is resolved in the hex that the unit(s) are moving out of. Opportunity fire can be triggered by a unit when it changes mode (in which case the fire is resolved with the offending unit in its original mode), or when an entire stack changes mode (in which case Opportunity fire is resolved against the top two units only, with every eligible Enemy unit firing on one of the top two units—i.e., no unit may Opportunity fire at both of the top two units). If a unit changes mode and stacking order in the same Phase (and the only way this can occur is when a unit changes to Travel mode at the end of a Conditional Movement Phase), each eligible unit out of that hex individually will trigger Opportunity fire twice on the triggering target unit. A Disruption recovery, while technically a mode change, does not trigger Opportunity fire.

[9.41] When a Player moves a stack of units, they trigger Opportunity fire once for each controlling Enemy unit. Thus, it is more advantageous to move a stack out of a controlled hex than to move each unit out of that hex individually. If the Player moves each unit out individually, each unit will trigger Opportunity fire from each controlling Enemy unit every time a Friendly unit moves out (e.g., if three German units control a hex containing a stack of four Commonwealth units, the entire stack moving at once will trigger Opportunity fire three times). However, if each unit moves out individually, they will trigger Opportunity fire twelve times (three for each of the four units).

[9.42] Opportunity fire may only be executed against those units which have triggered this fire as per Case 9.4. The presence of other units (if any) which do not perform any actions to trigger Opportunity fire is ignored.

[9.43] There is no limit to the number of times a unit may execute Opportunity fire. Opportunity fire may be executed every time it is triggered, and only when it is triggered. For instance, an Enemy unit might move through three Friendly-controlled hexes (the hypothetical Enemy unit would have to be an armored unit), while a stack of two other Enemy units leaves another of the same Friendly unit’s controlled hexes. That Friendly unit would be able to perform Opportunity fire four times. In other words, it would be able to Opportunity fire in each and every case it was triggered.

[9.44] Opportunity fire is a type of fire combat which is executed by the non-Phasing Player during the Phasing Player’s Organization and Conditional Movement Phases when any Phasing unit changes mode or alters stacking position in a non-Phasing Player’s unit’s ZOC or exits stacking. As the direct attacker, all excess losses taken from Opportunity fire are applied to the two new topmost units before any losses are applied to the units below them. If a unit below the top two triggers Opportunity fire and is eliminated with excess losses remaining, the excess losses are still applied to the top two units. The only exception is that Opportunity fire is eliminated before all eligible Enemy units have fired at the offending units, the excess Opportunity fires are not executed. However, as noted above, units not involved in Opportunity fire may still take losses as a result of a unit in their stack being eliminated.

[9.45] Any combat or headquarters unit may execute Opportunity fire (exception: see Case 6.51). Note that Opportunity fire is the only fire permitted to a headquarters unit. Opportunity fire is executed as Direct fire only, even if the Opportunity firing unit is an artillery-type unit.

[9.46] A unit triggering Opportunity fire subjects itself to as many Opportunity fires as can be brought to bear against the triggering unit by controlling Enemy units. The Opportunity fires are limited only by the owning Player’s desire to execute the Opportunity fires.

[9.47] When a Player undertakes any action that would trigger Opportunity fire, that Player must decide if he is in an opportunity to time to decide whether or not to execute Opportunity fire.

[9.48] Although close assault combat is resolved as if the attacking and defending units are in adjacent hexes, the attacking unit(s) are considered to be entering the hex of the defending unit(s). Thus, a unit that is close assault may be fired upon by all eligible Enemy units before the close assault is executed and resolved. The defending unit(s) may always fire Opportunity fire at the attacking unit(s), even if the defending unit(s) would normally be prohibited by terrain from executing a fire attack. All Opportunity fires against close assault may be performed against the attacking unit(s), even if they leave an Enemy Zone of Control to advancing. (Remember, the attack is executed in the defender’s hex.)

[9.49] A unit cannot be Opportunity fired upon for unvoluntary Mode change (e.g., Dispersion as a result of fire). Only a voluntary Mode change renders a unit susceptible to Opportunity fire.

[9.5] STACKING AND MOVEMENT

A unit may freely enter a hex containing other Friendly units, either to pass through the hex or to terminate its movement stacked with other units (see Section 10.0). A unit which does so is considered to be the topmost unit in the stack and is so placed while in the stack. The unit may, of course, switch stacking positions as per the usual rules. There is no movement cost to enter a hex containing Friendly units, other than the cost of the terrain in the hex.

[9.51] At any time during movement, a Player may rearrange the order of a stack (at no movement cost). If units are rearranged in an Enemy-controlled hex, Opportunity fire on the top two units will be triggered. The owning Player states that he is rearranging the stacking of his units; the Enemy Player then executes any Opportunity fire before the stacking of the unit is rearranged. This may be construed as an exception to Case 9.42; if it is, in no way changes the legality of the Opportunity fire. A hex that contains only static units may not rearrange the units; there must always be one mobile unit if the owning Player wishes to restack in a hex.

[9.52] A Player may opt to move a stack of units rather than move a single unit. A Player may move by dropping a stack of units or conversely reduce a stack, by dropping units off or picking them up, all the while making sure that no unit exceeds its allowance or violates any movement restrictions. Note that units leaving a stack must be one of the top two units, and that a unit joining a stack must become the top unit.

[9.6] CLOSE ASSAULT

Close assault is a type of combat that occurs during the Conditional Movement Phase. Basically, the Phasing Player takes a unit or stack of units and attempts to dislodge an Enemy unit from a hex that the Phasing Player wishes to capture. The defending Player may execute Opportunity fire (see Case 9.48) with any units being attacked (note that this is the only time artillery-type units may Opportunity fire) plus any units controlling the hex from which the close assault is launched, and then the Phasing Player adjudicates the attack on Tables 7.91 and 7.92.

[9.61] Close assault is considered movement; therefore, any unit that has executed fire in the preceding Conditional Movement Phase is eligible for close assault. As close assault is considered movement, it may be executed only when the attacking units are in a hex adjacent to the defending units. Players should note that the Phasing Player is the only Player who may initiate close assault.

[9.62] When a unit executes a close assault, it must expend an additional 1 Movement point for performing the close assault. This cost is in addition to the cost for leaving an Enemy Zone of Control (which must be paid for almost every close assault—except when no unit in the defending stack has a ZOC) and any terrain costs. After a unit has conducted or participated in a close assault, it may move no further that Conditional Movement Phase, except to occupy the hex that is close assaulting. In other words, close assault is the last part of a unit’s Conditional Movement Phase, even if the unit in question has Movement points remaining.

[9.63] Close assault is initiated and resolved by the Phasing Player in any sequence that Player desires. The Player’s units are used to attack; units controlled by the non-Phasing Player must defend if attacked. Those units are given no option to “retreat” before combat resolution. Although close assault is resolved with units in adjacent hexes, the attacking unit(s) is considered to be attempting to enter the hex occupied by the defending unit(s). Therefore, all Combat results with the exception of Disruption (which always occurs in the attacker’s original hex) are executed as if all units are in the defender’s hex.

[9.64] Once the Phasing Player announces a close assault, it must be executed unless the attacking unit(s) is dislodged before close assault Opportunity fire. It is theoretically possible that a Player may be forced to execute an attack where the only possible result is that the attacking units are Disrupted. The attack must be undertaken nevertheless.

[9.7] CLOSE ASSAULT COMBAT RESOLUTION PROCEDURE

1. Determine the Effectiveness rating of the topmost attacking unit and the topmost defending unit, adjusting for any modifiers such as cross-country, armor, etc. (see Cases 11.4, 14.0, etc.). Subtract the defending’s adjusted Effectiveness rating from the attacker’s adjusted Effectiveness rating to determine the Effectiveness differential for the close assault. The Effectiveness differential may be a negative number.

2. Subtract the current Morale rating of the topmost defending unit from the current Morale rating of the topmost attacking unit. Current Morale is equal to the printed morale minus one for each Strength point lost, plus the leader bonus (see Section 21.0) and any modifications for terrain, engineers, mode, and so forth. The subtraction determines the Morale differential of the close assault (again, this may be a negative number). Locate this differential on one of the Morale dif-

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The term stacking refers to rearrangement of units on the battlefield. In some cases this may locate a "1", in which case the attacker's units are immediately Disrupted and all close assault resolution ceases. Otherwise, carry the Close Assault value over to Table 9.72.

4. **Total** The strength of all attacking units, and then the strength of all defending units. Compare the two as a ratio of attacker to defender, rounding off any fraction in favor of the defender. This process will locate an odds ratio (e.g., 1:1, 3:1) which should in turn be located on the left-hand side of Table 9.72. **Roll one die.**

**Crossreference** the number rolled (on the appropriate odds column) with the Close Assault value. This will locate the results of the close assault which are applied immediately.

**Note:** A unit may execute only one close assault per Conditional Movement Phase. However, a series of close assaults may be conducted upon one enemy unit or stack of units from a series of different hexes. Under no circumstances are units from a different hex combined for close assault purposes. Close assaults from different hexes are resolved separately. Retreats forced as a result of a close assault do not trigger Opportunity fire. A retreating unit may not "self-destruct." A retreat must be made legally if possible.

**Player's Note:** A unit which begins its movement adjacent to an enemy unit may always close assault that unit even if the total movement cost exceeds 4 Movement points (application of Case 9.14). Of course, it is necessary to cross a blocked hexside, the close assault is invalidated.

**[9.71]** Close Assault Value Table

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-2-8</td>
<td>STAT</td>
</tr>
</tbody>
</table>

**[9.72]** Close Assault Results Table

**[9.8]** **STATIC UNITS**

All units marked with a "STAT" on the reverse side of their counter are static units. They may not move or retreat, but function in all other ways as regular combat units do. If forced to retreat, static units are eliminated.

**[10.0]** **STACKING COMMENTARY:**

Each hex on the game map represents a limited amount of physical space. Within this space, a limited amount of troops, guns and vehicles may be placed. The Terrain Effects Chart (11.14) lists the physical limitations of each hex in game terms.

**GENERAL RULE:**

The term stacking refers to rearrangement of units within a hex, or the addition of units to an already existing stack. Unstacking refers to removing units from a stack, which may be one stack in each hex, and all units in the hex are part of that stack. During a Conditional Movement Phase (only), the Phasing Player may reorganize his units by stacking or unstacking units which occupy the same hex, within the maximum stacking limitations, which are dependent on the terrain in that hex. Note that units unable to move (i.e., static units and dispersed artillery-type units) may not restack with other units incapable of moving. These units may, however, switch stacking positions with units capable of moving.

**CASES:**

**[10.3]** **MAXIMUM STACKING LIMITATIONS**

The total number of Strength points which may be voluntarily stacked in a hex at any given instant is limited by the terrain in the hex in question. The maximum stacking limits (there is no minimum), in current Strength Points, are prescribed on the Terrain Effects Chart for the different types of terrain. Note that some terrain has no effect as other terrain in the hex is considered controlling terrain for stacking limitation purposes. These have a "+" in the Stacking Limitation column to indicate such.

**[10.4]** **STACKING EFFECTS ON FIRE COMBAT**

**[10.41]** Only the two topmost combat units in a stack may utilize Direct fire combat. Infantry-type units stacked beneath the top two units may never utilize Direct fire. All exceptions to the rule are listed in Section 20.0.

**[10.42]** A unit's position in a stack has no bearing on its ability to engage in Indirect fire combat. Any and all Indirect fire units in a stack may engage in Indirect fire regardless of their position within a stack of units.

**[10.43]** Opportunity fire is treated exactly as Direct fire; therefore, artillery-type units may perform Opportunity fire only from one of the top two positions in the stack.

**[10.44]** Strength point losses resulting from Indirect fire are inflicted at the Phasing Player's choice on the two topmost Combat units in a stack. If either of the top two combat units is reduced to zero Strength points, the unit is eliminated and removed from play and all remaining losses are immediately inflicted upon the Phasing Player's choice of the two new topmost combat units. If a result is obtained which results in only the excess of the total Strength in a hex, all combat units are eliminated and excess losses are ignored.

**[10.45]** Strength point losses resulting from Indirect fire are inflicted on each target individually (i.e., each Indirect fire unit fires on one target unit, which is the only unit that may take any casualties from that fire). If the unit that is the target of an Indirect fire attack is reduced to zero Strength points, the unit is eliminated and removed from play, while any excess losses are ignored.

**[10.46]** If a Leader unit is the topmost unit in a hex, it neither protects nor hinders the units beneath it. Leader units never inhibit a combat unit from firing or the results of fire directed at the hex. The effect of fire on leader units is delineated in Case 21.3.

**[10.47]** A stack of units may be Opportunity fired on if it rearranges its stacking order in an Enemy-controlled hex (see Case 9.4).

**[11.0]** **TERRAIN COMMENTARY:**

The island of Crete was probably the worst place in the Mediterranean for the German paratroopers (excepting the Med itself). The cover the island afforded was excellent, and the Commonwealth troops fully appreciated that fact. The Island was probably formed in the midst of extreme volcanic activity, and one does not have to be a student of geology to know that the terrain formed was not nice at all. It is suggested that the players familiarize themselves with all the terrain types before playing. Please note that though some terrain features may be labelled historically, only the terrain type listed on the Terrain Effect Chart counts for game play purposes.

**GENERAL RULE:**

The terrain on the map affects nearly all functions of game play. The type of terrain in each hex or along each hexside determines the number of Movement points assessed to enter a hex or cross a hexside. Terrain has a twofold effect on combat: first, it affects observation, which is necessary for fire, and secondly, it may aid the unit defending against fire. Terrain affects the ability of a unit to trace supply, and it affects the ability of units to communicate with each other. Finally, terrain affects close assault.
CASES:

[11.1] TERRAIN EFFECT ON MOVEMENT

Whenever a unit is moved the Player refers to the Terrain Effects Chart to determine the cost of entering each hex in the path of movement. To use the chart, locate the type of unit and its mode, and crossreference with the Terrain Type being entered or crossed. This procedure establishes the number of Movement points or fraction thereof expended by the unit entering the hex.

[11.11] When a unit is in Concentrated or Travel mode, the unit may benefit from road or trail movement. If a unit moves from hex to contiguous hex along a road or trail connected by an unbroken line of the map, the units may use the road or trail movement rate. The road or trail negates the other terrain in the hex for movement purposes. Units in Dispersed mode do not benefit from road or trail movement.

[11.12] Bridges negate stream and river hexsides for movement purposes only.

[11.13] The presence of engineers may permit a unit to cross a river or stream that it would ordinarily be prohibited from crossing, or the engineer may reduce the cost of crossing the waterway (see Section 18.0).


[11.2] EFFECT OF TERRAIN ON OBSERVATION

Terrain determines the length of observation and whether or not a unit can "see" its desired target. For an explanation of the observation procedure and a list of various terrain effects, see Section 7.0.

[11.3] TERRAIN EFFECTS ON FIRE COMBAT

When a unit is Dispersed in an entrenched, rough, broken, city, village or forest hex, it derives some protection from Enemy fire. This benefit is integrated into the Fire Results Table.

[11.4] TERRAIN EFFECTS ON CLOSE ASSAULT

[11.41] If the defending unit is in a rough, entrenched, or village or forest hex, it gains one Morale point for purposes of calculating the Morale differential in a close assault. If a defending unit is being close assaulted across a mountain hexside, the unit gains a benefit of two Morale points when calculating the Morale differential.

[11.42] Units may not close assault into a hex they are otherwise prohibited from entering (e.g., across a blocked hexside).

[11.43] If a unit or stack crosses a bridge or stream hexside to close assault, its strength is halved (rounding down).

[11.44] If a unit close assaults across a mountain hexside, its strength is halved (rounding down), and its Effectiveness rating is reduced by 3 (which may result in a negative number) for purposes of calculating the Effectiveness differential. If a stack close Assaults across a mountain hexside, the stack's combined Strength is halved (rounding down), and the topmost unit's Effectiveness rating is reduced by 2 for purposes of calculating the Effectiveness differential (again, this may be a negative number). When a unit or stack of units close assaults across a mountain hexside, the defending unit(s) in the hex being close assaulted may perform Opportunity fire at the attacking units, but no other units on the other side of a mountain hexside from attacking units may perform Opportunity fire. Of course, units unblocked by a mountain hexside may perform Opportunity fire normally. Note that German mountain units do not suffer the penalties outlined above when close assaulting across a mountain hexside (but see Case 20.72).

[11.5] ENTRANCE

The marker with the above symbol denotes an entrenched hex. Units fulfilling the conditions below benefit from entrenchments. For a description of how entrenchments are introduced into play, see the section on engineers (Case 20.4).

[11.51] The only units that may take advantage of entrenchments are infantry-type, heavy weapons, headquarters and artillery-type units. Armor may not.

[11.52] Note that the entrenchment benefit of 1 Morale point is in addition to any normal terrain benefit (e.g., an entrenchment in a city hex would give appropriate defending units a benefit of 2 Morale points).

[11.53] Entrenchments may be removed from the map in any Friendly Command Phase by the owning Player. That Player simply declares that the entrenchment is destroyed and the entrenchment piece is removed from the map. There must be at least one Friendly combat unit in the hex in which the entrenchment is destroyed. At no time but the Friendly Command Phase may entrenchments be destroyed. If the Enemy Player occupies a hex that was occupied by the Friendly Player at the beginning of the turn, the Enemy Player's units derive all benefits due units in an entrenchment. Entrances are neutral; they are no one Player's possession.

Player's Note: On Table 6.63, only Dispersed units benefit from entrenchments. Units in any mode that fall under the requirement of Case 11.51 benefit from Tables 6.61 and 6.62.

[11.6] TERRAIN EFFECT ON COMMUNICATION

To establish whether or not an observer unit can communicate with an Indirect fire unit, trace a Line of Communication (LOC) between the center of the observer unit's hex (exclusive) and the center of the headquarters unit's hex (inclusive) controlling the Indirect fire unit. This LOC may be no more than 15 hexes in length and must not violate any of the following conditions:

a. The LOC may not pass through two city or forest hexes;

b. The LOC may not pass through three city, village, rough, or forest hexes; or

c. The LOC may not be over 5 hexes in length if it passes through a mountain hexside.

If the LOC violates any of the above three conditions, the observer and headquarters unit are not in communication.

[11.7] TERRAIN EFFECTS ON ZONES OF CONTROL

Zones of Control do not extend into forest or city hexes or across mountain hexsides. They do extend out of all terrain except when limited by a mountain hexside.

[11.71] If a unit close assaults from a city or forest hex, the unit is subject to Opportunity fire, regardless of the fact that the defending units do not exert a Zone of Control into the forest or city hex. No other units may perform fire on units originating from a city or forest hex.

[11.72] For the ZOC effect on mountain hexsides, see Case 11.44.

[11.8] TERRAIN EFFECT ON ARTILLERY

Artillery-type units do not receive the defensive benefit for rough or city on Table 6.63. If an artillery-type unit is attacked in a rough or city hex, the attack is adjudicated on the forest, village or broken line.

[12.0] SUBORDINATION

COMMENTARY:

Despite the confusion that surrounded the Commonwealth defense on Crete, the High Command under General Freyberg recognized that the Commonwealth troops would not perform to best effect without the cohesive command structure in which they had been trained to operate. Ergo, the Commonwealth troops retained the traditional command structure down to the lowest echelons of command. The designer can only speculate as to what a walkover Crete would have been if the Commonwealth had not retained this last shred of integrity on the battlefield. The following rules reflect the problems inherent in maintaining the command structure, and the severe penalties that are assessed against the Player who neglects to keep the command. The German paratroopers, who would have functioned better under a single unified command, were unable to remain in one large group, and so they lost their command. If the paratroopers had not been truly crack units, the Germans would not have stood a chance of winning the battle after the loss of command. However, it was necessary for the mountain troops to have a rigid command, as they were not quite the elite that the paratroopers were.

GENERAL RULE:

Every non-headquarters unit has a distinctive subordination designation on its counter that informs the owning Player exactly which higher formation (if any) "owns" the unit. If the designation does not indicate the unit's subordination (and many units do not, to allow for historical designations), the unit's subordination may be found on the Formation Display. All Commonwealth units are subordinated to or may subordinate to the Commonwealth High Command Headquarters, while the German paratroopers are nominally subordinate to the RHQ Airlanding Headquarters. The German Mountain Troops are subordinate to the Fifth Mountain Division Headquarters. In most cases, supply is traced along the subordination routes as all supply begins at the top echelon headquarters and is parceled out to the lower echelon headquarters and the combat units. The subordination routes are indicated by the lines on the Formation Display (see Section 25.0). Subordination also effects multi-unit attacks on a single target.

CASES:

[12.1] EXAMPLES OF SUBORDINATION

The following examples illustrate the various flavors of subordination found in the game.

[12.11] German Paratroop Subordination

The German Paratroop units may all trace to the RHQ Airlanding Headquarters (RHQ) for supply purposes, provided the RHQ is in supply itself (of course, this is not necessary for the first day, because the German Paratroopers are "carrying" their supplies). Almost all German battalions are represented by four units, with one being the headquarters. Once the German Paratroopers begin tracing supply, simply use the supply routes delineated in Section 19.0.
[12.12] German Mountain Troop Subordination

The German Mountain Troop units are all subordinate to the Fifth Mountain Division Headquarters, and all individual combat units (except for divisional units such as artillery) are subordinate to their battalion/regimental headquarters. However, until the Fifth Mountain Division Headquarters has landed at airfield (one or both of the hexes) as the divisional headquarters. Supply is traced along the subordination chain as per the Supply rules.

[12.13] Commonwealth Subordination

Most Commonwealth units draw supply directly from their battalion/regimental headquarters, which in turn draw supply from their immediately superior headquarters, which ultimately derive supply from Commonwealth High Command Headquarters. See front of this page for a complete listing of the various subordinations. The exceptions to this rule are divisional units (which trace to CHQ normally), “independent” units (see the Supply rules), and the Cretan Irregular units, which are not combat units per se, but still must trace supply.

[12.14] Divisional Units

Divisional units trace directly from the division headquarters, treating the divisional headquarters as if it were a regimental headquarters. For divisional artillery-type units, the owning Player may assign these units to subordinate headquarters within the division. To do so, the Player merely moves the divisional unit within supply range of the subordinate headquarters. The owning Player then moves the divisional unit exactly as if the unit were under command of the controlling headquarters.

[12.15] Independent Units

There are several units in Descent on Crete that do not have any subordination per se. These units are referred to as “independent” units and are so indicated on the Formation Display, since they are not subordinated to any particular military organization. These units may be subordinated to a higher organization by the rules below. Unless these units are subordinated to another formation, each and every independent formation is considered a separate organization for multi-formation attacks and supply and other purposes.

[12.16] RESTRICTIONS ON SEPARATELY SUBORDINATED UNITS

Whenever Direct fire or heavy weapons units with different subordinations fire on the same target hex, all fire directed at this target hex is considered a multi-formation attack. This penalty applies to all conditional, free, and submodule subordinations.

[12.17] Restrictions on Artillery-type Units

Artillery-type units are shown as subordinate to a regiment/brigade, a division, or in rare cases to a battalion itself. If an artillery-type unit is subordinate to a division, it may fire only if (1) the unit is stacked with or adjacent to the division headquarters, or (2) if the unit is stacked with or adjacent to a headquarters subordinate to the division headquarters that the artillery-type unit was originally subordinate to, or (3) the artillery-type unit can observe the target unit itself and that unit is less than three hexes away. As a further restriction, these units may fire only if the target unit was observed by a divisional unit in proper chain of command (i.e., a unit that complies with the observation rules and is subordinate to divisional HQ). Units that are subordinate to a regiment/brigade/battalion headquarters may fire only when stacked with or adjacent to the regiment/brigade/battalion headquarters that controls them, or when the artillery-type unit itself observes the target unit (no restriction on how far away from the target unit itself). If a unit is observed for the artillery-type unit, it must be a unit that is subordinate to the controlling headquarters, or a unit subordinate to the artillery-type unit’s controlling headquarters’ superior headquarters.

[12.18] Effect of Artillery-type Unit Fire on Multi-Formation Attacks

Artillery-type unit fire (Indirect fire from artillery-type units) in no way causes a multi-formation attack. For multi-formation purposes, an artillery-type unit fires on the same target hex as a Direct fire unit of a different subordination than the firing artillery-type unit, the fire is not considered a multi-formation attack, unless, of course, there are more than one Direct fire units of different subordination firing on that same unit. In any case, the artillery-type unit’s effectiveness rating is not affected.

[12.19] Anti-Tank and Flak Units

For multi-formation attack purposes, anti-tank and flak units are considered Direct fire units. An anti-tank unit must have the same subordination (be it regiment, division, or whatever) as any Direct fire unit if it fires with; otherwise it causes a multi-formation attack. Except when firing with units of the same division, flak units also cause multi-formation attacks. The above rules are an exception to the provisos of Case 12.21.

[12.20] REASSIGNMENT OF SUBORDINATION ON CLOSE ASSAULT

Units of different divisions (or independent regiment/brigades) may only execute close assaults against the same hex separately. This is to say that units of different divisions, though permitted to attack together, may not execute close assaults together. Instead, each divisional unit(s) must execute its close assaults in an order chosen by the owning Player. It is possible for units of different divisions to execute close assaults from the same hex, as long as all restrictions outlined above are adhered to rigidly. Of course, units within the same division may close assault together or separately, as the owning Player wishes.

[12.21] EFFECT OF SUBORDINATION ON MOVEMENT

Subordination in no way effects movement, but the Player who moves units without regard to their subordinations will almost invariably hinder his fire attacks when attempted.

[12.22] EFFECT OF SUBORDINATION ON SUPPLY

The chain of subordination is in effect the chain of supply. All headquarters either “carry” supply (see Section 19.0), or trace to a higher formation headquarters for supply purposes. The supply source is, of course, the highest authority in the chain of command, as almost all supply originates from it. The ultimate supply source for the Commonwealth units is the south and east edges of the map (though a unit tracing supply need only trace to one). The German parachute troops, once same division may close assault together or separately, as the owning Player wishes.

[12.23] Anti-Tank and Flak Units

For multi-formation attack purposes, anti-tank and flak units are considered Direct fire units. An anti-tank unit must have the same subordination (be it regiment, division, or whatever) as any Direct fire unit if it fires with; otherwise it causes a multi-formation attack. Except when firing with units of the same division, flak units also cause multi-formation attacks. The above rules are an exception to the provisos of Case 12.21.
2. the units may hook up with a superior head­quarters, but only the headquarters immedi­ately superior to the one that was just destroyed. In the previous example, the A/19 Company could hook up with 4th NZ Brigade Headquarters (4 Bde). The units will still fall under the restrictions of (1). Of course, units may choose to remain unsubor­dinated, and suffer the consequences (no supply in all probability, for one).

[12.62] If an intermediary headquarters is destroyed (one between a Battalion HQ and ChCHQ, for example), the owning Player may either
1. resubordinate the lower echelon HQs as per Case 12.61; or
2. simply bypass that headquarters’ step in the supply chain (in which case the supply path will be drastically shortened; or
3. use an immediately inferior HQ to function exactly as the destroyed HQ under the provisions of Case 12.63. Example: The 5th Brigade Headquarters (5 Bde) is destroyed. The New Zealander HQs under it could trace to 2nd New Zealand Divisional HQ (2 NZ Div) with no penalty. Of course, the units beneath may choose to remain out of command at the usual substantial penalties.

[12.63] Players will note that most of the options listed in Case 12.62 will drastically shorten the supply lines of an advancing army (or a retreating army for that matter). If and only if a headquarters immediately inferior to Commonwealth High Command Headquarters, RHQ Airlifting HQ, or the 5th Mountain Division HQ is destroyed, the owning Player may designate a headquarters as the new headquarters, and the new headquarters will assume all responsibility that the just destroyed headquarters had. This may be done in the owning Player’s Command Phase. All units that were subordinate to the previous divisional headquarters are now subordinate to the newly created divisional headquarters. The only restriction is that the supply length from the newly minted “divisional” headquarters is three less Movement points (i.e., in most cases 9 Movement points) than the normal supply line extending from a divisional headquarters. This change in command must be made in the Command Phase.

[12.64] Artillery-type units that have their controlling headquarters destroyed (and it must be their controlling HQ at the moment it is destroyed; i.e., if the artillery-type unit was “farmed out” to a regimental HQ and the nominally controlling divisional HQ was destroyed, the artillery-type unit would not be affected) may be transferred to another divisional headquarters, or to the supreme headquarters of a different nationality or combat group (i.e., New Zealand to Australian, German Paratroop to German Mountain). If this is done, the Effectiveness rating of the transferred artillery-type unit is reduced by 2 (but never below 1). If the option mentioned in Case 12.63 is used to supplement the destroyed divisional HQ, the artillery-type unit’s Effectiveness rating is reduced by 1 (but never to an Effectiveness rating below 1). This is a permanent reduction, since their headquarters can never be “resurrected.” (The units would be eventually integrated into another command, but the artillery-type units could not have been effect­ively integrated, changing the battle that was the battle for Crete). Of course, the owning Player need not take any of the above options if he still possesses a headquarters that could normally control the artillery-type unit.

[12.65] Most units may transfer subordination only when their owning headquarters is destroyed, and at no other time.

[12.7] NOTES ON MULTI-FORMATION ATTACKS
Because of certain concepts involving subordina­tion that must be absorbed by the Players of Des­cent on Crete, this rules section has been placed apart from the explanation of a multi-formation attack for ease of understanding.

[12.71] If units have no battalion subordination, the Multi-Forestation penalty is not assessed if the unit has the same regiment/brigade subordination as the unit with the battalion subordination. If there is no regiment/brigade subordination, the multi-formation penalty is not assessed if the unit’s divisional subordination is the same as the other unit’s battalion/brigade subordination. If the units involved in a combination fire attack do not have the same subordination, check to see if they have identical subordination at the lowest level possible (i.e., two units directly subordinated to the same division would not cause a multi-formation attack, and neither would a unit subordinated to a division firing in conjunction with a unit subordinated directly to a regiment subordinated directly to the first unit’s division).

[12.72] The only time a multi-formation penalty is applied is when units fire at the same target hex for the same purpose. If, for the short, hectic period that is the Multi-Forestation penalty, then the New Zealanders when in the battle for Crete, it rules section has been placed apart from the explanation of a multi-formation attack for ease of understanding.

[12.73] Units may observe for units of a different subordination, if allowed by the chain of com­mands early on in the battle, their actions by and large were fundamentally sound military strategy. The following rules reflect the command limita­tions imposed primarily on the Commonwealth Player throughout the game. The German problems are well taken care of by the chaos of the in­itial landing.

GENERAL RULE:
During the Commonwealth Command Phase of even-numbered Game-Turns only, the Commonweal th Player checks the units under his command for possible command control results. The Player checks the Commonwealth Command Control Procedure (Table 13.14) for his forces, and notes the results. The Procedure for all units concerned and immediately applies any results.

PROCEDURE:
Commonwealth Command Control
1. The Commonwealth Player determines which units must make a command control check.
2. The Commonwealth Player then takes the modified morale die-roll and refers to the appropriate Section of the Table for the units that must make a command control check.
3. Roll two dice and immediately apply any result.

CASES:

[13.1] COMMONWEALTH ACTIVATION
No Commonwealth unit may move or fire until it has been activated. Since most of the Commonwealth units do not start the game activated, the Commonwealth Player will have to activate the units by the activation procedure delineated in the following rules. Note that some scenarios do not use activation; all units are activated in these cases. Any unit that has not been activated is never subject to command control (see Case 13.2).

[13.11] Every Game-Turn the Commonwealth Player is allotted Command Points (printed on the Commonwealth Game-Turn Record Track) to expend on his units. A unit is activated if a command-equivalent (all those units controlled by one headquarters which has no headquarters subordinate to it — see the Commonwealth Formation Display) to have any of its units move or fire, the Commonwealth Player must expend command points as called for on the Command Point Cost Schedule (13.18). This expenditure of Command points represents the limited amount of time that the Common­wealth Command had to order the units as to what to do, and the resultant chaos when some of the units did not receive coherent orders.

[13.12] The Commonwealth Player must spend Command points in the following order:
1. he must expend Command points on all Battalion-equivalent groups (again, see the Commonwealth Formation Display to determine which units constitute battalion-equivalent groups) that have been in combat during the previous 15 Phases. Being in combat is defined as participating in close assault or fire upon Enemy units (note that contributing to the fire capability against landing (German units does not count as being in combat), or being the target of Enemy fire or close assault. The German units did not receive coherent orders.

[13.0] COMMONWEALTH COMMAND CONTROL AND ACTIVATION

COMMENTARY:
During the battle for Crete, one of the crucial elements in the fighting was the degree of control that the High Command on each side exercised over their troops. Because of the difficulty of radio communications on inland Crete, the Common­wealth HQ (General Freyberg's) was unable to get a clear picture of the situation until it was far too late in the battle. The Commonwealth com­manders, while distinguishing them­selves with many displays of personal courage, were not able to retain any control over the whole of their com­mands. Often these conditions resulted in the loss of contact of entire battalions at critical moments in the battle. At other times, grave strategic errors were committed, including the initial flanging of troops to prevent the German transports from crash-landing in the surrounding countryside (a fantasy of Freyberg's) and the sur­rendering of Hill 107 by the New Zealanders when they were not under fire, because the other two companies of their battalion had retreated. This enabled the Germans to push through with little resistance. The Common­wealth, with their somewhat disjointed command control during the battle, were not able to maintain the momentum that they had previously thought unattainable. While the Germans also suffered from command paralysis, encouraged by the loss of their higher ranking leaders early on in the battle, their actions by and large were fundamentally sound military strategy. The following rules reflect the command limita­tions imposed primarily on the Commonwealth Player throughout the game. The German problems are well taken care of by the chaos of the in­itial landing.

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During the Commonwealth Command Phase of even-numbered Game-Turns only, the Com­monwealth Player checks the units under his com­mand for possible command control results. The Player checks the Commonwealth Command Control Procedure (Table 13.14) for his forces, and notes the results. The Procedure for all units concerned and immediately applies any results.

PROCEDURE:
Commonwealth Command Control
1. The Commonwealth Player determines which units must make a command control check.
2. The Commonwealth Player then takes the modified morale die-roll and refers to the appropriate Section of the Table for the units that must make a command control check.
3. Roll two dice and immediately apply any result.

CASES:

[13.1] COMMONWEALTH ACTIVATION
No Commonwealth unit may move or fire until it has been activated. Since most of the Commonwealth units do not start the game activated, the Commonwealth Player must expend command points as called for on the Command Point Cost Schedule (13.18). This expenditure of Command points represents the limited amount of time that the Commonwealth Command had to order the units as to what to do, and the resultant chaos when some of the units did not receive coherent orders.

[13.12] The Commonwealth Player must expend Command points in the following order:
1. he must expend Command points on all Battalion-equivalent groups (again, see the Commonwealth Formation Display to determine which units constitute battalion-equivalent groups) that have been in combat during the previous 15 Phases. Being in combat is defined as participating in close assault or fire upon Enemy units (note that contributing to the fire capability against landing (German units does not count as being in combat), or being the target of Enemy fire or close assault. The German units did not receive coherent orders.

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GENERAL RULE:
During the Commonwealth Command Phase of even-numbered Game-Turns only, the Com­monwealth Player checks the units under his com­mand for possible command control results. The Player checks the Commonwealth Command Control Procedure (Table 13.14) for his forces, and notes the results. The Procedure for all units concerned and immediately applies any results.

PROCEDURE:
Commonwealth Command Control
1. The Commonwealth Player determines which units must make a command control check.
2. The Commonwealth Player then takes the modified morale die-roll and refers to the appropriate Section of the Table for the units that must make a command control check.
3. Roll two dice and immediately apply any result.

CASES:
Command point allotment, he must do so. There is no penalty, but the Commonwealth Player may expend no more Command points in that Command Phase and

2. should there be any leftover Command points, the Commonwealth Player may expend them as he chooses, expending them as per the Command Point Cost Schedule (13.18).

13.13 Command points are generally expended by battalion-equivalent groups. However, a large number of the units in Descend on Crete are not organized by battalion-equivalent groups. To activate or pay for “independent” Commonwealth units (which are segregated from the rest of the units on the Commonwealth Formation Display), the Commonwealth Player must expend a Command point for every three (or fraction thereof) units to be activated or paid for. When paying for regiment- or division-sized units, all such units in a particular regiment or division belong to the same group for the purposes of paying Command point costs (see Command Point Cost Schedule).

13.14 If, at the end of all payments of Command points for units in combat in the previous fifteen phases, the Commonwealth Player has any Command points remaining, the Commonwealth Player may activate some of his unactivated units by expending Command points as per the Command Point Cost Schedule. Command points not expended may not be accumulated from Game-Turn to Game-Turn. Unactivated units may not perform any functions with the exception that if an unactivated unit is close assaulted it may perform Opportunity fire before it is close assaulted.

13.15 Greek units are not activated by regiment (which would normally be considered a battalion-equivalent), but rather per every three units. In essence, activating Greek units is the same as activating “independent” units (see Case 13.13). However, note that Greek units do not have an activated headquarters or an alternate supply source are considered out of supply. An exception to the above rule is that any unit stacked with Capt. Forrester (GMM) is automatically activated.

13.16 Another use of Command points is eliminating the effects of multi-formation attack (see Case 12.2). For each different command involved in the formation attack the Command player must expend one Command Point, and those units will be treated as if they were in the same command for the duration of the Game-Turn.

13.17 Commonwealth activation may be performed at any point in the Commonwealth Command Phase that the Commonwealth Player wishes, but not in the middle of some other activity, such as disruption removal.

13.18 Command Point Cost Schedule (see separate sheet)

13.21 Any Game-Turn that the Commonwealth Player makes a command check, he must first roll the command check for the Commonwealth High Command Headquarters. To do so, he checks the Modified Morale Determination Table (13.23) and discovers all modifications to the die-roll for that Game-Turn. He then rolls a die adding or subtracting to die-roll if necessary. Any result is applied immediately before going to the next die-roll for a command check. Remember, if an “M1” or “M2” result is obtained, no further checks are made for that Game-Turn, and CHCHQ does not add to a morale bonus. Otherwise, the next unit is rolled for.

13.22 When rolling for a command check for any headquarters under CHCHQ, the standard procedure is used. Before rolling, all modifications are taken into account, and then the result (if any) is applied immediately.

13.23 Modified Morale Determination Table (see separate sheet)

13.24 Commonwealth Command Table (see separate sheet)

13.3 COMMONWEALTH COMMAND RESTRICTIONS

13.31 Command control checks (hereafter referred to as command checks) emanate from the highest echelon (i.e., most superior) headquarters; that is, if a unit is controlled by a battalion headquarters, which in turn is controlled by a brigade headquarters, which in turn is controlled by Commonwealth High Command Headquarters (CHCHQ), the unit’s command check originates with CHCHQ. Example: A Company of the 23rd Battalion (A/23) is subordinate to the 23rd Battalion Headquarters (23/5 Bde), which in turn is subordinate to 5th Brigade Headquarters (5 Bde), which in turn is subordinate to the 2nd New Zealand Division Headquarters (2 NZ Div), which in turn is subordinate to CHCHQ (see the Commonwealth Formation Display).

13.32 Similarly, if a unit is subordinate to an “independent” headquarters, then the command check begins with the independent headquarters. Finally, if a unit has no headquarters (in every case an independent unit), the command check must occur with that unit.

13.33 Command checks occur on every even-numbered Game-Turn, beginning with Game-Turn Two. Under no circumstances may the Commonwealth Player ever make a command check on an odd-numbered Game-Turn.

13.34 Most of the Commonwealth command checks happen with CHCHQ. If an “M1” or “M2” result is obtained, the Commonwealth Player does not make any more checks that Game-Turn for units subordinate to CHCHQ. By checking the Formation Display, the Commonwealth Player will determine that this includes almost all Commonwealth units (any unit that has a line of subordination traceable to CHCHQ is exempt if either of the above results occur). Otherwise, command checks must be made with the headquarters and units immediately subordinate to CHCHQ. Once the immediately subordinate units have been command checked, the units or headquarters immediately subordinate to those headquarters are command checked until the lowest echelon of command is reached.

13.35 If a “no result” is rolled as a command check result for a headquarters having no inferior headquarters (most battalions level headquarters), no command check is necessary for the units directly subordinate to that headquarters. If any other result is obtained, each individual unit subordinate to that headquarters must make a command check.

13.36 Unless the Commonwealth Player manages to fulfill the conditions of either Case 13.34 or Case 13.35, he must roll for every unit of his that is activated (see Case 13.1), and apply all results immediately. He may choose the order in which he rolls the command check die-rolls, but he must start at CHCHQ and follow the subordination routes indicated on the Commonwealth Formation Display, ending up with a check of the independent units. The headquarters immediately superior to a unit must always be checked for before the inferior headquarters or unit is command checked.

14.0 COMMUNICATION

COMMENTARY:

Communications are vital for such game functions as command and control and Indirect fire. Due to the nature of the terrain on Crete, radio waves did not travel terribly far, generally running into natural interference. The Commonwealth communication net was bulldozed by a telephone system, but all the lines were either cut or blown out of existence.
GENERAL RULE:

An artillery-type unit can fire Indirect fire only if it is stacked with or adjacent to a “controlling” headquarters which in turn is in communication with a unit observing the target hex. The headquarters which can see the target hex may also observe for the Indirect fire unit. For purposes of Command Headquarters command checks, communication sometimes aids in the process of Morale determination.

CASES:

[14.1] CONTROLLING HEADQUARTERS

A controlling headquarters is one to which the artillery-type unit is subordinate or one which is subordinate to the same headquarters that the artillery-type unit is subordinate to. Example: Units designated 27 Bty/5 are subordinate to the New Zealand 5th Brigade. They may fire if stacked with or adjacent to a headquarters of the 5th Brigade.

[14.2] OBSERVER STATUS

A unit may observe for and communicate with only those units of its own nationality and/or with those units that are of a friendly nationality. For the Commonwealth, the Australian, British, and New Zealander units may communicate with each other, but the Greeks and Cretans may not. This is not because of strained relations, but rather because the Greeks and Cretans do not have enough radios. All German units may communicate with each other.

[14.3] SELF-OBSERVED INDIRECT FIRE

If an artillery-type unit itself can observe a target it wishes to fire on, it may do so, regardless of the relative position of its headquarters. Indirect fire units are also regular units and may act as observer units for any other unit, even on Game-Turns when such a unit is being communicated with and firing on a target.

[14.31] Artillery-type unit fire is always Indirect fire, even when the artillery-type unit is observing its target for its Indirect fire. The Player uses the Indirect fire routine to execute an artillery-type unit's attack, except when an artillery-type unit is performing Opportunity fire (see Case 6.51).

[14.32] A heavy weapons unit may execute Opportunity fire only if it is one of the two topmost units in the stack. Artillery-type units may execute Opportunity fire only pursuant to Case 6.51. In any case, the Opportunity firing unit is always assumed to be able to observe its target.

[14.33] For purposes of communication, heavy weapons are treated exactly as artillery-type units.

[14.4] NON-DIVISIONAL HEADQUARTERS AND ARTILLERY

Both the Commonwealth and German Player have army-level headquarters that can control artillery-type units.

[14.41] German RHQ

The German RHQ Headquarters unit may control all German artillery-type units.

[14.42] CHCHQ

Commonwealth High Command Headquarters may control all Commonwealth artillery-type units.

[14.43] Static Artillery-Type Units

Static artillery-type units may subordinate themselves to any headquarters. If they are not subordinated to a headquarters, they are out of supply.

[14.5] COMMUNICATION RESTRICTIONS

[14.51] An observer unit and controlling headquarters unit are considered part of the Indirect fire process. This means that normally neither can move in the ensuing Conditional Movement Phase after those units perform these functions, but they may fire in the same Conditional or Free Fire Phase they control or observe in.

[14.52] A unit in Travel or Disrupted mode may not function as an observing unit or controlling headquarters.

[14.6] PLAYER'S NOTE

Most of the artillery in the game is parceled out in a seemingly random fashion. As has been mentioned before, the Commonwealth command was reorganizing and disposing its units so often that to this day no one is quite sure to whom and to what the individual artillery pieces were attached. It behooves the Player to attempt to unify the widely dispersed artillery pieces into some sort of coherent formation. For example, if an artillery piece is controlled by the Commonwealth High Command Headquarters, the Player would be wise to give it to a subordinate battalion that might actually use it in the field. Massed artillery (i.e., nearly all pieces present) is a rather deadly weapon.

[15.0] ORGANIZATION MODES

COMMENTARY:

The various modes that units may assume in the game represent an approximation of an equivalent real life posture assumed by that unit in the battle for Crete. The Player is given the choice of how he wishes to employ the units, within game limitations. These various modes correspond to how the unit moved and fought as simulated by the game.

[15.1] ARTILLERY-TYPE UNITS

An artillery-type unit has a Dispersed side and a Travel side. When Dispersed, an artillery-type unit can fire but not move. When in Travel mode, an artillery-type unit can move but not fire. There are no “pure” artillery-type units that possess a Concentrated mode. (HQ/AT units, for instance, are not “pure”).

[15.2] HEADQUARTERS UNITS

A headquarters unit usually possesses only a Concentrated mode and a Travel mode. Some headquarters units do possess a Dispersed mode. A Concentrated headquarters may move and perform Opportunity fire. A Travel mode headquarters may only move. A headquarters fortunate enough to possess a Dispersed mode may Direct fire, close assault, move, etc.

[15.3] INFANTRY-TYPE UNITS

Infantry-type units have a Dispersed side and a Concentrated side. Some of these units also possess a Travel mode, in which case the unit has a lower case “t” on its Concentrated side. All units without said “t” are unable to employ Travel mode. Those units are able to move and fire in both modes.

[15.4] ARMORED UNITS

All armored units have a Dispersed and a Concentrated side. They are also able to assume Travel mode. They may fire and move in all modes.

[15.5] CHANGING ORGANIZATION MODES

[15.51] At the conclusion of a Player's Conditional Movement Phase, a Player may remove any unit from Travel mode and place it into any other Mode it possesses (except for Case 15.55). This is an exception to the General Rule of this section. Note that units may not change into Travel mode at the end of the Conditional Movement Phase, even though they may change out of Travel mode.

[15.52] During (and only during) the Player's Command Phase, a Player may attempt to remove Disruption from Disrupted units.

[15.53] As a result of a combat, airstrikes, or air landing/assault, a unit may Dissipate or Disperse.

[15.54] Other than in the above cases, a Player may never change a unit's organization mode except in that Player's Organization Phase. The most frequent change is during the Organization Phase. A Player is required to project the condition of his units through the entire ensuing Game-Turn (until the next Friendly Organization Phase).

[15.55] Infantry-type, heavy weapons, and armor units assume Travel mode from Concentrated mode only and vice-versa. These units may not assume Travel mode from Dispersed mode. They must first change from Dispersed mode to Concentrated mode in the first Organization Phase, and then from Concentrated mode to Travel Mode in the second Organization Phase.

[15.6] DISRUPTION

Disruption represents a situation in which the men of the affected unit are confused, scared, diving for cover and generally combat ineffective. While
1. The German paratroopers were quartered in Athens previous to the air landing. The Germans had enough transport to bring all of their men on to the island for the landing. To simplify decision making, they chose to hold a minimum of men at Athens to reinforce wherever necessary. General Student, the German parachute commander, divided the Parachute Division into quite a few separate "packets" of troops, which was contrary to all German strategy (as the operation was put off). Consequently, in the later afternoon drops at Rethymnon and Herakleion, the Germans were decimated. If 1000 German paratroopers had not landed on the bank of the Tavromita River furthest away from Maleme, taking virtually no casualties, the Germans would have probably denied the airfield to the Commonwealth. Since the Germans were unable to use their air support during the entire landing procedure, for fear that they would hit their own men rather than the enemy. Finally, even though the German transports began from Athens in the wee hours of the morning, they did not reach Crete until approximately 0800 hours, an indication of how slow the German transports were.

2. German intelligence was laughable. The reports given of the enemy positions and the troops and machinery available were almost totally incorrect. The German intelligence even went so far as to declare that the Cretans would welcome the Germans with open arms, which was exactly opposite of what proved to be the case.

3. The weather, which could have provided extremely difficult landing conditions, was almost perfect for the entire series of drops performed by the Germans. Also, though the Commonwealth had a few units that could have been used as flaks, they did not utilize any of their units to any great effect. The Germans were not to have any problems until they began the actual landing process. 4. Rather than land away from the key objectives and form up without considerable enemy opposition, the Germans chose to land directly on their targets. Not only was this plan a poor one in conception (try hitting a target from several hundred feet in the air), but, tragically, an awful plan in execution. The ground troops were able to pick off the majority of the Commonwealth. The landing on the Tavromita River was a disaster, because the descending Germans presented such a large and vulnerable target. It was in the landing of their troops that the Germans took the majority of their casualties.

5. The German weapons were dropped in canisters next to the paratroopers. This meant that if the Commonwealth did not initiate fire as the German paratroopers were landing, the Germans would never be able to reach their weapons (and the Commonwealth was able to capture the German weapons, which were badly needed). Also, the German supplies were dropped next to the German paratroopers, they were supposed to be, rather than where they actually were. This meant that the Commonwealth troops were as likely to benefit from the German supplies as the average German paratrooper was.

6. During the night of 20 May to the morning of 21 May, the German High Command became acutely aware of the fact that the paratroopers had not captured the airfield on schedule. The Commonwealth paratroopers, however, had seen daylight before the evening passes and were accompanied by the afternoon of the 21st at the latest. Unfortunately for the Germans, a night attack on the mountain troops began landing the airfield was partly in Commonwealth hands. The resulting 50% casualties were to be expected, given such a situation. Not until the following days did the landing mountain troops were to win the battle for the Germans. It was a pyrrhic victory for the Germans: the paratroopers and the mountain troops never participated in an en masse airborne landing again.

**GENERAL RULE:**

Air Landing operations are conducted by the German Player in the German Conditional Movement Phase. The German Player checks the German Convoy Routine Display and the German Turn Record Track to see which units are available to him to land on that particular Game-Turn. He will note that the German units are organized in Serials, that the German units are organized in battalion-size groups that usually land in roughly the same area. These are provided for ease of play and to give an order in which to adjudicate Air Landing. Each Game-Turn, the German Player lands units until he is either out of units to land or does not wish to land any more. The German Player then places his units on the designated landing hexes, or, where he has a choice, on his choice of hexes. The German Player executes the Pre-Flight Routine to determine whether any of his units have suffered mishap en route to the landing hex. First, the German Player determines the weather for PM or AM, if it is the 1201 or 0201 Game-Turn (the first Game-Turn is automatically Weather Condition 9—perfect weather). Then the German Player determines the weather conditions on the landing Commonwealth units in range of the landing unit. This will give the Fire capability, which in turn is referenced on the German Air Landing Table (16.27). The Commonwealth Player rolls two dice, and any results are immediately applied to the landing German units. Finally, any close assaults necessitated by the Commonwealth landing on top of German units in range of the landing unit. The German Player only then is the German Player free to take action with his units as if they were normal ground units. When landing Mountain Troop units, determine the weather conditions to see if they will affect the operation. Then determine the position of the nearest Commonwealth unit. Once this is determined, roll a die and determine whether the Mountain Troop lands safely or is eliminated.

**CASES:**

1. **Pre-Flight Routine**

Twice a day, the German Player rolls two dice and determines the weather conditions prevailing over the island of Crete. At the very beginning of each 0201-0600 and 1201-1400 Game-Turn, the German Player rolls two dice and consults the Weather Conditions Table. This gives a numerical rating for the effects of weather on the immediate vicinity of the island of Crete. This numerical rating prevails for the next four Game-Turns until the next 1201-1400 Game-Turn, when the German Player again rolls for weather using the exact same routine that was used to determine the Weather Conditions of the 0201-0600 Game-Turn. Players may dispense with rolling for weather conditions on the first Game-Turn, since the weather condition is automatically zero, but they must roll on all subsequent 0201-0600 and 1201-1400 Game-Turns. Note that the German Player does not know the weather condition for a particular Game-Turn before he lands the parachute or mountain units. Example: It is the 0201-0600 Game-Turn of 21 May. The German Player consults the Weather Conditions Table (16.12) under the 0201-0600 section. He rolls 6 on two dice, which indicates that the weather condition for that Game-Turn is zero.

Even on Game-Turns in which air landing attempts cannot possibly be made, the German Player must roll for the weather conditions, as they could possibly affect observation (see Case 7.6).

16.12 Weather Conditions Table (see separate sheet)
**AIR LANDING ROUTINE**

**16.21** If the Fire capability of Commonwealth units within three hexes of the landing hex is zero (i.e., there are no units eligible to contribute to the Fire capability within three hexes of the landing unit, see Case 16.23) and there are no units in the landing hex, it is not necessary to utilize the German Air Landing Table. Place the landing unit in its target hex. However, if it is not the initial drop (Game-Turn One), roll for possible scatter on the Scatter Possibility Table (16.28).

**16.22** If the Fire capability is zero, and there is a unit(s) in the landing hex, the landing unit(s) must immediately perform a close assault. If the hex being closed is not vacated by enemy units by the end of the close assault resolution, the landing unit(s) is immediately eliminated. Players should note that overstacks, though they will automatically disrupt when the case (see Case 16.23), still contribute their full strength in a close assault upon landing.

**16.23** Units that contribute to the Fire capability may not be artillery-type units (with the obvious exception of flak units), armored units, Disrupted units, or engineers building trenches or attempting to blow a bridge. (For detailed consideration of Ground units, see Case 16.5.)

Headquarters with a parenthesized Effectiveness rating do count for Fire capability purposes. When a unit contributes to the Fire capability, it is considered a normal fire attack. Therefore, Command points need not be expended, there is no possibility of a multi-formation attack, participating units are not activated, nor need they check for Supply. However, engineers building fortifications or attempting to blow a bridge may not contribute to the Fire capability without interrupting the cycle (see the appropriate Cases). To determine the Fire capability used against a given German parachute unit, add the Effectiveness ratings of all units within three hexes of the German unit, excepting the aforementioned units. The Fire capability of a unit with an Effectiveness rating of 1 is ½; the Fire capability of a unit with an Effectiveness rating of 2 or 3 is 1; the Fire capability of a unit with an Effectiveness rating of 4 through 6 is 2; and the Fire capability of a unit with an Effectiveness rating of 7 through 9 is 3. These values are summarized on the German Air Landing Table (16.27). Total the Fire capabilities of all units within three hexes eligible (for Fire capability purposes) to determine the total Fire capability, rounding down if there are any fractions. The Commander may choose to withhold some, all or none of the eligible units. Each landing parachute unit may be attacked only once in the Phase that it lands. Each Commonwealth unit may contribute to the Fire capability as many times as there are German units landing within three hexes.

**16.24** If the parachute unit is landing in a hex that can have Fire capability directed against it, the Commonwealth unit does not have to fire, unless the Fire capability he wishes to use against the landing unit. On the first Game-Turn, the stated Fire capabilities on the German Formation Display must be used (i.e., the maximum). Total the Fire capabilities directed against the landing unit, and roll on the German Air Landing Table (16.27). Apply any modifiers. If there are no Commonwealth units in the landing hex, the German unit(s) is considered to have landed.

**16.25** If a German parachute unit is landing in a hex that can have Fire capability directed against it and has Commonwealth units in it, roll on the German Air Landing Table (16.27) as described in Case 16.24. Then resolve a close assault exactly as described in Case 16.22.

**16.26** In every landing after the first Game-Turn, the German Player may designate the hex that he wishes each German Parachute unit (or stack of units) to land in. However, each landing unit (or stack of units) must roll on the Scatter Possibility Table (16.28) before determining losses (if any) on the German Air Landing Table or resolving close assault. Note that scatter is always rolled for before the German Air Landing Table is used, and that all Fire capabilities are determined as if the unit is landing on the hex determined by scatter (which is not necessarily the hex the unit was supposed to land in).

**16.27** German Air Landing Table (see separate sheet)

**16.28** Scatter Possibility Table (see separate sheet)

**16.3** AIRDROPPED SUPPLY

To supply the German parachutists with the supplies they would inevitably need in the course of battle, the Luftwaffe was required to drop the necessary weapons, ammunition, and food to the parachutists on the ground. Due to the confusion throughout the early stages of the battle, the Commonwealth was to receive a good deal of the supplies intended for the German paratroopers.

**16.31** The German Player receives Supply markers on the German Game-Turn Record Track. Each time the German Player receives supplies, he must airdrop them on that Game-Turn. The German Player may choose which hex the Supply marker is to be dropped in. The Supply marker must always be dropped within three hexes of a German unit, and may not be dropped in an all-sea or partial-sea hex. If the Supply marker is dropped, a roll must be made at the instant it is dropped (German Conditional Movement Phase on the first Game-Turn; German Command Phase thereafter) on the Scatter Possibility Table to determine in which hex the Supply marker is to be placed. The German Player may drop the Supply marker at any point in the Phase that it must be dropped.

**16.32** Once a Supply marker is dropped, it is considered neutral. The first player having a unit in the same hex as the Supply marker "owns" the Supply marker and may move it with any unit in the same hex it is in. The unit that can own a Supply marker has an Effectiveness value (i.e., a Leader could not own a Supply marker). The first unit to begin movement with a Supply marker is the only unit that may move the Supply marker in that Phase. The Supply marker may be moved the whole of the "carrying" unit's movement, or it may be dropped off at any point in movement. Units not moving of the owning Player's volition may not move a Supply marker with them (e.g., on retreat by close assault), and will likely have to surrender the Supply marker.

**16.33** If the German Player possesses a Supply marker, he has two options:

- a. The unit "carrying" the Supply marker and all Friendly units in its hex and adjacent hexes may be supplied until the end of the current Game-Turn as long as the Supply marker is controlled by a Friendly unit and units being supplied are on or adjacent to the hex containing the Supply marker for the duration of the Game-Turn. The Supply marker is not expended.
- b. If a headquarters unit is in the same hex as a Supply marker, the headquarters may serve as a supply source for all German parachute units that can trace to that headquarters using the normal supply path rules (see Section 19.0). The headquarters so using the Supply marker may serve as a

supply source for Phases 1 through 7 or Phases 8 through 14 or any part thereof. At the end of Phase 7 or 14, the Supply marker is expended and removed from play. Of course, the German Player may choose to use a Supply marker at all, instead saving it for future use.

**16.34** If the Commonwealth Player possesses a Supply marker, he also has two options:

- a. The unit(s) stacked with the Supply marker are considered in supply without expending the Supply marker;
- b. The owning Player may use a headquarters unit to supply itself and 19 other units (for a total of 20 units), at which point the Supply marker is considered expended. At the end of the Game-Turn, the Supply marker is removed from play. Of course, the Commonwealth Player may choose to hold the Supply marker for future use.

**16.35** There is no limit to the number of times an individual Supply marker may change hands. The counterexample is not a limit to the number of Supply markers that can be brought into play. If, by some chance, all Supply markers should be in play, the Players should substitute another form of marker for the Supply markers. Source: a map of Germany with all supply points marked. Of course, the British Player should not be allowed to destroy the Supply marker.

**16.36** If an airstrike attack results in a "1" or a "1", any Supply marker(s) in the hex is destroyed. Supply markers alone in a hex may be attacked by an airstrike. When alone they are considered a Travel mode target for an airstrike.

**16.37** If a Supply marker lands in an all-sea hex, it is eliminated and removed from play.

**PRE-GAME AIRBORNE DEPLOYMENT**

If the German Player arranges the counters on the German Formation Display, he will find it much easier to land the German units, since all landing hexes, Fire capabilities and organization will be neatly laid out. All German paratroopers start in the 7th parachute Division box. The units dropping on the first Game-Turn have their landing hex (which cannot be changed and is subject to scatter) and the Fire capability at maximum (which must be used) are provided for the convenience of the Players. Subsequently landing German paratroop units must land within three hexes of a Friendly unit, and not in a partial-sea or all-sea hex, and are subject to scatter.

**16.5** ACTIONS TAKEN AFTER UNITS HAVE LANDED

Once the German Player has determined all results on the German Air Landing Table and the Scatter Possibility Table and resolved all close assault, a further check must be made to discover whether any adverse effects are applied to the beleaguered German units.

**16.51** If a unit lands in a forest, city, or rough hex, the unit is Disrupted. It does not retreat, unless forced to do so by overstack (see Case 16.53). All other units in an all-sea hex will also be Disrupted, as will any units entering the hex.

**16.52** If a unit lands in an all-sea hex, the unit is immediately landed on the nearest partial-sea hex (which may be an island) in Disrupted mode. The Fire capability is calculated as if the unit were landing in the all-sea hex. If a unit lands in a partial-sea hex, the Fire capability applied against the unit is increased by 3 (e.g., a zero becomes a 3).

**16.53** If the German Player somehow lands a unit in a hex, the Fire capability used
against the landing units is increased by 6. The stack may remain overstaked without disruption until the first unit (only) moves out of the stack. At no point is it possible that these units again be overstaked without penalty. The increase of 6 in the Fire capability is not used if the stack is caused by German units landing on previously landed units that have landed in the same Game-Turn, but in such a case the entire stack is immediately disrupted.

[16.54] If a German unit(s) lands on Ay Theodorhori Island, it is Disrupted and stays there for the duration of the game. On a roll of 6, the unit(s) on Ay Theodorhori Island undiscrupts (this is rolled for each Game-Turn). The Commonwealth Player is awarded one Victory Point for each Game-Turn there is a German unit on Ay Theodorhori Island. If a German unit lands on Suda Island, it can have a rousing start with the British Machine Gun company there. Neither unit can escape the island.

[16.6] LANDING PARACHUTE UNITS AFTER THE FIRST GAME-TURN

On any day Game-Turn after the first day (after Game-Turn Nine) the German Player may land some, none, or all of his reserve parachute units. These are easily identifiable by the fact that they have no assigned landing hex and no Fire capability printed on them. As with other units, the landing parachute units are free to land in any mode but Travel, unless otherwise dictated by landing rules.

[16.7] LANDING MOUNTAIN UNITS

Historically, the Germans landed the mountain troops beginning at noon of the second day (21 May), despite the fact that they did not have complete control of the airfield. It was clear to Student that the parachute units were exhausted and would suffer severely from fatigue unless the mountain troops aided them quickly. The mountain troops, landing in transport planes, suffered grievous casualties since the Commonwealth troops were able to destroy the planes as they landed. But the landing of mountain troops won the battle for the Germans.

German Mountain units land in the Conditional Movement Phase. Generally, they land on Maleme Airfield (hexes W0419 and W0519), unless prohibited from doing so by extenuating circumstances (see Case 16.86).

[16.71] Determine the weather condition; if it is greater than 6, one is subtracted from any die rolls (16.71).

If a German Conditional or Free Fire Phase, the mountain unit must be "cured" the overstak. Units in excess of the Strength point stacking limit for an airfield hex (24 Strength points) must be immediately retreated to an adjacent non-Enemy-controlled/occupied hex. If a unit is forced to retreat into a hex containing only an Enemy leader(s), the unit is eliminated. Again, if a unit is forced to retreat into a hex in the mountain unit retreats to, then that mountain unit must be retreated to the hex and the stack must be Disrupted as per the overstack rules. If there is no hex for the mountain unit to retreat to, the normally retreating unit(s) is eliminated. The units on the airfield hex itself are not Disrupted by the overstack.

[16.8] TRANSPORT FOR MOUNTAIN UNITS

[16.81] For an entire game of Descent on Crete, the German Player is allotted 50 Transport points. These represent the total amount of transport planes available to the Germans throughout Operation Merkur.

[16.82] For each mountain unit transported to Crete the German Player must employ one Transport point. The Transport point is not necessarily expended, but see Case 16.84. Note that only one Transport point is necessary to transport a unit, regardless of that unit's Strength.

[16.83] Each German Conditional Movement Phase, the German Player may land up to 32 Strength points of mountain units per airfield hex owned. He may not land any mountain units during a night Game-Turn. Owned is defined as either physically occupied by German units (which could be against the Night time Strong Point limit and can possibly Disable the Landing Point or not occupied by Commonwealth troops (excluding leaders). Like parachute units, mountain units may move and/or fly as soon as they have been landed and all overstack problems, etc., have been resolved.

[16.84] Obviously, the German Player will never have to use all 50 Transport points in one Game-Turn. However, he may only transport as many units in one Game-Turn as he has Transport points. For each unit eliminated during the landing routing for the Germans, a Transport point is likewise eliminated. The German Player must keep track of Transport points eliminated. If 25 Transport points are eliminated, one of the airfield hexes becomes unusable (roll a die for which one — even, hex W0419; odd, hex W0519). After 40 Transport points have been eliminated, both hexes of the airfield become unusable, and no further units may be landed at the airfield.

[16.85] If there are fewer Transport points than units to be landed in a Game-Turn, the German Player must choose which mountain units will be landed, reserving those left behind for the next Game-Turn or later. The number of units transported may never exceed available Transport points.

[16.86] If the airfield hex(es) are not available to the German Player, the German Player may choose to indulge General Freyburg's fantasy and crash-land units in clear or mixed hexes (only). On a roll of 1 through 6, the units crashlanding are eliminated. On a roll of 5, half of the Strength points of the landing unit are eliminated (owing Player's choice, rounding fractions down). On a roll of 6, the units land safely. Weather conditions do not affect crashlanding. If any units should land (i.e., a roll of 5 or 6), they are automatically Disrupted, suffering all restrictions as do landing mountain units. Round fractions down wherever necessary.

[17.0] AIRSTRIKES

COMMENTARY:

To stage the airdrop on Crete, the Germans recognized the need for total air superiority. By the middle of May, the Luftwaffe had reached such complete control of the skies that the British flew their pitiful RAF contingent on Crete to the Middle East to prevent the dozen or so planes from being destroyed. Once the Germans were able to bomb and strafe the island with impunity, the Commonwealth troops' ability to move around was severely hampered. In fact, it was the sunrise to sunset saturation bombing/strafing that broke the morale of the Commonwealth troops, rather than the defeat at the hands of the German parachute and mountain units. The demoralizing effects of the continual air and ground attack are built into the command and control rules (see Section 13.0).

GENERAL RULE:

Each 0601-0800 Game-Turn and each 1401-1600 Game-Turn, the German Player consults the Turn Record Track for the number of airstrikes available that turn. At the beginning of the German Command Phase, the German Player places any airstrikes that he has on his intended targets. At the end of the immediately ensuing German Conditional Movement Phase, all airstrike are resolved. It is theoretically possible to have a successful German close assault could make German units the target of an airstrike. Once an airstrike is placed, it must be executed against all targets regardless of the circumstances. The German Player determines whether or not the airstrike is on target by seeing whether there is an attempt to attack the Airstrike Bombardment Table against any two units in the hex which the airstrike is attacking (if there are any). If there are no units in the hex below the airstrike, the airstrike is ignored. During any German Conditional or Free Fire Phase, the German Player may execute up to half his turn's allotted airstrikes (rounding fractions down). The exact same procedure used in resolving a normal airstrike is used. These are known as hasty airstrikes.

CASES:

[17.1] RESTRICTIONS ON AIRSTRIKES

[17.11] Though the German Player checks his Turn Record Track each 0601-0800 and 1401-1600 Game-Turn, the allotment listed is used for each subsequent Game-Turn. The German Player need only check on the specified Game-Turns to see if
his allotment of airstrikes per Game-Turn has changed. The Commonwealth Player gets several airm holds later in the game; he is alerted to their availability on the Commonwealth Game-Turn Record Track. They operate identically to German airm.

17.12 No more than two airm may be placed on any one hex in one Phase (exception: see Cases 17.14 and 17.18).

17.13 Airm may not be accumulated from Game-Turn to Game-Turn. Airm may only be used in the Commonwealth Conditional Movement Phase, or, in the case of airm, in the German Conditional or Free Fire Phase. Each airstrike represents several bombers and fighters. Because of the seaborn attempt to land badly needed heavy weapons and troops, several of the airm were diverted at crucial moments during the battle to try to destroy the British fleet that in turn was forcing the caques transporting the German troops back to the Greek shore. Many historians have commented that the Germans committed the Luftwaffe too late to clear the Aegean Sea for the seaborn landing, but early enough to cripple some of the British fleet. The designer is of the opinion that the majority of the British fleet could have been sunk if the Luftwaffe had been bombing the ships at the correct time. At any rate, the German Player is restricted to the historical mistake made by the German High Command; otherwise, the Germans would be allowed to bring in the seaborn troops and seriously unbalance the game.

17.14 Airm must be placed in multiples of two on turns that the Weather Condition exceeds 5. On such turns, every two airm are treated as one an strike. Leftover airm may not be used.

17.15 Airm (hasty or normal) may not be used during Night Game-Turns.

17.16 Airm may not be used against any targets other than combat, headquarters and support group units. They may not interfere with supply, communication or any other type of function. Airm may not be observed or for friendly ground units (although they automatically observe for themselves) and do not count for Victory Point observation.

17.17 All airm (including hasty airm) are resolved at the conclusion of any Phase that they are to be adjudicated in. Under no circumstances are airm resolved before all movement and combat is resolved in a particular Phase.

17.18 Airm used in city, forest, or rough hexes must be used in multiples of two. They are treated exactly as described in Case 17.14 (in essence, they are halved). When a weather condition exceeding 5 exists, and an airstrike is placed on a city, rough, or forest hex, a total of four airm must be used to have the effect of one (e.g., they are quartered). When both conditions exist, the maximum net effect the German Player may apply to one hex is one airstrike. Under any other circumstances, the German Player may obtain a net effect of two airm (provided, of course, that he has the necessary airm)

17.19 An airstrike attacks any two units in the hex it is placed on at the end of scatter determination, etc. These units are chosen by the Player that does not have units in the hex being attacked. Under no circumstances may the attacks be used in two different hexes or saved from Phase to Phase or Game-Turn to Game-Turn.

17.2 AIRM SCATTER

Before any airstrike is resolved, the German Player must roll two dice and determine whether or not the airstrike is on target. This scatter determination is made immediately before the airstrike is resolved. To a large extent, it simulates the fact that the Luftwaffe bombed German troops in several crucial instances.

[17.20] If the airstrike being rolled for is a normal one, two dice are rolled. If a 3 or 12 is rolled, the airstrike scatters one hex. If a 2 is rolled, the airstrike scatters two hexes. Any other roll and the airstrike is on target. Consult the Scatter Diagram (on the map), roll one die to determine the direction in which the airstrike scatters, and then place the airstrike the appropriate number of hexes away from the target hex in the indicated direction.

[17.22] When conducting a hasty airstrike, roll two dice. On a roll of 7, the airstrike scatters one hex. On a roll of 5 or 9, the airstrike scatters two hexes. On a roll of 3 or 11, the airstrike scatters three hexes. Use the procedure outlined in Case 17.21 for determining scatter direction.

[17.23] If the airstrike scatters into a hex where there are no targets, the airstrike is ignored and removed from the board. If there is any target below the airstrike, the Player who does not have units in that hex resolves the airstrike. It is possible for German units to be attacked by an airstrike (in fact, the German advance was stalled around Corinth when the Luftwaffe rather heavily bombed the advance German units). It appears no one had told the pilots that the German ground units were capable of capturing the city by themselves. Alan Clark, author of The Fall of Crete, cites a case where the Australians at Rethymnon, an area miles east of Canea, were able to call down airm on the Germans because they had captured a German codebook. This claim is not substantiated in any other source the designer has read.

[17.24] When necessary to use airm in multiples of two or four to obtain a net result of one airstrike (see Cases 17.14 and 17.18), all airm being combined are rolled for as if they were one an strike.

[17.3] RESOLVING AIRSTRIKE ATTACKS

[17.31] Each airstrike is resolved separately, unless it is necessary to combine airm due to weather or terrain beneath the airstrike. In any attack, all necessary airm are treated as one (e.g., if two airm are necessary to have the effect of one, regardless of the number of airm necessary to generate one attack).

[17.32] Each airstrike's attack is resolved individually. If there are too many airm in one hex due to scatter or negligence on the part of the German Player, all excess airm are ignored and have no effect on the ground units.

[17.33] Each individual target is attacked separately. All results apply only to the target that the result was rolled against. This is an exception to the rule that a Disrupted unit Disrupts every unit stacked with it. When an airstrike's two attacks have been adjudicated, the airstrike is removed from the map.

[17.34] Despite the fact that a unit Disrupted via an airstrike does not Disrupt other units in its stack, should any unit move into the hex containing a unit Disrupted by airstrike, it is Disrupted as per the normal Disruption rules.

[17.35] Determine the mode and, if necessary, the terrain the target unit is in. Roll two dice and determine the result on the Airstrike Bombardment Table (17.45). Apply any adverse results immediately. Proceed to the next attack (if any).

[17.4] EXPLANATION OF AIRSTRIKE RESULTS

[17.41] No result.

[17.42] D = The target unit (only) is Disrupted. The target unit is retreated by the owning Player one hex. If this is not possible, the target unit is not penalized. A unit Disrupted this way has retreat priority as follows: (1) into a non-rough, non-city hex along a road or track; (2) into a rough, forest or city hex along a road or track; (3) into a rough, forest or city hex, pay the normal movement cost for crossing a river or stream; (4) into a forest, rough, or city hex. If the only hexes available are prohibited, accessible only through a blocked or mountain hexside, contain enemy units, or would require the resulting stack to be over the stacking limit, the affected unit does not retreat. Note, however, that should a Disrupted unit retreat into a hex with friendly units, those friendly units will also be Disrupted.

[17.43] 1 = If the unit is an armored unit, treat the result as a D. If the unit is a headquarters unit, subtract 1 Strength point from that unit. If the unit is anything else, subtract 1 Strength point and then treat the result as a D.

[17.44] 1 = Regardless of unit type, subtract 1 Strength point and then treat the result as a D.

[17.45] Airstrike Bombardment Table

(see separate sheet)

[18.0] CROSS-RIVER/STREAM MOVEMENT

COMMENTARY:

In addition to their combat capabilities, engineer units also possess the capability to aid units attempting to cross waterways.

GENERAL RULE:

Engineers that are placed next to a stream or river hexside for a specified time lessen the cost for traversing these hexes for friendly units wishing to cross through the engineer units.

CASES:

[18.1] FERRYING

[18.11] An engineer unit may ferry infantry-type, heavy weapons, headquarters and other engineer units across a river or stream. Units without stacking “weight,” such as leaders, may also be ferried.

[18.12] To ferry, both the engineer unit and the unit being ferried must be stacked on the same side of the river in the same hex at the beginning of the Conditional Movement Phase that the ferrying operation is to be conducted in. The combat unit may then move across the river or stream hexside to a hex on the other side of the river or stream hexside without paying the normal movement cost for crossing this hexside.

[18.13] Units using engineer assists to facilitate movement across a river or stream hexside must begin the Phase they do so in Concentrated Mode. The units are still exposed to all applicable Opportunity fire, but the engineer unit performing the ferrying function is not thus exposed (unless, of course, the engineer unit is ferrying itself across). Units may be ferried across for purposes of close assault, but the engineer unit need not participate in the close assault. However, it will be affected by any other combat result suffered by the close assaulting unit.

[18.14] An engineer performing the ferrying function must have an equal or greater strength than the unit(s) it is ferrying in a given Phase. If there is a unit in a stack the engineer unit is ferrying that has a greater Strength than the engineer unit itself, the engineer unit may not ferry that unit, but it may ferry any other units in that stack not having a Strength in excess of the engineer’s. An engineer unit may always ferry itself across a river or stream, provided that the only ferrying done by
the engineer in that Conditional Movement Phase. In a phase an engineer does any ferrying, the engineer may not move.

[18.15] Leaders may be ferried across with any combat unit at no extra penalty. They may not be ferried individually, but when they are accompanied by other units, Leaders do not affect Strength, stacking, etc.

[18.2] DESTRUCTION OF BRIDGES

[18.21] Either side has the option to blow any bridge on the map with the exception of those bridges crossing the river hexsides of the Tavornifs (on the West map). To blow a bridge, an engineer must remain adjacent to a road bridge for five consecutive Game-Turns or a trail bridge for three consecutive Game-Turns, beginning and ending with a Conditional Movement Phase. The engineer unit may not move or fire during the turns it is setting the charges (for that is what demolition of the bridge represents), but it may perform such functions as communication and observation. The engineer unit must also possess three Strength Points to perform this function. If, at any time, the engineer unit does not fulfill all the above conditions, the cycle is broken and must be begun anew. If the engineer unit has completed the necessary number of turns adjacent to the bridge, the owning Player may (but does not have to) attempt demolition at any point in his Conditional Movement Phase. On a die-roll of 1 through 4, the bridge is destroyed and a Destroyed bridge marker is placed on the bridge. On a die-roll of 5 or 6, the demolition attempt fails, and the bridge remains intact. During the time the engineer unit is preparing for the demolition attempt, Friendly units may use the bridge (provided the engineers promise not to blow up the bridge while the units are crossing).

[18.22] Should an engineer fail in an attempt to demolish a bridge, the owning Player may attempt to demolish the bridge again in his immediately following Conditional Movement Phase, provided the engineer unit does not violate any of the conditions of Case 18.21.

[18.23] If an engineer unit spends six turns adjacent to a road bridge, or ten turns adjacent to a road bridge, and fulfills all conditions of Case 18.21, the bridge is automatically destroyed at the end of the necessary Game-Turns (no die-roll), if the owning Player so wishes. Turns spent unsuccessfully attempting to demolish the bridge may count toward this requirement. During the time the engineer unit is preparing for the demolition attempt, Friendly units may use the bridge (provided the engineers promise not to blow up the bridge while the units are crossing).

[18.24] If the engineer unit is attempting to demolish a repaired bridge (see below), the engineer unit must remain adjacent to the repaired bridge hexside. At the end of three Game-Turns, provided the engineer has fulfilled all requirements, the bridge is automatically destroyed, should the owning Player desire.

[18.25] If the owning Player does not wish to destroy a bridge or attempt to do so after fulfilling all requirements, he may have the engineer continue to fulfill the requirements until the owning Player decides to destroy or attempt to destroy the bridge. Of course, the owning Player may choose not to destroy a "prepared" bridge at all.

[18.3] REPAIR OF DESTROYED BRIDGES

An engineer unit with a Strength of at least 2 that remains next to a destroyed bridge for one complete Game-Turn and fulfills all conditions of Case 18.21 repairs the destroyed bridge (in essence, a makeshift bridge has been placed in the old one's stead). To show that the bridge is repaired, simply flip over the Destroyed bridge marker to show the Repaired bridge face of that marker. Unlike demolition (or blowing) of bridges, no Enemy units may be adjacent to the bridge in the turn it is being repaired, or else the bridge is not repaired. Also, the engineer unit must remain Concentrated to effect repairs on the destroyed bridge.

[19.0] SUPPLY

COMMENTARY:

Though the Germans dropped with a full day's supply, they were to need much more in the ensuing days of bitter fighting. The Commonwealth troops, who were short on guns to begin with, were also short on ammunition. However, the Commonwealth command had a much better chain of supply than the Germans did, who were almost completely disorganized after the disastrous initial drop. The following rules outline the supply determination procedure.

GENERAL RULE:

During a Player's Command Phase, the supply status of all Combat units is determined. Individual combat units trace supply to their controlling headquarters, which must in turn trace to their immediately superior headquarters, until the highest command point is reached. This will be the headquarters that has the superior headquarters which traces to the supply source. If this headquarters, known as the Supplying headquarters is out of supply, all units tracing to it are out of supply. For the individual combat unit to be in supply, its controlling headquarters must be in supply. For that headquarters to be in supply, its immediately superior headquarters must be in supply, and so on. Units unsupplied in the Command Phase remain unsupplied until the next Command Phase, while units supplied in the Command Phase are not necessarily in supply for the entire Game-Turn (see Case 19.3, Unit Supply Judgment). For units "carrying" their own supplies for a limited number of Game-Turns, the first Command Phase these units do not have the carried supply, they become part of the regular supply procedure.

CASES:

[19.1] SUPPLY SOURCES

Unless a unit is carrying supply (see Case 19.12), it must ultimately trace supply to the "supply source."

[19.11] Commonwealth

The Commonwealth Player draws supply from either the south or east edge of the map. If he draws supply from the south edge, the supply may be derived from either the East or West Map, but if he derives supply from the east edge, the supply line must be traced to the East Map. This supply line must comply with the requirements of Case 19.2. The only exception to this rule is the Cretan Irregulars, which draw supply from any village hex not occupied by German units (see Case 22.13).

[19.12] German Paratroop

After the first day (after Game-Turn Eight), the German Paratroop units trace ultimate supply to either Malene Airfield (hexes W04/W05) or RHQ Airlanding Headquarters (RHQ) (they are "carrying" their weapons).

[19.13] German Mountain and Army

The German mountain units (the German army units are part of the German mountain supply net) trace supply to either Malene Airfield or the 5th Mountain Division Headquarters (5 Mountain).

[19.2] TRACING THE SUPPLY PATH FOR HEADQUARTERS UNITS

For headquarters that are on the divisional or superior level and for the German RHQ Airlanding Headquarters, a headquarters unit is in supply, it can trace a path of road, city, trail, village, or hex to the supply source. This path must be free of Enemy Zones of Control and Enemy units. This path may be unlimited in length, but it must reach the supply source or else the unit is out of supply. Briefly, the headquarters that fall under this category are Commonwealth High Command Headquarters (CHCHQ), the 2nd New Zealand Division (2 NZ Div), Main Naval Base Defense Organization Headquarters (MBDO), 5th Mountain Division Headquarters (5 Mountain) and the RHQ Airlanding Headquarters (RHQ). Note, however, that 2 NZ Div and MBDO Headquarters must trace to CHCHQ Headquarters as a brigade or regimental headquarters (see Case 19.22) until CHCHQ is eliminated.

[19.22] For brigade or regimental headquarters such as the Commonwealth 5th New Zealand Brigade Headquarters (5 Bde) and the German 141st Mountain Regiment Headquarters (141st Mountain Regt HQ), the headquarters must trace a line of supply to their superior headquarters or their supply source. This line of supply may be no more than 12 Movement points in length. In tracing such supply, the owning Player draws a imaginary path between the headquarters in question and the superior HQ or supply source which does not exceed 12 Movement points in length. These Movement points are expended as if the unit performing the imaginary move were an infantry unit in any mode the owning Player wishes. When performing the imaginary move, the owning Player may freely switch mode to gain the most advantageous movement rate possible (the imaginary unit is considered to possess Travel Mode). The imaginary move may pass through any hex containing Enemy units or Enemy Zones of Control. The only exception to the above rule is that the supply line may pass through an Enemy-controlled hex if there is also a Friendly non-Disrupted unit in the same hex. In this imaginary move, the owning Player ignores stacking limit and costs for leaving Enemy-controlled hexes, paying costs for terrain only.

[19.23] For all other headquarters units tracing supply, which will generally be those with no inferior headquarters — for example, the Commonwealth 28th New Zealand (Maori) Headquarters, 28/5 Brigade, the German Engineer Headquarters, 1/Eng, the owning Player must again trace a line of supply to any of that headquarters' superior headquarters or the supply source. This line of supply is again performed as an imaginary move, as described in Case 19.22, but the imaginary move length is 8 Movement points. Other than the shortening of the supply line, all restrictions described in Case 19.22 apply.

[19.24] If a headquarters unit is unable to trace supply, and it is not "carrying" its supply with it, the headquarters unit is out of supply. The owning Player should note that that headquarters unit is considered out of supply until the next Command Phase, and may wish to so signify by placing a blank counter on top of the unsupplied headquarters.

[19.3] UNIT SUPPLY JUDGMENT

If a unit fires during its Fire Phases, the owning Player must determine if the unit is in supply range of its headquarters and if that headquarters is supplied. The same determination must be made after Opportunity Fire. The "supply range" of a unit is defined as a path of no more than eight traversable hexes between the firing unit and its controlling headquarters.
This supply path may not be traced across blocked hexes, or through prohibited, Enemy-controlled, or Enemy-occupied hexes.

[19.32] If a unit is in supply range of its headquarters (or is the headquarters) at the instant it fires, the unit is said to be in supply. Otherwise the unit is out of supply. Of course, if the headquarters to which a unit is tracing is out of supply, the unit is out of supply.

[19.33] If a firing unit is out of supply, the owning Player must roll a die immediately after executing that unit's fire. For German mountain or army units, a roll of 1 or 2 indicates that the firing unit is immediately Depleted and a Depleted marker is placed on it. On a roll of 3 through 6, the unit is still able to fire. For a German paratroop unit, a die-roll of 1 through 3 indicates immediate Depletion of the firing unit, while a 4 through 6 indicates that the unit may continue to fire. For Australian, British and New Zealander units, a die-roll of 1 through 4 indicates immediate Depletion, while a roll of 5 or 6 indicates that the unit may continue to fire. Finally, Greek and other Commonwealth units (Cretan, etc.) Deplete on a roll of 1 through 5, and remain able to fire on a roll of 6. (The designer feels this rule adequately reflects the amount of ammunition each type of unit had available to it. As Players will see at a glance, the Germans were considerably better supplied than their Commonwealth foes.)

[19.34] A Depleted unit's Effectiveness rating is zero, which prevents a Depleted unit from firing. Depletion does not prevent a unit from being able to observe Enemy units, nor does it interfere with a headquarters' ability to communicate and coordinate with artillery-type units.

[19.35] Effect of Depletion

Aside from the abovementioned zero Effectiveness rating, a Depleted unit's Strength is sidereal halved (rounding down), while its morale is unchanged. A Depleted unit may not close assault. A Depleted unit is treated as a Disrupted unit (see Case 15.6) for purposes of taking losses.

[19.36] Example: The A Company of the 28th New Zealand Battalion (A/28) is in hex W0721. For the Commonwealth Player to discover whether or not the unit is in supply, he must first determine if the headquarters of the 28th Battalion is in supply (assume for the sake of this example that it is). After determining that the headquarters is in supply (located on hex W0815), the Commonwealth Player traces a line of eight traversable hexes (indicated by the arrows) to the headquarters from A Company. A Company of the 28th Battalion is in supply.

[19.4] "INDEPENDENT" UNITS

The Commonwealth Player possesses a considerable number of "independent" units. The Commonwealth organization during the battle of Crete can be charitably described as sloppy. In reality, the Commonwealth commands were changing their organization almost weekly before the battle began, and almost daily after the battle was joined. (The research turned up quite a few combat groups that could not be accounted for at first on the Commonwealth side, but these were later revealed as different overall commands for the various battalions). If these units are not "carrying" their supplies (which may have been captured from the Germans), the "independent" units may subcoordinate themselves to any Friendly headquarters. If the "independent" units wish to subordinate themselves at any point in the game, the owning Player may voluntarily place those units out of supply for a turn in the Player's Command Phase. Of course, if a unit does not resubordinate in the next Command Phase, the unit remains out of supply. A unit may resubordinate to the headquarters from which it was detached. A unit may be resubordinated at any point in the Command Phase at the owning Player's discretion.

[20.0] SPECIAL UNITS EFFECTS

CASES:

[20.1] HEAVY WEAPONS UNITS

[20.11] Heavy weapons possess the properties of both Direct fire and Indirect fire units. When attacking with a heavy weapons unit, the owning Player uses the Indirect Fire Value Table to compute the Fire value of the heavy weapons unit. However, the unit attacks much like a Direct fire unit. Heavy weapons units may always execute Opportunity fire at units they can see, which usually covers all units within two hexes of them. However, heavy weapons units may execute Opportunity fire only from one of the top two positions in a stack. There is no such thing as "Indirect" Opportunity fire; a unit must be able to see the target if it Opportunity fires at. Heavy weapons units may fire from any position in the stack (with the abovementioned exception), but, like Direct fire units, they may fire only at the top two units in the target stack. Heavy weapons units may not halve their Effectiveness rating and double their range.

[20.12] Since heavy weapons units are meant to support infantry-type units, there must be at least one infantry-type unit firing on a target unit for every heavy weapons unit firing at that target unit (e.g., if two heavy weapons units fire on a target unit, there must also be two infantry-type units firing on that target unit). Heavy weapons units may fire at a target unit alone without supporting infantry-type unit. In other words, if two heavy weapons companies are firing at the same target, there must be at least one infantry-type unit of the same subordination for each of the heavy weapons units, and this infantry-type unit must fire at the same target unit as the heavy weapons unit. When participating in a close assault, there must be a corresponding infantry-type unit for each heavy weapons unit (except, of course, one heavy weapons unit may go at it alone).

[20.13] A heavy weapons unit may not be the top attacking unit in a close assault, but it may be the top defending unit.

[20.14] A heavy weapons unit may fire only at units observed by the heavy weapons unit itself or observed by a unit of the same battalion or regiment (which, of course, must be in communication with the heavy weapons unit). Players will note that heavy weapons units may Indirect fire.

[20.15] All heavy weapons unit losses are Direct Fire losses; i.e., any excess losses when the target unit are applied as described in Case 10.44.

[20.2] ANTI-TANK UNITS

[20.21] Anti-tank units are considered Direct fire units for all game purposes, though they are also considered artillery-type units. They possess the properties of Direct fire units, use the Direct Fire Value Table in executing all fire, and can only fire at the top two units in a stack. However, they do possess one property of Indirect fire units in that they may fire from any position in the stack.

[20.22] Anti-tank units may perform Opportunity fire only if they are one of the top two units in the stack.

[20.23] Anti-tank units may never fire at a hex they cannot themselves observe.

[20.24] Anti-tank units are treated as artillery-type units when defending in a fire situation (see Case 11.8).

[20.25] Anti-tank units may arouse their range and halve their Effectiveness rating (rounding down).

[20.26] An anti-tank unit may participate in close assault, but it may not be the top unit in an attacking stack (although it may be the top unit in a defending stack). Its offensive capabilities are a cipher when in an attacking close assaulting stack: zero Effectiveness rating, zero Strength and zero Morale value. An anti-tank unit does suffer all adverse results applied to its stack as a result of close assault, but it is the last unit to take any Strength point losses, along with any other units that are in effect ciphers (though an anti-tank unit is treated as a cipher, it can still take losses from its "normal" Strength).

[20.3] HEADQUARTERS

[20.31] Some headquarters possess only two modes: Concentrated and Travel, though a good number of the headquarters possess a third mode — Dispersed. Units that possess only two modes
have two sides: the Concentrated side, which shows a parenthesized Effectiveness rating, and the Travel side, which shows the unit's Strength plus a "t" to indicate that the unit is in Travel mode. These headquarters may not exist in a Dispersed mode because there is no such state for them. (Actually, the headquarters that do not possess a Dispersed mode were usually specialized communications headquarters that could only operate when carefully co-ordinated. The men had been trained to work together in a combat environment, but were totally ineffective when spread out to take cover. Consequently, the men of these units did not do so. Unfortunately, enemy units were instructed to shoot at these men, who were thereby vulnerable to fire.) A headquarters in the front line was a headquarters about to be destroyed, and a destroyed headquarters decreased the fighting capability of the units that were under its command. These headquarters may not fire in the Conditional or Free Fire Phase, but they may Opportunity fire as per normal rules. The headquarters that possess all three modes are under no such restrictions.

[20.32] Headquarters that possess only two modes perform close assaults exactly as do anti-tank units, while the headquarters that units possess all three modes may close assault as normal infantry units, and, in fact, are treated always as infantry-type units.

[20.33] If a headquarters unit can trace a line of supply to a superior headquarters (or to the supply source), it is considered in supply, assuming the higher formation headquarters is itself in supply. The headquarters units are also assumed to be in supply if they are carrying their supplies, or if they have captured their supplies. Units subordinate to the headquarters are in supply if they can trace a supply path to their headquarters (assuming again that their headquarters is in supply), or by carrying their supplies (as the German paratroopers do the first day), or by capturing Enemy supply. headquarters may dispense supply while in Concentrated and Travel mode, only.

[20.34] Headquarters may assist units stacked on top of them to remove themselves in removing Disruption (see Case 15.67).

[20.35] Artillery-type units may not fire on targets observed by other units unless the artillery-type unit is stacked with or adjacent to a controlling headquarters unit. The artillery-type unit may fire only on targets observed by units subordinate to the controlling headquarters (exception, see Case 12.14). Headquarters may not control artillery-type units when in Travel or Disrupted mode, but while in Travel mode they may still observe for Friendly artillery-type units.

[20.4] ENGINEERS

Engineers perform several functions in Descent on Crete: ferrying, constructing entrenchments, repairing bridges, demolishing bridges and aiding in close assault combat. (Players of Highway to the Reich will note that this is one of the many reasons that the units present in Descent on Crete are inapplicable with those in HWTR, the Engineers in Descent on Crete are relative to the obstacles present. Warfare in 1941 was quite different than warfare in 1944, and so were the Engineers' roles.) These units function as infantry with the exceptions of their special capabilities. The function of repair and destruction of bridges is covered in Section 18.0.

[20.41] Effect of Engineers on Close Action

When an Engineer is one of the two toposmost units in a close assaulting stack, it raises the morale of the stack by two Morale points. In addition, the engineer negates the effect of an Enemy entrenched unit if the Enemy is so situated, unless there is an Engineer engineer present in the defending stack. In order to have these effects, the engineer must have a modified (i.e., current) morale of at least 1. If the engineer unit is not one of the two toposmost units in the stack, it acts as an infantry-type unit participating in the close assault. If the engineer unit is in the defending stack, it may raise the Morale rating of a defending stack by 2 Morale points, provided it is on the top two units, and has a morale of at least 1 and a Strength of at least two. An engineer unit alone remains none of the above benefits, with the exception that it will negate the effect of an entrenchment for an Enemy stack. If there is more than one engineer unit in an all-engineer stack, all benefits described in this case apply. No more than one engineer may 'give' a stack the above benefits, that is, two engineers may not raise the morale of the stack 4 Morale points, and so on.

[20.42] Engineers Constructing Entrenchments

An engineer unit or units with a Strength of at least 4 may construct an entrenchment. To do so this engineer force must remain Concentrated and Un-disrupted in the same hex for six consecutive Game-Turns, beginning and ending with a Conditional Movement Phase. Upon the end of the Friendly Conditional Movement Phase of the sixth Game-Turn, the owning Player may place an entrenchment across any units occupying the hex. Enemy units do not interfere with the building of entrenchments, except they may attempt to Disrupt or Disperse the engineer unit(s) attempting to build the entrenchment. If the engineers are interrupted in any way, the cycle must begin again. While building an entrenchment, engineer units may not fire in the Conditional or Free Fire Phase, only on targets observed by units subordinate to the artillery-type unit, or by carrying their supplies (as the German paratroopers do the first day), or by capturing Enemy supply. headquarters may dispense supply while in Concentrated and Travel mode, only.

[20.5] FLAK UNITS

Flak units perform all functions exactly as anti-tank units do, and for almost all game functions should be treated as anti-tank units. The exception is, of course, their special anti-air function (used during German paratroop landings, see Case 16.23).

[20.6] STATIC ARTILLERY-TYPE UNITS

Static units are those marked with a "STAT" on the back of their counter (see Case 9.8). In most cases, these represent the coastal batteries that the Germans deployed along the shore against the possible German seaborne invasion. The rest of the aircrafts were in excess as artillery.

[20.61] Static artillery-type units do not count for stacking and do not Disrupt other units should the static artillery-type unit be Disrupted. The only exception to this rule is coastal hexes, which are defined as any hex that contains partial-sea (essentially all the bays). In these hexes, static artillery-type units do count for stacking purposes, but still do not Disrupt any other friendly units in the hex. In other hexes, static artillery-type units could be stacked with up to 24 Strength points of other unit types without penalty. (Disruption for these units meant that the men on the guns were in their barracks or foxholes, rather than attempting to shoot at the enemy, or staying out of sight below the baseplate of the gun.)

[20.62] Static artillery-type units may subordinate to any headquarters that is Australian, British or New Zealander (the Commonwealth soldiers did not like to take orders from Greeks and especially not the Cretans). If they wish to switch subordination, the artillery-type unit must spend one full Game-Turn out of supply before hooking up to a new headquarters. The only exception to this rule is when an artillery-type unit's headquarters is eliminated, in which case they may switch immediately. Resubordination is always handled in the Friendly Command Phase. Units that begin the game with no specific subordination may be subdivided without penalty on the first Game-Turn only at the owning Player's discretion.

[20.63] Unless static artillery-type units are observing for their own fire, they must use the standard Communication procedure for Indirect fire.

[20.64] Static artillery-type units that are unable to trace a line of supply and are out of communication and are also in a German Zone of Control immediately surrender (but a Commonwealth unit or Zone of Control will negate the German ZOC); thus, a marker signifying German control is placed on the static artillery-type unit and the unit is henceforth considered a German unit. This may occur at any point in the Game-Turn. Commonwealth units may recapture "German" static artillery-type units by the same procedure.

[20.65] Static artillery-type units that become German are used by the German Player. Cases 20.63, 20.64, and 20.65 have the obvious exception that only the German Player may control the newly minted German units.

[20.7] GERMAN MOUNTAIN UNITS

Given that the German paratroopers were the elite of the Wehrmacht, the German Mountain troops (gebirgsstruppe) were quite possibly the second-best in the German Army. Only Guderian's tanks could hold a candle to these highly skilled men. Because Crete was such a mountainous island, the 6th Gebirgsdivision (Mountain Division) was the logical choice for the reinforcements at Crete. In all Commonwealth accounts of the battle, the mountain troops are cited as the men that relentlessly drove the Commonwealth forces back to Sfakia (when they could find the Commonwealth forces; no easy task in the densely packed undergrowth that offers excellent protection throughout Cret). Of course, these men were most effective in the mountains, and it was their much-needed heavy weapons and individual skill that hammered the British, Australians and New Zealanders until they broke.

[20.71] Anytime a mountain troop unit conducts a close assault in a rough hex, the Morale rating of the attacking stack is raised by 1 Morale point. For the stack to gain this benefit, the top unit (if only) must be a mountain unit, and the total Strength points of mountain units must be at least half of the stack's total Strength (rounding up). If a mountain unit is defending close assault in a rough hex and meets the above conditions, the stack again gets an addition of 1 Morale point to the stack's Morale rating.

[20.72] That mountain troops cannot see across mountain hexes as true as of all other units, they may close assault across a mountain hexside without any of the penalties outlined in Case 11.44, with the exception that if a mountain unit close assaults across a mountain hexside, the unit's Effectiveness rating is reduced by 1 for purposes of calculating the Effectiveness differential of all units that stack against the provisions of Case 20.71. Otherwise that stack falls under the provisos of Case 11.44.

[20.73] Mountain units are able to move more quickly than other units through rough hexes and across mountain hexsides: see the Terrain Effects Chart (11.14) for the reduced Movement Point costs.
24

**[20.92]** All Direct, Indirect or Opportunity fire directed against support group units is resolved on the “Undispersed in Any Terrain” line since support group units may only be in Concentrated mode.

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**[21.0] LEADERS**

**COMMENTARY:**

Leader units represent officers who had a direct effect on the course of the battle. During the battle (or Crete, there were several examples of personal bravery, dash, and hero carrying the day); when it looked dark for one side. The loss of a leader (which occurred most often on the German side) could have a disastrous effect on the men under his control. For purposes of not beating a dead horse, the designer has chosen to rate all leaders the same.

First of all, most of the ratings of the leaders would be highly subjective, and the designer does not feel it is his place to rate individual men unless he absolutely has to (when one rates a unit, the men of that unit can always say that it was the other men that were causing all the problems). In any case, the leaders who have been justly accused of not performing well during the battle can be discovered in any general history of the battle for Crete.

**GENERAL RULE:**

Leaders aid units that are stacked with morale-wise. When a leader is eliminated, he is replaced by a subordinate to carry on his job.

**CASES:**

**[21.1] EFFECT OF LEADERS ON COMBAT**

If a leader is stacked with a subordinate unit(s) attacking or defending in a close assault, the unit(s) receive a morale bonus of 2 Morale points. The maximum increment that may be received from Leaders is 4 Morale points, which is attainable if and only if one of the leaders is subordinate to the other. Only one of the units in the stack need be subordinated to the leader aiding in the close assault, but remember the subordination restrictions (Section 12.0). For example, Freyberg may combine with any other Commonwealth leader for the 4 Morale point boost, but Weston and Vasey could not combine. See the Formation Displays for leader subordination.

**[21.12]** The presence of a leader negates the effects of Cases 12.2 and 12.3, permitting multi-movement, direct, indirect, and opportunity fire and close assault without penalty, provided all units are of the same nationality or subordinate to the leader who is negating the subordination penalties. To do so, the leader must be stacked with one of the firing or close assaulting units, and at least one of the units must be subordinate to the leader who is negating the subordination penalties.

**[21.2] EFFECT OF LEADERS ON MOVEMENT**

Leaders do not affect movement in any way, and do not count against stacking restrictions. An Enemy leader alone in a hex does not interfere with a Friendly supply path.

**[21.3] LOSS OF LEADERS**

**[21.31]** A leader is eliminated if the hex the leader is in is occupied by an Enemy unit, but only if the leader is the only Friendly unit in the hex. It costs no extra Movement points for an Enemy unit to occupy a hex that includes a Friendly leader. However, all additional Friendly units in the same hex will be sitting ducks for the Enemy units.

**[21.32]** If a leader is alone in a hex, the Enemy Player may choose to fire at the leader. To do so, the Enemy Player informs the Friendly Player as to which units are firing on the leader. The Enemy Player forges Fire value computation and simply rolls two dice for each firing unit. If a 2 shows up, the leader is eliminated.

**[21.33]** Similarly, when a stack a leader is in takes a loss from fire combat, the owning Player rolls two dice. If he rolls a 2, the Leader is eliminated. If the leader's stack receives a Disruption as a result of close assault, the leader is eliminated on a roll of 2 or 3. Finally, if a stack a leader is in takes a loss as a result of close assault, a roll of 2, 3 or 4 eliminates the leader.

**[21.34]** A leader in a stack that is totally eliminated by close assault is likewise eliminated.

**[21.35]** A leader leaving a hex that the leader occupied alone is not subject to Opportunity fire.

**[21.4] "REINCARNATION" OF LEADERS**

**[21.41]** If a leader has been eliminated, the player returns to play. The owning Player places the leader counter on the corresponding headquarters (the Formation Displays indicate which leader goes with which headquarters) at the end of the next Friendly Command Phase (this presumes that the second in command, knowing that he has to be promoted now that his superior is dead, jumps at the opportunity to lead the men into battle).

**[21.42]** If the headquarters to which a leader normally reincarnates is destroyed, the leader is permanently “dead.” The leader can never be brought back to play.

**[21.43]** A leader may not be brought back on a Disrupted headquarters unit. The owning Player must wait until the headquarters is in Concentrated or Depleted mode, or, in some cases, Dispersed.

**[21.44]** For the first two Game-Turns that a leader is back in play after reincarnation, his morale benefit is only 1 Morale point. To indicate that it is one of the first two Game-Turns a leader is back in play, simply place a 1 or 2 Strength counter, flipping it over or removing it at the end of each Friendly Command Phase. At the end of the second Friendly Command Phase, the reincarnated leader receives the normal 2 Morale point benefit.

**[21.5] EFFECT OF LOST LEADERS**

Certain formations possess leaders and are able to use them to aid in various combats. However, leadership penalties for any leader can be quite severe (enumerated below). Formations without a leader do not suffer any of the adverse effects listed below.

**[21.51]** If a formation is bereft of leaders, the formation’s units may not change mode for a period of up to three Game-Turns, not including the Game-Turn in which the leader is eliminated. This period of no mode changes can only be caused by a lack of leaders at all superior echelons of command to a unit. Otherwise, the maximum period of no voluntary mode changes is one Game-Turn. In other words, as long as General Freyberg is extant, the majority of the Commonwealth forces can never have the mode change penalty for more than one Game-Turn. Example: If the leader of the New Zealand 5th Brigade is eliminated (Brigadier Hargreaves), none of the units comprising the 5th Brigade can change mode until at least one Game-Turn has passed.

**[21.52]** If a leader is in the process of being reincarnated (or has been destroyed), the units under his command are allowed to make involuntary mode changes (e.g., Dispersed caused by Enemy Fire is a 1 or 2 Morale point penalty for morale, and 5 or 6 Enemy Fire is a 1 or 2 Strength point penalty for strength). Otherwise, all these units would be sitting ducks for the Enemy units.

**[21.53]** If a higher formation leader is eliminated, the units below him in the subordination chain that do not have their own controlling leader are subject to the up to three Game-Turn no mode
change penalty. Those units that do have their own leader are subject to no penalty. Similarly, a higher formation leader may substitute for one lower formation leader subordinate to that leader and still serve as a higher formation leader, but any other leaders eliminated cannot be covered once the first lower formation leader is covered. Players should note that leaders cannot be killed by Airstrikes.

**Player's Note:** There are several formations (such as the Cypriotes and Palestinians) that do not have any leader beside a higher formation one (in this case, General Freyberg). Players should take care to guard the leader whose death would affect the most of their units.

### [21.54] The circumstances that can prevent a leader form returning (temporarily or permanently) are: Disruption of the headquarters with which they are affiliated; elimination of the headquarters with which they are affiliated; and the owning Player choosing not to have the leader return (this may be done indefinitely).

### [21.6] HOW TO MOVE LEADERS

Leaders have their own jeeps or command cars. Leaders possess a 4 Movement point allowance. The owning Player moves the leader hex by hex using the mode and type that the Player finds most convenient. For example, a Player could move the leader unit as Dispensed infantry the first hex, then as a Concentrated armor unit in the second hex, and so forth. A leader unit moving without any accompanying combat units may not enter a hex containing Enemy units.

### [21.7] RESTRICTIONS ON LEADERS

Leaders may not stack with units of other subordinations unless a unit subordinate to that leader is also in the same stack. If by some freak chance (let's say the only unit subordinate to a particular leader is eliminated) a leader is stacked with units none of which is subordinate to the leader, then the owning Player must remedy the situation as soon as possible. Leaders may not fire.

### [21.8] KING PHILLIP OF GREECE

King Phillip of Greece was present during the Battle for Crete, because the British and the Greeks agreed that his presence would be an invaluable morale boost to the Greek troops and (hopefully) also to the Commonwealth troops. However, when the Germans began landing, the British realized that the possible capture or death of the King would be a devastating loss to the Commonwealth side. Therefore, they sought to evacuate him from Sfakia from the very beginning.

#### [21.8.1] Effect of King Phillip on Combat

King Phillip has none of the advantages of a normal leader; he does not give a Morale point advantage in close assault, nor does he eliminate multi-formation attacks, but he may be killed as if he were a normal leader. Note that the King Phillip counter does not "reincarnate" if killed.

#### [21.8.2] Effect of the Loss of King Phillip

Should King Phillip be killed, the morale of all Greek units is immediately lowered by 1 for the duration of the game. Calculate the Morale value of each Greek unit for current morale, and then subtract 1 Morale point. This penalty is in addition to any Victory point loss the Commonwealth Player may incur for the death of King Phillip.

### [22.0] CRETAN IRREGULARS

**COMMENTARY:**

Before the invasion of Crete, the German paratroopers had been informed that the Cretan population was waiting to welcome the Germans with open arms. Unfortunately for the paratroopers, this was nowhere near the case. As much as the Cretans hated the Greeks, they realized the necessity of defending the island against the Nazi threat. And so, in the midst of the first night, the Germans were startled when some of their unengaged troops were attacked by guerrillas. The Cretan civilians, though unarmed by Greek law, had managed to scrounge some knives, ancient guns, and German weapons. The guerrilla attacks had a tragic consequence for the Commonwealth and especially the citizens of Crete: several hundred prisoners were slaughtered by the Germans in reprisal.

**GENERAL RULE:**

The Commonwealth Player receives up to five Cretan Irregular attacks per Game-Turn starting with the 0201-0600 Game-Turn of the second day. (Game-Turn 9). The attacks may be used on a day Game-Turn, in which case the Commonwealth Player receives three Cretan Irregular markers, or on a Night Game-Turn, in which case the Commonwealth Player receives five markers for each Game-Turn. On the Game-Turn after Cretan Irregulars are used, the German Player receives certain morale advantages.

#### [22.1] PROCEDURES FOR CRETAN IRREGULARS

**[22.11] During any Commonwealth Fire Phase (Conditional or Free) the Commonwealth Player may place a Cretan Irregular counter on a German unit that is not adjacent to a Commonwealth unit and is not a headquarters (he may not place more than one Cretan Irregular per German unit). The Cretan Irregular counter may attack any unit in a stack, provided it is a combat unit and does not violate the above conditions. In all cases, the Commonwealth Player chooses which unit the Cretan Irregular attacks.

**[22.12] At any point in a Commonwealth Fire Phase, the Commonwealth Player may adjudicate a Cretan Irregular attack. If the Game-Turn is day, the attack is resolved as if the Cretan Irregular has a Fire value of 5. If the Game-Turn is night, the attack is resolved as if the Cretan Irregular had a Fire value of 7. In both cases, all standard terrain defensive benefits apply, and any excess losses (i.e., if the German unit is eliminated) are ignored.

**[22.13] The Commonwealth Player must always make sure that the Cretan Irregular marker is in supply, or else the Cretan Irregular attack cannot be conducted. To be in supply, the Cretan Irregular unit is treated exactly as a regular Commonwealth unit tracking supply, with the exception that units in the hex the Cretan Irregular attacks do not interfere with supply, nor do their Zones of Control. Cretan Irregulars trace to any village hex not occupied or controlled by German units.

**[22.14] After Game-Turn Forty-eight, no Cretan Irregular attacks may be executed. Simply place all Cretan irregular markers in the game box and ignore them. (By that time, the Germans had well-organized garrisons that were prepared to deal with guerrilla attacks, or, at least, they were better prepared than the German paratroopers initially.)

**[22.2] CRETAN IRREGULAR ATTACK MORALE EFFECT

**[22.21] If an attack by a Cretan Irregular is made during a day Game-Turn, current morale for all paratroop units is raised by 2 for the ensuing Game-Turn, while all morale for mountain troop units is raised by 1. There is no effect upon units of the 5th Armored Division (since no Cretan Irregular attacks may occur on the turns that units of the 5th Armored Division are present).

**[22.22] If an attack by a Cretan Irregular is made during a night Game-Turn, current morale for all paratroop units is raised by 2 for the ensuing Game-Turn, while all morale for mountain troop units is raised by 1. There is no effect upon units of the 5th Armored Division (since no Cretan Irregular attacks may occur on the turns that units of the 5th Armored Division are present).

**[22.23] These augmentations are for one Game-Turn only and are added to the current morale, even should the current morale of a unit be lowered during a Game-Turn.

### [23.0] COMMONWEALTH ARMOR

**COMMENTARY:**

The battle for Crete was almost exclusively an infantry and artillery battle. While there were around thirty tanks on the island that were semi-serviceable for the battle, only twelve were present at Maleme/Suda Bay. And the two '7' tanks (Matildas) were not terribly reliable during the course of the battle. In fact, both of them broke down.

**GENERAL RULE:**

Commonwealth tank units need no controlling headquarters (although they have one). They are assumed to be carrying their supplies with them. Commonwealth armor is also susceptible to breakdown, which means there are no spare parts or battlefield mechanics to put them together again.

#### [23.1] THE 7TH ROYAL TANK REGIMENT

The two units comprising elements of the 7th RTR (7RTR) may move only once on each of the first two days (Game-Turns One through Eight, and Game-Turns Nine through Eighteen). This is the only time these two armored units may be moved. In other words, the Commonwealth Player may move the two units of the 7th Royal Tank Regiment in one Conditional Movement Phase of each day. If he fails to do so for a particular day, he forfeits the movement for that day. Players should note that the two units may move both in the same turn, but if they should not, the armored unit not moving forfeits its movement for one day.

**[23.2] THE 3RD HUSSARS

The Commonwealth Player may move the 3rd Hussars (3 HUs) as often as he likes (provided that they are activated), but each time he moves one of the 3rd Hussars units, he must roll a single die. If a 1 shows on the die, the armored unit is considered to have broken down and may not move again for the remainder of the game.

### [24.0] FATIGUE

**COMMENTARY:**

Had the battle for Crete lasted for two days without the mountain troops landing, the German paratroopers would have been extremely vulnerable to the loss of efficiency that attends battlefield exhaustion. Therefore, Student was virtually forced to land the mountain troops when he did, for it would have gone extremely badly for the paratroopers if they had been left to fight without rest. Though such fatigue problems also faced the Commonwealth units, the designer feels that instead of a tremendously complex rule which would force the Commonwealth Player to maneuver his units in a different way every "X" turns, the Command and Control rules are a workable abstraction representing battlefield exhaustion.
GENERAL RULE:
Beginning with Game-Turn Eleven, the German Player must roll for his paratroop units to see if they have been exhausted — if the mountain troops have not begun landing by that time. The moment the mountain troops successfully land one unit, the German Player need not roll for fatigue for the remainder of the game.

CASES:

[24.1] FATIGUE DETERMINATION

[24.11] If there is no full-strength Undisrupted mountain unit (one which has not lost a Strength point) on Crete at the beginning of Game-Turn Eleven’s German Command Phase, the German Player immediately rolls a die for each paratroop unit to determine whether or not the unit is fatigued.

[24.12] Each German paratroop unit is rolled for individually in the German Command Phase, in any order the German Player chooses. If an 11 or 12 is rolled on two six-sided dice and the unit has engaged in combat on the previous Game-Turn (attacked or defended in close assault, fired or was fired upon), that unit is fatigued. If the unit is not affected, it will be rolled for again on Game-Turn Twelve, at which time a 10, 11, or 12 will fatigue the unit, provided it was engaged in combat on Game-Turn Eleven. If the unit is still not fatigued, on Game-Turn Thirteen a 9, 10, 11, or 12 will fatigue the unit if it was engaged in combat on Game-Turn Twelve, etc.

[24.13] A fatigued unit has a Strength equal to half its current Strength for all combat calculations (rounding down), but still counts its full current Strength for stacking purposes. The fatigued unit’s Effectiveness rating is reduced by 2 (but never below 1), and the fatigued unit’s current morale is reduced by 2 (this may be below zero, if it is not already).

[24.14] Once a unit is fatigued, the German Player does not roll any further for possible fatigue for that unit. Fatigue is not a steady debilitation of a unit’s ability; it is a one-time efficiency loss. Place a fatigued marker on a unit so affected to indicate fatigue.

[24.15] A unit may be fatigued only once per game. Once a unit is fatigued and has recovered, it may never be fatigued again during the game.

[24.2] RECOVERY FROM FATIGUE

[24.21] To recover from fatigue, a unit must spend an entire Game-Turn in which it does not engage in combat (however, the unit may be fired upon). At the end of the subsequent Friendly Command Phase, the unit is considered unfatigued and is back to normal in all ways.

[24.22] Once an Undisrupted mountain unit which possesses the full-strength unit on Crete remains Undisrupted until a Friendly Command Phase, the German Player need no longer roll for fatigue. One Undisrupted mountain unit is sufficient to stop the fatigue determination process.

[24.23] Even though a successful mountain unit landing stops the fatigue determination process, units already fatigued must still spend the mandatory one Game-Turn without engaging in combat before recovering from their fatigued state.

[25.0] THE FORMATION DISPLAYS

GENERAL RULE:
Both Players are provided with Formation Displays. These have pictures of all units used in the game and graphically show the subordination of these units to their various divisions, brigades, and so forth, so that the Player can see the picture of the unit. Prior to the start of play, all units should be placed on these displays. This serves to locate all units (and thereby establish if any are missing) and speeds subsequent play, since reinforcements are keyed to the Formation Displays.

CASES:

[25.1] ARRANGEMENT OF THE DISPLAYS

[25.11] Each of the Displays is schemed to lay out all the units in the game in “packets,” generally battalion-sized. The packets usually form into brigades or regiments, which in turn form divisions. Next to each unit is a listing of all set-up hexes for that unit by scenario. In some cases, a unit will be listed as a reinforcement or will not appear in the scenario.

[25.12] When possible, the Displays have been arranged chronologically reading from left to right. For example, the German mountain units, which have possible arrival Game-Turns, are arranged in this fashion.

[25.2] COMMONWEALTH FORMATION DISPLAY

[25.21] The Commonwealth units are arranged by nationality, and all units are listed within their nationality grouping, regardless of subordination. When a unit is subordinated to a headquarters of a different nationality, the unit that is of a different nationality than that on the display is indicated by a rectangle with the unit designation in it.

[25.22] In all cases, “independent” units are separated from normally subordinated units. See the Cases concerning “independent” units (see especially, Case 19.4).

[25.3] GERMAN FORMATION DISPLAY

[25.31] The German paratrooper units are arranged almost exactly the same as the Commonwealth units, with the exception that their first hex-listing is the hex in which the German paratrooper unit lands. Next to this hex number is a number in parentheses, which is the Fire capability the Commonwealth Player will notice. For the six German units that land on the second day, no such listing is provided, as the German Player may choose where those units land.

[25.32] German mountain units are divided in groups that usually comprise battalions or regiments. These groups are headed by a Game-Turn listing, which indicates the earliest Game-Turn on which those German units may land. There is no other information given on the German mountain unit’s ability; it is a one-time efficiency loss. Place an independent marker on each unit so affected to indicate fatigue.

[25.33] The German army units arrive as regular reinforcements at Kastelion, as listed on the German Formation Display. Once landed, they become part of the German mountain chain of command.

[26.0] REINFORCEMENTS

GENERAL RULE:
The Players each possess a Game-Turn Record Track, which, among its many functions, signals the arrival or possible arrival of reinforcements. Next to the number of the Game-Turn on which reinforcements are due or permitted to arrive will be a letter code. The code will indicate which group the reinforcements come from. The Player refers to the lettered display and finds the appropriately time-coded group of units. For example, the Commonwealth Player will note that his Turn Record Track has the letter “B” in the space for Game-Turn Four. This indicates that a unit(s) on the British Display arrives on Game-Turn Four.

SUMMARY OF ABBREVIATIONS:
A = Australian
B = British
C = Cretan, Cypriote or Palestinian
G = Greek
M = German mountain or army
N = New Zealander
P = German paratrooper

CASES:

[26.1] COMMONWEALTH REINFORCEMENTS

[26.11] All Commonwealth reinforcements are coded as to time of arrival (Game-Turn) and location of arrival (what map section they will appear on and where on the map they will arrive). The code is in three parts, reading from left to right. The first part of the code indicates the German Turn of arrival; the second part of the code lists the map of arrival (what map section they will appear on) and where on the map they will arrive). The code is in three parts, reading from left to right. The first part of the code indicates the German Turn of arrival; the second part of the code lists the map of arrival (what map section they will appear on) and where on the map they will arrive). The code is in three parts, reading from left to right. The first part of the code indicates the German Turn of arrival; the second part of the code lists the map of arrival (what map section they will appear on) and where on the map they will arrive). The code is in three parts, reading from left to right. The first part of the code indicates the German Turn of arrival; the second part of the code lists the map of arrival (what map section they will appear on) and where on the map they will arrive).

[26.12] Units whose reinforcement codes end in a capital A (Example: t68A) may enter on any road on the 01xx hexrow of the East Map. These units are generally those that arrived from Rethymnon and Heraklion, the site of the two other German air drops on Crete.

[26.13] Units whose reinforcement codes end with a capital B (Example: t44B) must arrive within one hex of the following hexes: E122, E516, or E421, and the hex such of these units arrives in must be a partial-sea hex. In addition, all five Layforce units (LF) must land within one hex of the same hex, unless the hexes are occupied by a German unit.


If reinforcements are due to arrive on a given Game-Turn, the owning Player may introduce them onto the map on either of his Conditional Movement Phases during that Game-Turn. He may delay the arrival of his reinforcements (see Case 26.18).


Entering reinforcements may be in any mode the owning Player desires. Normally, of course, they would be in Travel mode, and some kinds of units would have to be in Travel mode or they could not be moved onto the map.

[26.16] Movement onto the Map

When the Player moves a reinforcement onto the map, he begins paying movement costs when the unit enters the first moveable hex or the first partial-sea hex. Note that roads and trails run off the map, and the Players can presume that they tend indefinitely off the map such that a unit could enter the map along a road or trail.

[26.17] When a Player brings a mass of units into the same hex in the same Movement Phase, he must imagine them arriving in successive stacks such that “later” arriving units pay movement costs prior to arriving on the map (as if all hexes behind the first unit or stack were the same as the entrance hex).
Rather than introduce units onto the map when called for, the owning Player may choose to delay the arrival of certain units for up to ten Game-Turns. The unit will still arrive at its designated hex, regardless of the length of delay in reinforcement arrival. If the owning Player does not bring on a unit by the end of the tenth Game-Turn after its specified arrival, the unit is lost and cannot enter the game at any time. Such a lost unit does not count for Victory Point purposes.

Units whose starting entry hex(es) is blocked may enter on an adjacent non-blocked hex. Should that hex(es) also be blocked, the owning Player may bring on the reinforcements on any hex on the same mapedge as the designated arrival hex.

Six German parachute units are reinforcements. Their Game-Turn of arrival is indicated on the Formation Display (Game-Turn Nine). They must be dropped on that Game-Turn. Use the procedure delineated in Case 16.6 to introduce these units onto the map.

The German mountain units enter by the German Mountain Troop Landing Procedure (see Case 16.7).

The Scenario Reinforcements

The Scenario instructions specify exactly where the German Player lands his units, and which units the German Player lands on what Game-Turns. He may not delay mountain unit reinforcements in the scenarios.

In the Battle Game, the German Player is free to introduce his mountain units as soon as they are released on the Formation Display, and within the restrictions of Cases 16.7 and 16.8. However, he may not land a German mountain unit before the Game-Turn specified above it on the Formation Display.

The set-up hexes for all Commonwealth units are listed on the Commonwealth Formation Display. Players will note that the full Commonwealth counterfeit is never used in an individual scenario, so the Commonwealth Player is provided with a list of units that are set up initially in the scenario. This list is ordered by nationality and gives only the location of units that begin the game on the map. The actual set-up hexes are listed on the Commonwealth Formation Display. The list provided with the scenario is meant as a check-list for the Commonwealth Player so that he may easily discover which units he may not have to set up. If the scenario list conflicts with the Formation Display, the Formation Display always takes precedence.

Next to each Commonwealth unit are five entries. They refer to unit positions for the five different scenarios, with the listings for the first scenario doubling for the Battle Game. Of course, some of the listings for the Battle Game do not apply to the first scenario, so the Commonwealth Player should ignore any entries that apply after Game-Turn Nine. When the Commonwealth Player is setting up for a scenario, he checks the Formation Display and sets up those units that have only a map coordinate listed (e.g., W8xX or E8xX). The units he sets up will correspond to those listed in the scenario. Once the scenario list and the Formation Display correspond with those units set up, the Commonwealth Player is ready to begin.

The German Player follows the same set-up procedure outlined for the Commonwealth Player in Case 27.21, with the obvious exception that he introduces German units that may not be covered by the scenario. The listing of German units is separated by German paratrooper and German mountain. The German Player may begin some scenarios by introducing paratrooper or mountain units into play. If this is the case, he does so after the Commonwealth Player is set up and after he has set up any units he may have already in play.

Like the Commonwealth Formation Display, the German Formation Display has five listings for each unit. To check if a unit begins a scenario for the German side, determine if the unit has only a map coordinate listed, or if the unit is a parachute or mountain unit due to be introduced into play on the first Game-Turn of the scenario. For German mountain units, this will be indicated in the initial deployment, as the Formation Display indicates only when mountain units may begin to land in the Battle Game.

Weather

Though not specified in the scenarios, weather is always rolled for, as at the very least it could affect observation. The only exception to this is that on Game-Turn One the Weather Condition is automatically zero.

Under the heading "reinforcements" each Player will find a listing of Game-Turns and units (by designation). When play progresses to a listed Game-Turn, the Player refers to the Formation Display specifying the appropriately coded reinforcements (see Section 26.0). Note that the Game-Turn listed is according to the Game-Turn Record Track. For example, in Scenario 31.0, Game-Turn Fifty-Five is the second Game-Turn of the scenario (which begins on Game-Turn Fifty-Four). The reinforcement listing is merely a recap of the Game-Turn Record Track as a reminder to the Players. The Reinforcement Player will obviously use only refinements detailed to arrive by introducing them onto the specified mapedge. German mountain and paratrooper units are, of course, introduced by the routines described in Section 16.0.

Restrictions are rules that require the Player to perform a specific action with his units. Usually, this is the designer's way of imposing the consequence of historical action on the Players. Quite often during the battle for Crete, the Commonwealth or the Germans could easily have won the battle if they had only executed the proper strategy. Players of Descent on Crete, who have the advantage of hindsight and the knowledge afforded by a glance over the map, must be handicapped in certain scenarios to prevent that scenario from being extremely unbalanced. Special rules usually reflect a change from the main body of the rules necessitated by either certain rules no longer applying or to compensate for lessened strategic responsibility on the part of one Player. An example of the former is that certain scenarios do not use the activation or command control rules, and an example of the latter is when units are required to exit the map to aid in another theatre that may not be covered by the scenario. A Player may find it physically impossible to obey the letter of a restriction (for example, an exit hex may be blocked by Enemy units), in which case he must adhere as closely to the spirit of the resolution as possible.

Determining victory in the scenarios and the Battle Game is based on either Victory point awards or Victory point objectives, which a Player will usually obtain for satisfying a given condition by or at the end of the Scenario.
[28.0] INTRODUCTORY SCENARIO: The Retreat to Sfakia; 0600 Hours, 28 May 1941

HISTORICAL NOTE:
On the 27th of May, the Commonwealth High Command came to a decision: the island of Crete was lost to the Germans. With this in mind, Freyberg and his staff sought to retreat to the port of Sfakia on the south side of the island and evacuate as many as possible of the troops that had fought so bravely. Already the men of the Mobile Naval Base Defence Organisation were on board Royal Navy ships headed for Alexandria and other British-controlled North African ports, but successfully evacuating the front-line troops would not be so easy. In the first place, the Luftwaffe was keeping the Royal Navy at bay, and the German Mountain troops were pressing the Commonwealth as far back into the mountains as possible. Freyberg denuded the front line, leaving the barest minimum to defend and ordered all other units to begin immediate retreat across the White Mountains.

[28.1] SCENARIO LENGTH AND MAP PARAMETERS
This Scenario begins with Phase 4 (the German Conditional Movement Phase) of the 0601-0800 Turn 28 May (Game-Turn 82) and ends with the completion of the 2201-0200 Turn 28 May (Game-Turn 88). The Scenario is 6/4 Game-Turns long and requires about three hours of time to play. Only the East Map is used for this Scenario.

[28.2] INITIAL DEPLOYMENT
The designations of all units that appear in this Scenario are indicated and identified by nationality. The numbers in brackets after each unit is the Strength at which a unit begins the Scenario. Place the appropriate Strength marker under each unit.

COMMONWEALTH
British: A/19; B/19; C/19; D/19; E/19; F/19; and HQ/19.[7]
Australian: A/27; B/27; C/27; D/27; E/27; F/27; and HQ/27.[7]
New Zealand: A/2; B/2; C/2; D/2; and HQ/2.[7]
Cretan: A/2; B/2; C/2; D/2; and HQ/2.[7]

GERMAN
British: A/28; B/28; C/28; D/28; and HQ/28.[7]
Australian: A/29; B/29; C/29; D/29; and HQ/29.[7]
Cretan: A/29; B/29; C/29; D/29; and HQ/29.[7]

[28.3] REINFORCEMENTS

[28.4] RESTRICTIONS
[28.41] The Commonwealth Player ignores the activation and command control rules. He need never roll for a command check or pay Command points for activation for the duration of the Scenario.

[28.42] The Commonwealth Player sets up first. He may set up his units in any mode he wishes. The German Player sets up second, and may likewise set up his units in any mode he wishes.

[28.43] All reinforcements for the Commonwealth in this Scenario must enter the game in Travel mode. The sole use of Commonwealth reinforcements is to exit off the road at E6110 (the To Sfakia road). If the German Player blocks these units from exiting, they must be fought by the Commonwealth. The German Player may use the reinforcements for combat. (The reinforcements for this Scenario represent the last units to leave Kethymnon and Herakleion areas for Sfakia. Historically, the Commonwealth front line was able to provide complete protection for the retreated troops.)

[28.44] The 2nd New Zealand Division Headquarters can provide supply for every unit on the game-map on the Commonwealth side. Units such as the Layforce ones simply bypass their normal supply routes and travel directly to NZ Div.

[28.5] VICTORY CONDITIONS

Victory Points are assigned as per the following schedule:

COMMONWEALTH
For each German Strength Point eliminated:
No Strength Point losses for any of the Commonwealth units at conclusion of Scenario

GERMAN
For each Commonwealth Strength Point eliminated:
No Strength Point losses for any of the Commonwealth units at conclusion of Scenario

[29.0] DROP OF THE 7TH PARACHUTE DIVISION; 0830 Hours, 20 May 1941

HISTORICAL NOTE:
This Scenario simulates the only major drop in the Maleme-Suda Bay area. The Germans dropped within six kilometers of the coast in almost all cases, attempting to secure Maleme Airfield. However, the German objectives were to clear the entire area of Commonwealth troops. When the initial massacre made it apparent that the Commonwealth had a great deal of force with which to resist, and that the German High Command had grossly underestimated the garrison's strength, the German paratroopers had to fight for survival. This required not only forming into cohesive military organizations, but also capturing the airfield, from which the mountain troops could attack. It was a very near thing for the Germans — only a command foul-up on the part of the New Zealander 22nd Battalion made it at all possible to land on the Airfield.

[29.1] SCENARIO LENGTH AND MAP PARAMETERS
The Scenario begins with Phase 4 (the German Conditional Movement Phase) of the 0801-1000 Turn 20 May (Game-Turn 1) and ends with the completion of the 0801-0800 Turn 21 May (Game-Turn 9). The Scenario is 8 1/4 Game-Turns long and requires about four hours of time to play. Both the East Map and the West Map are used for this Scenario.

[29.2] INITIAL DEPLOYMENT
COMMONWEALTH
British: A/1W; B/1W; C/1W; D/1W; H/1W; 1W/SBH; A/1R; B/1R; C/1R; 1R/SBH; A/NH; B/NH; A/106RAH; B/106RAH; C/106RAH; B/106RAH; C/106RAH; HQ/106RAH; HQ/MNBDO; SSB; NOJC Suda; MNBD0 Sg; 42 FC; FPC; 3 Hus (both); 156LAA/R; C HAA/AM; ZCD/AM; A/PR; B/PR; C/PR; D/PR; H/PR; RN/MNBDO; 11 S/L Rgt; S/L Rgt; 7 RTR (both); A/THA; C/THA; R/NH; 234 HAA; CC (all three); CHRT/H; RH/M (all four); MNBD0 LG; MNBD0 PG; OGD; E FS; 17D/PF; 2/10/7; 17C/BCH; 2/10(16); H/16CB; 16CB/CDC; A/2FR; 2/FR; 2/FR/CHC; 7 Aus LAA (both); and Aus Eng.

Australian: A/22; B/22; C/22; D/22; H/22; 22B/5 Bde; A/21; B/21; C/21; D/21; H/21; 21S/Bde; A/20; B/20; C/20; D/20; H/20; 20D/Bde; A/19; B/19; C/19; D/19; H/19; 19B/4 Bde; 4 Bde; 27 NMG (all three); 27 Btr/5 (both); 28 Bty/7; 7 NZFC/S; 19 ATC/S; 5 Bde; A/23; B/23; C/23; D/23; MG/23; 23B/5 Bde; A/28; B/28; C/28; D/28; 28B/5 Bde; 10 Bde; 5 FPC/10; 2 NZ Div; NZDC; 1 ESC/ NZ Div; A/18; B/18; C/18; D/18; H/18; 18B/4 Bde; 4FR/1C; 5FR/1C; NZDS/1C; NZRF/1C; and 1C/10 Bde.

GERMAN
British: A/1R; AR/1L; AR/1J; AR/1J; AR/1L; AR/2/L; AR/2/L; AR/2/L;
[29.5] VICTORY CONDITIONS
[29.51] Automatic Commonwealth Victory
The Commonwealth Player automatically wins if, at any point in play, the German casualties exceed 200 Strength points.

The Commonwealth Player also automatically wins if, at the conclusion of Game-Turn Nine, there are Commonwealth units on both hexes of Maleme Airfield (W0419 and W0519).

[29.52] Automatic German Victory
The German Player automatically wins if, at the conclusion of Game-Turn Nine, he has units on both hexes of Maleme Airfield and all three hexes of Kissamos Kastelli (W1041, W1042 and W1142).

The German Player also automatically wins if he has taken less than 125 Strength point casualties and there are no Commonwealth units within two hexes of Maleme Airfield.

[29.53] How to Evaluate Victory
If neither of the conditions of Cases 29.51 and 29.52 are met, then total the Strength point losses for both sides. The German Player also accrues Victory Points per the following schedule:

- Possession of one airfield hex: 35 VP
- Possession of both airfield hexes: 75 VP
- German King Philip of Greece is killed: 25 VP
- Commonwealth Headquarters destroyed (in addition to Strength point gain): 3 VP

The Commonwealth Player also accrues Victory Points per the following schedule:

- For each German Headquarters destroyed (in addition to Strength point gain): 2 VP
- RHQ destroyed (in addition to Strength point gain): 20 VP

The Players total their Victory points. If one Player has a total 15 or more Victory points greater than the other Player, the Player with the greater total of Victory points is the winner. Any other result is a draw.

[30.0] DECISION AT MALEME: 1200 Hours, 21 May 1941

HISTORICAL NOTE:
The night of 20 May had seen a victory of sorts for the Germans; Hill 107, directly overlooking Maleme Airfield, had been evacuated by the New Zealanders (unintentionally), and the German advance guard had secured it in the early morning hours. Since the paratroopers had given up on the hill the day before, regarding it as far too costly to take, this was indeed a stroke of luck. However, the strategic situation was still quite grim. General Student, who was at the time quartered at Athens (he was to join the paratroopers 22 May), received reports that the airfield and landing strip at Maleme had been evacuated. He then sent a personal aide to reconnoiter at Maleme. When Student was told that a landing at Maleme Airfield would indeed be possible, he committed the 600 or so remaining paratroopers to land about six hours previous to the arrival of the first mountain unit. It was a desperate gamble, even for the unorthodox Student, but it was the only way that Crete could be won for the Germans.

[30.1] SCENARIO LENGTH AND MAP PARAMETERS
The scenario begins with Phase 10 (the Commonwealth Conditional Fire Phase) of the 1201-1400 Turn 21 May (Game-Turn 13) and ends with the completion of the 1201-1400 Turn 22 May (Game-Turn 23). This scenario is 10½ Game-Turns long and requires about five hours of time to play. The entire West Map and all of the East Map west of the xx17 hexrow (inclusive) is in play for this scenario. Any units moving out of these bounds is eliminated.

[30.2] INITIAL DEPLOYMENT
The numbers in brackets after the designation of a unit is the Strength at which a unit begins the Scenario. The place the appropriate Strength Marker under each unit.

COMMONWEALTH

**British:** 7 GH [2]; 2 RP [3]; D/RP [4]; RM/MBDO [4]; CHCHQ [4]; and FPC.

**Greek:** 1/8 [5]; 2/4 [3]; 4/5 [3]; 8/3 [5]; 9/3 [5]; 4/3 [5]; 2/5 [3]; and 2/3 [5].

**New Zealand:** 2 NZD [6]; 6 Bde [5]; 5 Bde [5]; 3 Bde [5]; 2 NZMG [3]; 19ATC [5]; NZF:C [5]; NZRMT [5]; 12NZMG [3]; NZ/57ANZ [2]; and NZ/57ANZ [5].

**German:**

**German Paratrooper:** Meindl; Heldrich; Koch; Braun; Genz; von Plessen; and Ramcke.

**German Paratrooper:** Student, who was at the time quartered at Athens (he was to join the paratroopers 22 May), received reports that the airfield and landing strip at Maleme had been evacuated. He then sent a personal aide to reconnoiter at Maleme. When Student was told that a landing at Maleme Airfield would indeed be possible, he committed the 600 or so remaining paratroopers to land about six hours previous to the arrival of the first mountain unit. It was a desperate gamble, even for the unorthodox Student, but it was the only way that Crete could be won for the Germans.

**Ernest Hemingway:**

**Greek:** Forrester; and King Philip of Greece.

**German:** Forrester; and King Philip of Greece.

**German:**

**German Paratrooper:** Meindl; Heldrich; Koch; Braun; Genz; von Plessen; and Ramcke.

**German Paratrooper:** Student, who was at the time quartered at Athens (he was to join the paratroopers 22 May), received reports that the airfield and landing strip at Maleme had been evacuated. He then sent a personal aide to reconnoiter at Maleme. When Student was told that a landing at Maleme Airfield would indeed be possible, he committed the 600 or so remaining paratroopers to land about six hours previous to the arrival of the first mountain unit. It was a desperate gamble, even for the unorthodox Student, but it was the only way that Crete could be won for the Germans.

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**Ernest Hemingway:**
COMMONWEALTH Five Supply Markers (set-up with any Commonwealth unit).

[30.3] REINFORCEMENTS COMMONWEALTH
None.

GERMAN
German Mountain: 100/1/1; 100/1/2; 100/1/3; 100/1/4; 100/1/5; 100/1/6; 100/1/7; 100/1/8; 100/1/13; 100/1/14; and RHQ/100.

Leaders
COMMONWEALTH
None.

GERMAN
German Mountain: Utz.

[30.4] RESTRICTIONS

[30.41] The activation and command control rules are used for this scenario. However, the Commonwealth Player always has two less Command points than shown on the Commonwealth Game-Turn Record Track. This represents the units on the board that are not in play in this scenario, but did require the attention of the Commonwealth command.

[30.42] At all times during the scenario, the German Player must keep at least 11 units of the IIIrd Parachute Regiment (all units whose designations begin with III and the Engineer Battalion (all units whose designations end with Eng) east of the Xx23 hexrow (inclusive). If the German Player is unable to fulfill this condition by the end of the scenario, or for any two consecutive Game-Turns, he loses the scenario.

[30.43] The Commonwealth Player sets up first. He may set up his units in either Dispersed or Concentrated mode, but may not set up any units in Travel mode. The German Player sets up his units second, and may set them up in any mode he desires.

[30.5] VICTORY CONDITIONS

If the German Player has not lost the scenario as per Case 30.42, Victory Points are awarded as per the following schedule:

COMMONWEALTH
For every German Strength Point eliminated 1 VP
For each hex of Maleic Airfield controlled 15 VP

GERMAN
For every Commonwealth Strength Point eliminated 1 VP
Control of both Maleic Airfield hexes 5 VP

The German Player wins if he amasses a total of Victory Points at least 20 greater than the Commonwealth total. Any other result is a Commonwealth victory.

[31.0] ACTIONS AT GALATAS: 1400 Hours, 25 May 1941

HISTORICAL NOTE:
The situation had deteriorated for the Commonwealth; to any outside observer (had there been one), a German victory could only be regarded as inevitable. However, the Commonwealth command did not have the benefit of this hypothetical outside observer, and planned to oust the Germans from the island. Before the Commonwealth could begin to attempt such a counterattack, it was necessary to rest the exhausted men of their forward units. As the Commonwealth sought to regroup and form a new defensive perimeter, the Germans chose to press the attack on the New Zealanders back. Seeing that the Germans were well-organized and well-equipped to go on the offensive, Freyberg ordered that an attack was to begin as soon as possible. Once again, the New Zealanders were to spearhead the attack. The New Zealanders performed as best they could, but no amount of bravery could defeat an enemy as composed as the German mountain and parachute troops.

[31.1] SCENARIO LENGTH AND MAP PARAMETERS

The scenario begins with Phase 3 (the German Conditional Fire Phase) of the 1401-1600 Turn 25 May (Game-Turn 54) and ends with the completion of the 1201-1400 Turn 25 May (Game-Turn 63). This scenario is 9½ Game-Turns long and requires about five hours of play. The entire East Map and all of the West Map east of the Xx23 hexrow (inclusive) is considered in play for this scenario. Any units moving out of these bounds are considered eliminated.

[31.2] INITIAL DEPLOYMENT

As with previous scenarios, the numbers in brackets after the designation of a unit is the Strength at which a unit begins the scenario. Place Leaders as inevitable. However, the Commonwealth players who had similar designations end with Eng) east of the Xx23 hexrow (inclusive) are considered in play for this scenario. Any units moving out of these bounds are considered eliminated.

[31.3] VICTORY CONDITIONS

Victory Points are awarded as per the following schedules:
[32.0] THE FIRST COUNTERATTACK
0300 Hours, 22 May 1941

HISTORICAL NOTE:
The afternoon of the 21st saw the first landings of the Mountain Division. The troops of the 100th Mountain Regiment had joined the beleaguered troops of the 7th Parachute Division. The forward elements of the 5th New Zealand Brigade alerted the Commonwealth command to the presence of new troops for the Germans. This forced the hand of Freyberg and Puttick (commander of the New Zealand Division). They had been planning a counterattacking, but had wished to have the fatigue New Zealanders time to rest. But this could not be the case. Freyberg hastily formulated a plan, which, when relayed to the various Brigade commanders (Inglis, Kippenberger and Hargest) was misinterpreted. As a result, only the 21st, 22nd and 23rd Battalions of the battle-weary 5th Brigade and the fresh 20th Battalion of the 4th Brigade would be involved in the attack. Incredibly, the 28th Battalion almost to the front line, but gave only minimal aid in the attack. It is a tribute to the men of those battalions that they were able to push the Germans back for over eight hours. The failure of the counterattack doomed the Commonwealth.

[32.1] SCENARIO LENGTH AND MAP PARAMETERS
The scenario begins with Phase 8 (the Commonwealth Command Phase) of the 0201-0600 Turn 22 May (Game-Turn 19) and ends with the completion of the 2001-2200 Turn 22 May (Game-Turn 27). The scenario is 8½ Game-Turns long and requires about three and a half hours to play. Only the West Map is used for this scenario.

[32.2] INITIAL DEPLOYMENT
The numbers in brackets after the designation of a unit is the Strength point of that unit. Place the appropriate Strength marker at the appropriate hexrow.

COMMONWEALTH

North Zealand: Inglis; Hargest; Gentry; and Puttick.

German:

Paratrooper: Meindl; Ramoke; Koch; Braun; and Von Plessen.

German Mountain: Uzu.

Supply Markers (Not on the Formation Display):

GERMAN

Five Supply Markers (set-up with any German unit).

COMMONWEALTH

Three Supply Markers (set-up with any Commonwealth unit).

[32.3] REINFORCEMENTS

COMMONWEALTH

None.

GERMAN

None.

[32.4] RESTRICTIONS

[32.4.1] The German Player may not perform any fire but Opportunity fire for Game-Turns 19 and 20. He may still move his units. This reflects the confusion and the initial success of the counterattack.

[32.4.2] German leaders have absolutely no effect on play until the first Phase of Game-Turn 22. They may, however, still be killed and prevent mode changes of subordinate units thereby.

[32.4.3] The Commonwealth Player never uses the command control and activation rules for this scenario. Command points need never be expended by the Commonwealth Player.

[32.4.4] The German Player sets up first. He may deploy his units in Dispersed or Concentrated mode, but not in Travel mode. The Commonwealth Player deploys his units second in any mode that he desires.

[32.5] VICTORY CONDITIONS

The Commonwealth Player automatically wins if he has a unit on either of the Maleme Airfield hexes at the end of the game. Otherwise, the Player who has taken the least number of casualties in terms of Strength points at the end of the game is the winner. A draw is possible but unlikely.

[33.0] THE BATTLE GAME:
0830 Hours, 20 May 1941
To 2400 Hours, 28 May 1941

COMMENTARY:
The Battle Game is the centerpiece of Descent on Crete; Players will find that only by playing the Battle Game will all the subtleties of Descent on Crete be revealed. This is in no way intended to de-mean British or German attempts — they work quite well on their own — but the small segment of the battle for Crete that each scenario focuses on limits the scope of that scenario. Players should remember that scenarios are intended to be played in one sitting, while the Battle Game will take a minimum of two turns to play. When one is willing to devote that much time to a simulation, the simulation in turn should allow the Player to appreciate the nuances of the situation. It is hoped that the Players of Descent on Crete will be better able to understand this unjustly neglected battle of WWII through the play of the game.

[33.1] BATTLE GAME LENGTH AND MAP PARAMETERS
The Battle Game begins with Phase 4 (the German Conditional Movement Phase) of the 0801-1000 Turn 20 May (Game-Turn 1) and ends with the completion of the 2201-0200 Turn 28 May (Game-Turn 89). The Battle Game is 87½ Game-Turns and requires about sixty hours of time to play. Both the East Map and the West Map are used for the Battle Game.

[33.2] INITIAL DEPLOYMENT
The initial deployment for the Battle Game is identical to that of Scenario 29.0. Consult Case 29.2 for a complete listing of all units deployed at the start of the Battle Game. However, some Commonwealth units begin the game in Disrupted mode. These units do not begin Scenario 29.0 in Disrupted mode for playability reasons.

DISRUPTED COMMONWEALTH UNITS

British: B/1W; C/1W; H/1W; 1R/SBHQ; D/RP; MNBDO LG; EFT; and RAF Det.

Australian: 2/4[17]; 2/3[16]; and Aus Eng.

New Zealanders: A/19; B/19; C/19; D/RHQ; E/19; H/19; 19/4 Bde; 27 Pte (both); 28 Bty/10; 1 EXC/NZ Dv; and NZRMT/1C.

Note: The Commonwealth Player may begin rolling for Disruption Removal for these units as soon as possible as per the rules.

[33.3] REINFORCEMENTS

All units other than those listed in Case 29.2 are considered reinforcements for the Battle Game.

Supply Markers (not on Formation Display): The German Player receives Supply markers as per the German Turn Record Track.

[33.4] RESTRICTIONS

[33.4.1] The Commonwealth Player sets up in Dispersed or Concentrated Mode, except units that must be set up Disrupted, per Case 33.2. No Commonwealth unit may begin in Travel Mode.

[33.4.2] The Commonwealth Player may exit units from the south edge of either map by treating the hex beyond the mapedge hexrow as the same terrain as that hexrow. Exited units may not return to play. The German Player may never exit units from the map.

[33.4.3] When landing leaders in the Air Landing Routine (Phase 4, Game-Turn One), the German Player may exit for each leader. On a 4, the leader is eliminated; on any other roll, the leader lands safely (representing such occurrences as Suessen going down in the Aegean before reaching Crete).

[33.5] VICTORY CONDITIONS

Victory Points are awarded on the basis of Strength point losses and control of village hexes. Control of a village hex is defined as being the Player to last have a unit pass through or occupy the hex. At the start of the game, the Com-
**COMMONWEALTH**

A1W: A Company, 1st Welch Battalion (force reserve); B1W: B Company; C1W: C Company; H1W: Heavy Weapons Company; W/SBHQ: Headquarters Company/Suda Bay Headquarters; A1R: A Company, 1st Rangers (King’s Royal Rifle Corps); B1R: B Company; C1R: C Company; IR/SBHQ: Headquarters Company/Suda Bay Headquarters; A/NH: A Company, Northumberland Hussars; B/NH: B Company; A/106RHA: A Company, 106th Royal Horse Artillery; B/106RHA: B Company; C/106RHA: C Company; Byt/106RHA: Battery; SBDHQ: Suda Bay Headquarters; HQ/MNBD: Headquarters, Mobile Naval Base Defence Organisation; SS: Suda Sector Signals (Army); NOIC: Naval Operations and Intelligence Center Suda (and base details); MNBD: Mobile Naval Base Defence Organisation; Signals Company; 42FC: 42nd Field Company, Royal Engineers (less one section); CCRE: Crete Composite Company, Royal Engineers; FPC: Field Punishment Center.

**GERMAN**

For each German Strength Point eliminated 2 VP

For each Village hex controlled* 1 VP

For each hex of Maleme Airfield controlled 4 VP

Control of Crete** 17 VP

 Destruction of a Headquarters and all units subordinate (in addition to Strength point award) 6 VP

King Philipp of Greece is killed 35 VP

**EXPLANATION OF COUNTER DESIGNATIONS**

**COMMENTARY:**

Due to space limitations (it is possible to fit only so many characters on a counter), the counter designations for some of the units involved in the actions on Crete may seem to be written in a phonetic version of Sanskrit. The designer has attempted to abbreviate the unit names in the most sensible way possible. For the edification of those who wish to know the names of each individual unit, the following list of counter abbreviations and proper designations is included. Serious and amateur historians will note that some of the designations could not have possibly been attached to the units that the designer has attached them to in *Descent on Crete*. When perusing this list, the Player must remember that the designer’s first priority in naming units was making sure that the unit type was correct (e.g., heavy weapons, infantry, etc.), and then, if necessary, appending a name that best applied to the unit. If the reader of these rules discovers what he believes to be a serious discrepancy in the unit designations, he may address any queries to the designer at the address given in Case 4.7. Note that designations which apply to more than one unit are indicated with brackets; e.g., “RM [4]” signifies 4 Royal Marine units.

**[34.0] EXPLANATION OF COUNTER DESIGNATIONS**

**COMMONWEALTH**

A1W: A Company, 1st Welch Battalion (force reserve); B1W: B Company; C1W: C Company; H1W: Heavy Weapons Company; W/SBHQ: Headquarters Company/Suda Bay Headquarters; A1R: A Company, 1st Rangers (King’s Royal Rifle Corps); B1R: B Company; C1R: C Company; IR/SBHQ: Headquarters Company/Suda Bay Headquarters; A/NH: A Company, Northumberland Hussars; B/NH: B Company; A/106RHA: A Company, 106th Royal Horse Artillery; B/106RHA: B Company; C/106RHA: C Company; Byt/106RHA: Battery; SBDHQ: Suda Bay Headquarters; HQ/MNBD: Headquarters, Mobile Naval Base Defence Organisation; SS: Suda Sector Signals (Army); NOIC: Naval Operations and Intelligence Center Suda (and base details); MNBD: Mobile Naval Base Defence Organisation; Signals Company; 42FC: 42nd Field Company, Royal Engineers (less one section); CCRE: Crete Composite Company, Royal Engineers; FPC: Field Punishment Center.

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**DESIGNER'S NOTES**

*Descent on Crete* was originally feedback as *Maleme*, a shorter but completely unrecognizable title. After fielding around with various title possibilities (*Fallshirmjager und Kreta, Angriff Kreta, Assault on Crete*), it was decided to go with the current un-spectacular but definite title. Unfortunately for me, this struggle to find an appropriate title was only the least of my design problems.

To begin with, the game had to use the Highway to the Reich game system. This means that each unit would comprise an average of 15 men, each hex would measure about 600 meters across, and each turn would be two hours during daytime and four hours during night. Having considerable experience with the HWR system I was responsible for rewriting the rules for the second time around, it was felt that I would be the ideal choice for the only major German drop during World War II. Considering the fact that the current version was finished (though I did do some redesign on the 2nd Edition HWR rules), the first task was research.

Finding a map promised to be easy. The New York Public Library has an excellent map collection, and it was there that I sought to find a good man of the northwestern part of Crete. When I looked through the file of maps on Crete, I discovered that neither the British nor the Americans had ever bothered to make a map at anything approaching the necessary scale. A quick inquiry at the Imperial War Museum in England, establishing that they were the only one who had the right to make a map at anything approaching the necessary scale. A quick inquiry at the Imperial War Museum in England, establishing that they were the victors, were pretty much destroyed when the Third Reich was going down at the end of World War II. Considering the fact that the current version was finished (though I did do some redesign on the 2nd Edition HWR rules), the first task was research.

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Once the map was completed, the units needed to be figured out. This became a major problem since almost every source contradicted the others. Each unit had to be painstakingly double-checked to make sure it actually existed or was not an already placed unit under a different name. Finally, I decided I would use the New Zealand Official History as my ultimate arbiter between sources. Almost immediately I found that one could not obtain a copy of the tome for love or money in the Greater New York area. Fortunately, Cadet Peter Henry of the U.S. Military Academy obtained a copy for me, which took care of most of my design difficulties.

Armed with the information I needed, I proceeded to tackle the problems of the game. While the battle of Crete was fought during World War II, it bears striking resemblances to a World War I trench infantry battle. The trenches are absent, but the terrain on Crete and the mentality of the Commonwealth commanders (with the notable exception of Campbell of the Australians) made it quite the throwback to the Great War. This is all very well and good and not too much of a problem, until I considered that the HWTR system that I was dealing with was designed with heavy emphasis on armor and artillery. I toyed about with some sample units and discovered that with very few modifications, the HWTR system would indeed work for an infantry battle.

When the Player of Descent on Crete sets up the Battle Game or any of the scenarios, he will discover that the Commonwealth set-up resembles the L.A. Freeway at rush hour — a mass of units all concentrated in a relatively small area of the map. There were no wars about this; given the scale of the game, I had to set the Commonwealth units up the historical way. This means that a good deal of the maps are not used in individual scenarios or in the Battle Game. Unfortunately, there was not a lot I could do about this situation without taking serious liberties with history, so unless the individual players wish to devise their own scenarios, actions will be in pockets. Playtesting proved that the rough terrain channelled the game action just as it had in real life, so at least that part of the action was successfully simulated. The congestion of units also required a change from the HWTR air landing system — there could not be the drastic scatter that sometimes occurs when landing parachute or glider units in HWTR. Although the German units did not always land on target, they did not land much more than a few hundred feet from their intended landing area. Moreover, only a handful of paratroopers actually landed in the water, and this would occur quite often using the HWTR system. Which brought me to the problem of how I wished to run the whole Air Landing procedure. The landing at Crete was characterized by the grievous casualties taken by the Germans as they landed. This, of course, was due to the German evacuation of the mountain area. I decided that a simple die-roll would be sufficient here. Luckily for me, I was able to simulate what actually happened with only six different results. I also happened to look at another SPI product, Air War, and decided that the final word on complexity had already been said. Aside from that, there was the additional complication of the mountain troops landing at an extremely crowded airfield. At one point, several people suggested piling the paratrooper and Commonwealth units together and dropping the mountain units from a height of about one foot. All these rules, meant to simulate actual occurrences, conspired to create an extremely slow beginning to the game. But once the mountain troops begin to land and the Commonwealth troops become activated, the game becomes much more exciting and the game is able to continue into the most complex game since U.S.N. tracks finds that he will become much stronger as he advances. Aside from Maleme Airfield's extreme importance, there are other units with which to mess around. If the German Player is careless with these, he may end up having to do much too much catch-up work with his mountain units. The one night-time scenario, the German night attack, is indeed the designer's intention to place the German Player in the historical position, where he must understand the overwhelming sense of loss the German commanders must have felt when they discovered that their effort had failed. Once the German Player has recovered from this initial punch to the midriff, he should begin immediately to assess what he can do with his limited resources.

First of all, a German Player looking over the Formation Displays and Turn Record Reinforcement Tracks finds that he will become much stronger as the game proceeds if he fulfills certain criteria. Clearly, the German Player should work to fulfill these criteria so that he can start the town to operate with in a future turns. A careful perusal of the rules will reveal that Maleme Airfield is essential to the task of landing the German mountain troops, which are the units that can win the game for the German Player. Therefore, all units that are dependent on Maleme Airfield should be used to secure the two hexes that constitute the airfield.

Two difficulties will become apparent here: first, some units must be used to guard against Commonwealth flank attacks and for just securing a perimeter; and second, there is that nasty Rough hex adjacent to the airfield which is Hill 101. This is an impossible situation to overcome, because historically it stymied German night attack. About the best strategy is to attempt to surround the New Zealanders holding that hex in an attempt to prevent the units holding the Hill. Until the units are depleted, Close Assaulting the hex is a good way to take huge numbers of casualties. But if you're in the vicinity of Hill 101, perhaps a big attack at night could be successful. In the end, Crete stays British.

Aside from Maleme Airfield's extreme importance, there are other units with which to mess around. If the German Player is careless with these, he may end up having to do much too much catch-up work with his mountain units. The one night-time scenario, the German night attack, is indeed the designer's intention to place the German Player in the historical position, where he must understand the overwhelming sense of loss the German commanders must have felt when they discovered that their effort had failed. Once the German Player has recovered from this initial punch to the midriff, he should begin immediately to assess what he can do with his limited resources.

A more serious consideration is the men of the 7th Rifle Regiment, the Altmann Detachment, and the Gene Detachment. These units open up a whole new front, but at the same time present a perplexing new problem to the German Player. Should he go on the offensive and attempt to tie up as many Command points in the Suda Bay sector as possible while taking greater losses, or should he draw into a tight defensive perimeter and attempt to conserve Strength points for later actions? Generally, the offensive strategy is more satisfactory, although it is needed until the mountain units begin to arrive, and then try and wreak havoc and distract Commonwealth efforts as much as possible. But a wise German Player will keep a semblance of a defensive perimeter in the Suda Bay area, for having a wedge of units there will allow the mountain troops to bypass a considerable amount of tough terrain.

**PLAYERS' NOTES**

**German Player**

No matter how brilliant the German Player may be, he will not start the game in too good a position.

The first turn debacle, unavoidable as it is, immediately places many areas on a crisis footing. The impatient German Player will be inclined to give up or surrender the game right at that point, claiming that he had been trapped by the game. It is indeed the designer's intention to place the German Player in the historical position, where he must understand the overwhelming sense of loss the German commanders must have felt when they discovered that their effort had failed. Once the German Player has recovered from this initial punch to the midriff, he should begin immediately to assess what he can do with his limited resources.

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As the game progresses, the German Player will be faced with the problem of increased Commonwealth opposition. This will be readily apparent upon close inspection of the Command Point Schedule. So the initial boost of mountain troops will be necessary just to counter the increased Commonwealth troops. Despite the possible Victory point loss, the German Player should throw his paratroop units in front of the landing mountain units, if for no reason other than that an intact unit is more valuable than a partially reduced unit. Once the mountain units are able to organize efficiently, they are truly a devastating force.

A short word on Airstrikes: these little things may be the most useful life preserver that the German Player ever receives. A concentrated bombardment in one area can effectively destroy a well-formed Commonwealth line. Also, during the Game-Turns in which the Commonwealth Player is seeking to destroy German integrity and perhaps even capture the airfield, the Airstrikes can be used defensively. When the Commonwealth Player stacks his units together to obtain maximum firepower, a few Airstrikes will do a number on his offense. And if that doesn't work, the German Player can always play dirty and try to knock out the Headquarters units. But Airstrikes still have one basic value—they are the only means short of offensive. And if that doesn't work, the German Player can always play dirty and try to knock out the Headquarters units. But Airstrikes still have one basic value—they are the only means short of one thing: they are the only means short of a hole in the Commonwealth line of reaching the protected Commonwealth artillery and at least putting it out of action. And of course, in the Scenarios, their value is intensified in that the same number of Airstrikes can be used on a smaller Commonwealth force. But the German Player may have noticed a drawback with using Airstrikes: the Commonwealth Player is safer. The Commonwealth Player will quickly discover that the battle about the airfield will degenerate into an attrition battle with the Commonwealth units taking more losses than the Germans. Now this would be bad if the units being lost were not from the 2nd New Zealand Division, but unfortunately, the Commonwealth Player must use up some of his best troops if he wishes to retain control of the Maleme Airfield area.

The German Player should discover that his Close Assaults are the key to the Germany's success. If he can make an attempt to surround him and then wait— if you want to play a game where you always win, perhaps you should choose a game other than Descent on Crete. The limit on the number of units available at any one time requires that the Commonwealth Player think. On the very first Game-Turn, the Commonwealth Player is faced with a very important decision: to wait, or to go on an all-out assault for Maleme Airfield. One considerable influence in this choice is how the Germans fare on their initial drop and their subsequent positioning. Though it is indeed tempting to strike out for the airfield, the best strategy is usually to hold a hex adjacent to the airfield. This will give the German Player a poor chance of bringing in a decent number of units safely. The Commonwealth Player will quickly discover that the battle about the airfield will degenerate into an attrition battle with the Commonwealth units taking more losses than the Germans. Now this would be bad if the units being lost were not from the 2nd New Zealand Division, but unfortunately, the Commonwealth Player must use up some of his best troops if he wishes to retain control of the Maleme Airfield area.

At any rate, one of the Commonwealth Player's objectives is to make the German Player suffer considerable casualties and to bottle him up in the Maleme area. As long as this is being done in the Battle Game, the Commonwealth Player will accrue Victory points for villages. It is here that the question of expenditure of Command points is raised. Indeed the Commonwealth Player should try to get as many units Activated and into combat as possible, because this will force the German Player to take unanswerable casualties or to keep units Activated. Also, the more units Activated, the greater the dispersion of the dreaded airstrikes. The Commonwealth Player must be careful not to reach the point of diminishing returns— he must achieve a tradeoff between the acceptable casualty level and keeping as many units active as possible.

There comes a time in every game of Descent on Crete when the Commonwealth Player must go on the offensive. Of course he can continue to make limited offensives, but on the whole he should attempt to surround the German position as best as possible and to draw him into the Rough. Remember that the Commonwealth Player has the advantage of being the defender at that late stage of the game, and with the help of some terrain features in Maleme, he can stymie the German offensive for quite a long time.

A Commonwealth Player requires some of the patience that a commander in an inevitably losing situation has. If he can deny the German Player continual successful gains, he will win the game in the Victory point count, which measures the play of the individual as opposed to the Strength of a side. In other words, the better tactician should win by the Victory Conditions, which are a guide to how one played the game.

**DESIGN CREDITS**

Game Design, Development and Research:
Eric Goldberg

Physical Systems and Graphic Design:
Redmond A. Simonsen

Playtesting: Marty Godderger, Tom Hamilton, Daniel Scott Palmer, Larry Weinstein

Acknowledgment: Robert Bodine, Simon Ellberger, Steve Spoulos

Production: Joe Balkoski, Bill Bauer, Larry Catalano, Steve Parsons, Norman Pearl, Bob Ryer, Linda Sapin
EXPLANATION

German and Commonwealth Formation Displays

Each Formation Display serves six functions:

1. A manifest of all combat and leader units in the game.
2. An organization diagram showing how the various units relate to each other with regard to subordination (which also serves as the supply route for each individual unit).
3. A set-up key showing which units start the game on the map for each Scenario and the Battle Game.
4. A reinforcement chart keyed to the Turn Record Reinforcement Track by turn of arrival and nationality of the reinforcement. The subdivisions of the organization show which part of each organization is to be brought into play at a given time.
5. A complete list of the Fire capability that Commonwealth units can bring to bear on the landing German paratrooper units on Game-Turn One. Each unit on the Formation Display has five entries corresponding to one or more of the nationalities (or Wehrmacht subgroup) on the Display. Each unit can start on the West Map in hex 0519. For the German units landing on Game-Turn One, a number in parentheses is indicated after the landing (or set-up) hex. This represents the Fire capability that the Commonwealth Player must direct against those landing German units. It will be coded thusly: W0519(12) (which means that the paratroop unit lands on the West Map in hex 0519 and has a Fire capability of 12 directed against it). For each Scenario with the exception of 29.0, a check must be made in the rules to see if a unit starts at reduced Strength. This is indicated only in the rules, and an appropriate Strength marker should be placed beneath each reduced Strength unit. For the Battle Game (33.0), a check must be made to see which Commonwealth units begin the game in Disrupted Mode. Place a Disrupted marker on all such units. Finally, a check must be made for all German leaders landing in the Battle Game, whether reinforcements or leaders landing on the first Game-Turn. See Case 33.43 for details.

REINFORCEMENTS

On any given Game-Turn, the Turn Record/Reinforcement Track may show a key letter(s) corresponding to one or more of the nationalities (or Wehrmacht subgroup) on the Display. The following reinforcement codes are used:

A = The unit arrives on any road on the East Map that is a part of the 01xx hexrow. Note that the map names are approximate compass directions, but not true compass directions — the correct compass directions are given on the Scatter Diagram.
B = The unit arrives on or within one hex of any of the following three hexes: E2122, E2516 or E2411. Once the first reinforcing unit has been placed on or within one hex of one of the three listed hexes, all subsequent reinforcing units with the B code must land on or within one hex of the hex that the first unit arrived on.
C = The reinforcing unit must be placed in a hex that is in or within one hex of Kisamos Kastelli and also is a partial-sea hex. Only the following hexes qualify: W1040, W1041, W1042 or W0943.
D = The leader unit arrives at any German parachute headquarters unit at the beginning of the Conditional Movement Phase.
E = The leader unit arrives at Maleme Airfield at the beginning of the Conditional Movement Phase.
F = The unit arrives via the Air Landing Routine.

SUBORDINATION CLARIFICATIONS

Because of space limitations, some of the subordination routes are not laid out according to standard format. An example is the Engineer Battalion of the 7th Parachute Division (1/Eng, 2/Eng, etc.). Generally, Players can use their common sense to figure out which units are subordinate to which, but in case some of the subordination routes prove confusing to the individual Player, each Headquarters has been coded with a military symbol corresponding to its level of command in Descent on Crete. Not only does this serve to graphically demonstrate which unit subordinates to which Headquarters, but it also allows the Players to figure out equivalent Headquarters for purposes of Resubordination (see Case 19.6).

The highest level of command is marked with an "HC" (High Command). Only the Commonwealth High Command Headquarters (CHQ/CW) has this designation; no German HQ requires this symbol. Next in order of subordination are those units marked with a "X" (which corresponds to the military symbol for division-level HQ). An example of this type Headquarters is the 5th Mountain Division Headquarters (5 Mountain). The subsequent lower level of subordination is a unit marked with the "X" symbol (which corresponds to the military symbol for brigade-level HQ). The New Zealand 5th Brigade Headquarters (5 Bde) is an example of such a unit. Finally, the battalion-level Headquarters in the subordination chain is one marked with the "I" symbol (which corresponds to the military symbol for battalion-level HQ). The 1st Welsh Battalion Headquarters (1W/SBH/Q) is such a unit. Players will note that sometimes a level of subordination is skipped in the subordination chain (for instance, a division-level HQ directly to a battalion-level HQ). This is done so that the proper number of different level Headquarters are present for subordination.

For convenience, Players should xerox this page of the rules twice, and keep one copy with each Player’s Formation Display.
Descent on Crete

ERRATA (as of 24 March 78)

FORMATION DISPLAYS

Any time a reference is made to a hex on the East Map that ends with a xx33 (example: E1733), the hex number should actually be a West Map coordinate that ends in xx01. Also, when repositioning the units, it is necessary to subtract nine from the “xx” part of the hex number. In the above example, E1733 would become W0801 (E becomes W, 17 – 9 = 08, and 33 becomes 01). Alternatively, Players may wish to look under the overlap of the two maps and place the units in question by lining the hex underneath the overlap with the hex above.

CHARTS AND TABLES

Close Assault Value Table: Note 3 is incorrect — A Disrupted or Depleted unit has one-half Strength (rounding down), not 0 Strength. Any reference to “Town” should refer to “Village.”

COMMONWEALTH TURN

RECORD TRACK

On Game-Turn One, the Commonwealth Player receives 5 (five) Command Points.

RULES

(33.2) (Clarification) Only the units listed are Disrupted; any other units in the hex are not. The units Disrupted are those that were hit by the preliminary Luftwaffe bombing and strafing during early morning 20 May.

(34.0) The Australian unit designations were not included; they are as follows:

2/2FR: Headquarters of the 2/2 Australian Field Regiment (Royal Australian Artillery, serving as infantry); A/2/2FR: A Company; B/2/2FR: B Company; C/2/2FR: C Company; D/2/2FR: D Company; H/2/2FR: Heavy Weapons Company.


2/3FR: Headquarters of the 2/3 Australian Field Regiment (Royal Australian Artillery, serving as infantry); A/2/3FR: A Company; B/2/3FR: B Company.

7AusLAA(2): 7th Australian Light Anti-Aircraft; AusEng: Australian Engineers.

2/1: Headquarters of the 2/1 Australian Infantry Battalion; A/2/1: A Company; B/2/1: B Company; C/2/1: C Company; D/2/1: D Company; H/2/1: Heavy Weapons Company.

2/7: Headquarters of the 2/7 Australian Infantry Battalion; A/2/7: A Company; B/2/7: B Company; C/2/7: C Company; D/2/7: D Company; H/2/7: Heavy Weapons Company.

2/8: Headquarters of the 2/8 Australian Infantry Battalion; A/2/8: A Company; B/2/8: B Company; C/2/8: C Company; D/2/8: D Company; MG/2/8: Machine Gun Company.

2/11: Headquarters of the 2/11 Australian Infantry Battalion; A/2/11: A Company; B/2/11: B Company; C/2/11: C Company; D/2/11: D Company; H/2/11: Heavy Weapons Company.

2/1 MG: 2/1 Machine Gun Company; 2/8 RAE: 2/8 Squadron, Royal Australian Engineers; 2/3 FR RAA: 2/3 Field Regiment, Royal Australian Artillery.


COUNTERSHEET

The “A/NH” Company is given an incorrect Strength on the back of its counter. The correct value should be 5 (five), which is printed on the front.
CHARTS
Any reference to "Town" should be instead "Village."

[9.71] Note 3 (correction) Disrupted and Depleted units are considered to be at one-half Current Strength, as stated in the rules.

[13.23] (deletion/addition) Delete the "Unit not Activated" line, as units not Activated never undergo Command Control (see Case 13.1). In addition, a Line of Communications to five other Friendly Headquarters will give a benefit of +1 when rolling on Table 13.24. This bonus is applicable only to Headquarters, and only after the 19th Game-Turn.

COMMONWEALTH TURN RECORD TRACK
On Game-Turn One, the Commonwealth Player receives 5 (five) Command Points.

COMMONWEALTH FORMATION DISPLAY
British: (1) The 156LAA/RA Anti-Aircraft unit has a Range of 3, which is printed on the actual counter; and (2) 23LAA/RM Machine Gun unit sets up the game in hex E2005 and remains there throughout the entire game (it is the infamous unit mentioned in Case 16.54).

New Zealander: (1) The 10th Brigade Headquarters should have a Brigade symbol on it; (2) the Major-General Gantry counter should have a Brigade designation on it; and (3) The 2nd New Zealand Division Headquarters is set up in hex E3015 in the Introductory scenario.

Note: The ranks given to the Commonwealth commanders are the ranks they held at the end of the war, not at the time of the battle for Crete.

GERMAN FORMATION DISPLAY
7th Parachute Division: (1) The Signals Section Headquarters should have a Brigade designation, and the 141st Regimental Headquarters (RHQ/141) should have a Brigade designation (the counter is printed wrong).

Note: Due to the fact that we confused which map would overlap "on top," any time that a reference is made to a hex on the East Map that ends with "x33" (example: E1733), the hex number must be translated to a West Map hex number. Change the "x33" to "x01" and subtract nine from the "x" part of the hex number. In the above example, E1733 would become W0801 (E becomes W, 17 - 9 = 08, and 33 becomes 01). Alternatively, Players may wish to look under the overlap of the two maps and place the units in question by lining the hex underneath the overlap with the hex above.

COUNTERS
(1) The A/NH counter should have a Strength of 5 (five) printed on the back of its counter; (2) the 1R/SBHQ should have a Strength of 4 (four) printed on the front of its counter; and (3) King "Philip" of Greece should actually be King George of Greece. The last King of Greece named Philip was Philip of Macedon (father of Alexander the Great), who probably had little effect on the battle of Crete.

RULES
[6.18] (deletion) The last sentence in this case should be deleted.

[6.31] (correction) In the paragraph beginning with "I, 2, or 3", the sentence should read "...Strength Point loss, and the owning Player may opt to place it into either Concentrated or Dispersed Mode for the duration of the Fire Phase. At the end of the Fire Phase, any such unit is immediately Disrupted."

[7.0] (correction) The last sentence should read "An Observing unit can always observe a directly adjacent unit (exception: see Case 7.11)."

[9.4] (correction) The fifteenth line should read "...this can occur when a unit changes from Travel..."

[9.65] (clarification) A unit does not necessarily have to begin the Conditional Movement Phase adjacent to the Close Assaulted unit.

[9.66] (addition) A unit may not be prevented from performing a Close Assault by a Mode change caused by Opportunity Fire triggered as a result of the Close Assault.

[11.51] (clarification) The Case should read "Armor is prohibited from using Entrenchments. All other units may benefit from Entrenchments."

[11.71] (clarification) Therefore, if a unit performs Movement in one of the abovementioned hexes, it does not trigger Opportunity Fire.


[12.6] (deletion) Delete the phrase "...and artillery-type..." from the first line of this Case.

[13.0] (clarification) German Fire or Movement that allows the Commonwealth Player to perform Opportunity Fire automatically Activates unactivated Commonwealth units. Any unit so Activated may remain Activated by firing on German units. Thus, the Commonwealth Player may deliberately keep himself over his Command Point allotment, should the German Player allow him the option.

[13.34] (deletion) Delete the phrase "...or "M2"..." from the second line.

[19.35] (clarification) The third line should begin with "...considered havelled..."

[20.4] (addition) Engineer units must be in Concentrated Mode to perform any of their special functions.

[27.26] (correction) If a unit begins a scenario in terrain it would normally be prohibited from entering, it is moved as Dispersed Infantry until it is in legal terrain (and it must be moved by the most expeditious route), at which point the unit may be moved normally. The owning Player decides when he first wishes to move the unit.

[27.27] (correction) Units that begin a scenario overstacked have until the end of the second Game-Turn of the Scenario to rectify the situation, else they immediately suffer the penalties of Case 10.32.

[33.2] (clarification) Only the units listed are Disrupted; any other units in the hex are not. The units Disrupted are those that were hit by the preliminary Luftwaffe bombing and strafing during early morning 20 May.

[34.0] (addition) The Australian unit designations were not included; they are as follows:

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7 AusLAA(2): 7th Australian Light Anti-Aircraft; AusEng: Australian Engineers.

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2/1 MG: 2/1 Machine Gun Company; 2/8 RAE: 2/8 Squadron, Royal Australian Engineers; 2/3 FR RAA: 2/3 Field Regiment, Royal Australian Artillery.

### FIRE VALUE MATRIX: Direct Fire
(Used by Infantry-type, Armor, Anti-Tank, Flak and Headquarters Units)

_Firing Unit's Effectiveness Rating vs. Target when target is..._

<table>
<thead>
<tr>
<th>Strength of Firing Unit</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>na</th>
</tr>
</thead>
<tbody>
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<td>9</td>
</tr>
</tbody>
</table>

_Explanation:_
- = Fire value ineffectual; na = not applicable; # = Fire value.
1. Fire is executed during the Player's Conditional and Free Fire Phase or when triggered as Opportunity fire.
2. Only the two topmost units in a stack may fire and at only either of the two topmost units in a target stack. Units beneath the top two units in a stack cannot fire or be fired upon.
3. Units that are Disrupted, Depleted, or in Travel mode cannot fire and their Effectiveness rating is zero.

### FIRE VALUE MATRIX: Indirect Fire
(Used by Artillery-type and Heavy Weapons Units)

_Firing Unit's Effectiveness Rating vs. Target when target is..._

<table>
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<tr>
<th>Strength of Firing Unit</th>
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<th>4</th>
<th>5</th>
<th>6</th>
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<td>4</td>
<td>5</td>
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<td>7</td>
</tr>
</tbody>
</table>

_Explanation:_
- = Fire value ineffectual; na = not applicable; # = Fire value.
1. Artillery may fire against an observed unit regardless of its own position in its stack or the position of the target in a stack. Heavy weapons may fire from any position in a stack but only at the two topmost units in a stack.
2. Heavy weapons units may execute Opportunity fire only against units they observe in hexes they control.
3. Artillery-type units may execute Opportunity fire only when close assaulted and on the Direct Fire Value Matrix only.

### FIRE RESULTS TABLE

_Firing Value vs. Target when target is..._

| Dispersed in City, Rough or Entrenched |
| 4 | 5 | 6 | 7 | 8 | 9 | na | na | na |
| 3 | 4 | 5 | 6 | 7 | 8 | 9 | na | na |
| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | na |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

_DICE_

<table>
<thead>
<tr>
<th>DICE</th>
<th>2</th>
<th>1</th>
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<th>1</th>
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<td>1</td>
<td>2</td>
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<td>-</td>
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</tr>
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<td>1</td>
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<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

- = no effect; D = target Dispersed; # = target loses indicated number of Strength points; na = not applicable.
1. Fire value is derived from either 6.61 or 6.62 depending on the type of firing unit.
2. Fire value must "read" as a numerical result on the appropriate Fire Value Matrix or the attack is ineffectual. (I.e., you cannot fire at a Dispersed target in a city with a 3 or less Fire value.)
3. A result of D on an already Dispersed unit has no effect; a D result on an Undispersed unit calls for that unit's Dispersal (if possible) or the loss of one Strength point.
4. If a number loss results, a unit must lose the stated number of Strength points and, if dispersed, must Disperse or lose an additional point.
### [15.67] DIE-ROLL ADJUSTMENTS FOR DISRUPTION RECOVERY

When rolling for Disruption removal, the Player should adjust the die-roll by the sum of all applicable modifications listed below.

1. **Add one** to the die-roll if the unit is stacked with (or is itself) a Friendly armor unit.
2. **Add one** to the die-roll if the unit is stacked with (or is itself) any Friendly headquarters or leader unit (but there is no further increase for multiple HQs and/or leaders).
3. **Subtract one** from the die-roll if the unit is adjacent to Enemy armor units.
4. **Subtract one** from the die-roll if the unit is out of supply.
5. **Subtract one** from the die-roll if the unit is adjacent to another Friendly Disrupted unit or stack of units.
6. **Subtract two** from the die-roll if the Disrupted unit is also unactivated.

These adjustments are cumulative. An adjusted die-roll of greater than 6 counts as 6, while an adjusted die-roll of less than 2 counts as -2. All modifications are applied at the instant of the die-roll.

### [16.27] GERMAN AIR LANDING TABLE

<table>
<thead>
<tr>
<th>Total Fire Capability (Weather plus Eligible Units)</th>
<th>Dice</th>
<th>1-3</th>
<th>4-6</th>
<th>7-9</th>
<th>10-12</th>
<th>13-15</th>
<th>16+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit counts as two. If Effectiveness rating is 2 or 3.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Unit counts as one. If Effectiveness rating is 1.</td>
<td></td>
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<td></td>
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<td></td>
</tr>
<tr>
<td>Unit counts as one-half. If Effectiveness rating is 0 or 4.</td>
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<td></td>
<td></td>
</tr>
</tbody>
</table>

### [16.12] WEATHER CONDITION TABLE

<table>
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<tr>
<th>Dice</th>
<th>0201-0600</th>
<th>1201-1400</th>
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<td>P</td>
<td>9</td>
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<tr>
<td>3</td>
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<tr>
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<td>3</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
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<td>7</td>
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<tr>
<td>8</td>
<td>6</td>
<td>P</td>
</tr>
<tr>
<td>9</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>10</td>
<td>P</td>
<td>9</td>
</tr>
<tr>
<td>11</td>
<td>9</td>
<td>0</td>
</tr>
<tr>
<td>12</td>
<td>0</td>
<td>12</td>
</tr>
</tbody>
</table>

*Explanation:* For air landing purposes, add 7 Weather Condition points on night Game-Turns; P = No air operations permitted; # = Weather condition.

### [16.28] SCATTER POSSIBILITY TABLE

<table>
<thead>
<tr>
<th>Dice</th>
<th>0-2</th>
<th>3-6</th>
<th>7-10</th>
<th>11+</th>
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<tbody>
<tr>
<td>2</td>
<td>S1</td>
<td>S2</td>
<td>A</td>
<td>A</td>
</tr>
<tr>
<td>3</td>
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<tr>
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<td>S1</td>
<td>S2</td>
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</tr>
<tr>
<td>12</td>
<td>S1</td>
<td>S2</td>
<td>A</td>
<td></td>
</tr>
</tbody>
</table>

*Explanation:* Unit(s) lands in designated hex; S1 = Unit(s) lands one hex away from designated hex; The German Player consults the Scatter Diagram on the game-map, and rolls a die to determine direction of the one-hex scatter. The unit(s) is then moved to its new hex and is considered to have landed there; S2 = Unit(s) scatters two hexes. Use the same procedure outlined in the SI result, except move the unit(s) two hexes to its actual landing hex; A = Unit Aborts. The German Player rolls two dice. If he rolls a 10, 11 or 12, the units are eliminated from play. Otherwise, they are placed back on the Formation Display, ready to be dropped when the German Player wishes to try again.

*Note:* For all results with the obvious exception of the A result, the German Player must proceed to the German Air Landing Table immediately after rolling for Scatter Possibility.

### [17.45] AIRSTRIKE BOMBARDMENT TABLE

<table>
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<tr>
<th>Target Hex Terrain:</th>
<th>Defending Unit Mode: Any</th>
<th>Any</th>
<th>Any</th>
<th>Any except Forest and City</th>
<th>Forest and City</th>
<th>Trav</th>
<th>Trav</th>
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<tbody>
<tr>
<td></td>
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<td>Conc</td>
<td>Dst</td>
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<td>1*</td>
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<td>1</td>
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<tr>
<td></td>
<td>3</td>
<td>D</td>
<td>D</td>
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<td>D</td>
<td>D</td>
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<td>D</td>
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</tr>
<tr>
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<td>D</td>
<td>1*</td>
<td>1*</td>
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<td></td>
</tr>
</tbody>
</table>

*Explanation:* No result; D = Target unit (only) is Disrupted. If possible, retreat Disrupted unit one hex; 1* = If the unit is an armored unit, treat result as a D. If the unit is a HQ unit, subtract one Strength point from the unit. If the unit is anything else, subtract one Strength point and then treat result as a D. Regardless of unit type, subtract one Strength Point and then treat result as a D.

*Abbreviations:* Disp = Dispersed Mode; Conc = Concentrated Mode; Dst = Disrupted Mode; Trav = Travel Mode.

#### Movement Cost (by Mode)

<table>
<thead>
<tr>
<th>Terrain Type</th>
<th>Stacking Limit (SPs)</th>
<th>Inf</th>
<th>Arm, Re</th>
<th>Inf</th>
<th>Arm, Re</th>
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<tr>
<td>Clear</td>
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<td>1/4</td>
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<td>1/2</td>
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<tr>
<td>(1) Woods</td>
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<td>3</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>1/4</td>
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<td>4</td>
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<td>P</td>
<td>P (3)</td>
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<td>1/8</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>Trail</td>
<td>-</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1/2</td>
<td></td>
</tr>
<tr>
<td>Prison</td>
<td>18</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>2</td>
<td>1/4</td>
</tr>
<tr>
<td>Lake</td>
<td>12</td>
<td>1</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>P</td>
</tr>
<tr>
<td>Bridge</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Airfield</td>
<td>24</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1/2</td>
<td>1/4</td>
</tr>
</tbody>
</table>

- = Terrain has no effect (other terrain in hex controls movement or observation; e.g., a Dispersed unit does not benefit from a road); P = Prohibited (may not enter); #(#) = Cost to all units except mountain units (cost to mountain units, respectively); # in Blocked By column refer to numbers left of terrain types; e.g., a unit in a city hex would have Observation blocked by forest (4), city (6) and mountain (7) hexsides.

### [13.23] Modified Morale Determination Table

To determine the modifications to the die-roll when using the Commonwealth Command Table (13.24), add all modifications that apply on the list below to receive a total die-roll modification. Then roll a die, add or subtract the total die-roll modification and derive the result on the appropriate nationalities' Command Table. Apply any result immediately.

#### Line of Supply and Communications with CHCHQ*

+1

#### Line of Supply to 5 Other Friendly HQs†

+1

#### Immediately Superior Unit Has Received a "M#" Result on Its Command Check

+1

#### Headquarters of Units Destroyed or Disrupted (and Unit Not Resubordinated)

-2

#### Unit Not Activated

-1

#### Game-Turn Two Modification

-1

#### First Night (Game-Turn Eight) Modification

-2

#### Immediately Superior Unit Has Received a "Re" or "Rt" Result on Its Command Check

-1

*Commonwealth High Command Headquarters itself may never receive this die-roll modification.

†Only headquarters units may receive this die-roll modification.

### [13.24] Commonwealth Command Table

<table>
<thead>
<tr>
<th>Die</th>
<th>New Zealander</th>
<th>Australian</th>
<th>British</th>
<th>Greek</th>
<th>Other</th>
</tr>
</thead>
<tbody>
<tr>
<td>-3</td>
<td>Re</td>
<td>Re</td>
<td>Re</td>
<td>Rt</td>
<td></td>
</tr>
<tr>
<td>-2</td>
<td>Re</td>
<td>F</td>
<td>F</td>
<td>Rt</td>
<td></td>
</tr>
<tr>
<td>-1</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>F</td>
<td>F</td>
<td>Re</td>
<td></td>
<td></td>
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<tr>
<td>1</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td></td>
<td></td>
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<tr>
<td>2</td>
<td>-</td>
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<td>-</td>
<td>Re</td>
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<td>3</td>
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<tr>
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</tr>
<tr>
<td>7</td>
<td>1</td>
<td>1</td>
<td>-</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>2</td>
<td>1</td>
<td>3</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Explanation:

Re = Retreat; Rt = Rout; F = Command Freeze; 1(2,3) = Morale raised 1 (2,3) point(s) for current Game-Turn; -- = No effect. See Case 13.4 for detailed explanation of Commonwealth Command Table results.

### [15.66] Disruption Recovery Table

<table>
<thead>
<tr>
<th>Unit Morale Rating</th>
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</thead>
<tbody>
<tr>
<td>1</td>
</tr>
<tr>
<td>2</td>
</tr>
<tr>
<td>3</td>
</tr>
<tr>
<td>4</td>
</tr>
</tbody>
</table>

#### Note:

The Morale rating used in this procedure is always the original rating printed on the unit counter.

#### Explanation:

- = Disruption not removed. Disruption persists until the owning Player's next Command Phase when he may again attempt to remove it; R = Disruption removed. Marker is removed, and unit or stack of units is no longer Disrupted. When removing Disruption from a stack of units, the Player concerns himself only with the topmost unit in the stack. If he succeeds in removing Disruption from this unit, then he has removed Disruption from all the units in the stack.
[9.71] CLOSE ASSAULT VALUE TABLE
Morale Differential (Attacker minus Defender)
When Defender is...

<table>
<thead>
<tr>
<th>Rough, City, Entrenchment</th>
<th>Forest, Town</th>
<th>Open, Mixed, Woods, Broken</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>3</td>
<td>2</td>
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<tr>
<td>4</td>
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<td>2</td>
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<td>2</td>
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<tr>
<td>4</td>
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<td>4</td>
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<td>4</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>4</td>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

Effectiveness Differential (Attacker minus Defender):

-9 - 6 - 3 to -7 - 4 - 2 - 1
0 1 2 3 4 5 6 7 8 9

Explanation: D = Attacker Disrupted; # = Close Assault value — Index on 9.72.
1. A unit's current Morale is defined as its printed Morale rating less one point for each Strength point it has lost (may be a negative number).
2. Current Morale is modified by terrain, engineers and leaders. Also, a currently Disrupted defender loses 3 Morale points.
3. Units involved in a close assault while in Travel mode have the following values: 0 Effectiveness rating; current Strength; Current Morale. Disrupted units in close assault have 0 Effectiveness rating; 0 Strength; current Morale. Depleted Units involved in close assault have 0 Effectiveness rating; 0 Strength; current Morale.

[13.18] COMMAND POINT COST SCHEDULE

The Commonwealth Player receives a limited number of Command points on the Commonwealth Game-Turn Record Track, and he must expend a certain amount of those Command points as specified in Case 13.4 on battalions, regiments, etc., that have had units in combat during the previous Game-Turn. After these units have been "paid" for, the Commonwealth Player may expend any excess Command points as he sees fit. Of course, if all Command points have been expended, the Commonwealth Player may do no more.

<table>
<thead>
<tr>
<th>Command Point Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>For each regiment/battalion in combat</td>
</tr>
<tr>
<td>For each three &quot;independent&quot; units in combat</td>
</tr>
<tr>
<td>To activate one battalion</td>
</tr>
<tr>
<td>To activate three Greek or &quot;independent&quot; units</td>
</tr>
<tr>
<td>To reduce a multi-formation attack’s effect</td>
</tr>
<tr>
<td>(per formation)</td>
</tr>
</tbody>
</table>

*This cost is in addition to the cost for activating or paying for units in combat that belong to regiments or battalions subordinate to the division or brigade. The Command point cost pays for the activation of the actual headquarters plus all division- or brigade-asset units.

[9.72] CLOSE ASSAULT RESULTS TABLE

<table>
<thead>
<tr>
<th>Combat Strength Ratio</th>
<th>Combat Differential (Attacker minus Defender)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 to 3 to 2 to 1</td>
<td>1 to 4 to 3 to 2 to 1</td>
</tr>
<tr>
<td>1</td>
<td>3/- 3/- 3/- 3/- 3/- 3/- 3/- 3/- 2/- 2/- 1/- 1/- 1/- 1/-</td>
</tr>
<tr>
<td>2</td>
<td>3/- 3/- 3/- 3/- 2/- 2/- 2/- 2/- 2/- 1/- 1/- 1/- D/- D/-</td>
</tr>
<tr>
<td>3</td>
<td>3/- 3/- 3/- 2/- 2/- 2/- 2/- 1/- 1/- D/- D/- D/- D/-</td>
</tr>
<tr>
<td>4</td>
<td>3/- 3/- 2/- 2/- 1/- 1/- 1/- 1/- D/- D/- D/- D/- D/-</td>
</tr>
<tr>
<td>5</td>
<td>3/- 2/- 2/- 1/- 1/- 1/- 1/- 1/- D/- D/- D/- D/- D/-</td>
</tr>
<tr>
<td>6</td>
<td>2/- 2/- 1/- 1/- 1/- 1/- 1/- 1/- D/- D/- D/- D/- D/-</td>
</tr>
<tr>
<td>7</td>
<td>2/- 2/- 1/- 1/- 1/- 1/- 1/- 1/- D/- D/- D/- D/- D/-</td>
</tr>
<tr>
<td>8</td>
<td>1/- 1/- 1/- 1/- 1/- 1/- 1/- 1/- D/- D/- D/- D/- D/-</td>
</tr>
<tr>
<td>9</td>
<td>1/- 1/- 1/- 1/- 1/- 1/- 1/- 1/- D/- D/- D/- D/- D/-</td>
</tr>
</tbody>
</table>

Explanation:
- = No Effect; D = All units in the indicated stack are Disrupted; # = Stack suffers indicated losses and is Disrupted (the opposing Player always determines the distribution of the opponent's losses).
The symbol to the left of the slash is the result inflicted upon the attacker; the symbol to the right of the slash is the result inflicted upon the defender.
A Disrupted defender must retreat one hex or be eliminated. It may not retreat into an Enemy-controlled hex unless a Friendly unit is present. If a Disrupted unit suffers a second Disruption, it is destroyed. A Disrupted attacker stays in place. The owning Player may not voluntarily destroy one of his units to avoid Disruption of other Friendly units, etc. Undisrupted attacking units must occupy the hex vacated by Disrupted defenders.
Note: Attacks at less than 1-3 (greater than 4-1) or at 0-any value (any value-0) are treated as 1-3 (4-1).
How To Use The Turn Record Reinforcement Track

Place this sheet on a flat surface, handy to the maps. Use one of the Game-Turn markers provided in the counters as a marker. Start it in the box for the first Game-Turn of the Scenario or Battle Game and advance it one box to record the passage of each Game-Turn.

The upper case letters in the boxes refer the Player to his Formation Display (see Section 26.0, Reinforcements, for an explanation of coding). The track shows the starting and ending Game-Turns of the various Scenarios and the Battle Game. Each vertical column on the track represents a day (indicated by the date at the head of the column). Note that the starting and ending Game-Turns of each complete day are Night Game-Turns (as indicated by the tint in those boxes). Finally, the number of Airstrikes available to the Player is denoted — AM first, then PM. The supply symbol in the lower left-hand corner of a Game-Turn box indicates that the German Player receives a supply marker on that Game-Turn. See Case 16.3 for the rules on supply drops. Note that on Game-Turn One, the supply symbol has "x 17" after it. This indicates that all supply units with designations are dropped on Game-Turn One. All other supply markers come in increments of one. For the German reinforcements, an "M" indicates a possible Mountain reinforcement release turn (which corresponds to those on the Formation Display), while an "M*" indicates a definite Scenario reinforcement Turn.

German Transport Point Track

<table>
<thead>
<tr>
<th>50</th>
<th>49</th>
<th>48</th>
<th>47</th>
<th>46</th>
<th>45</th>
<th>44</th>
<th>43</th>
<th>42</th>
<th>41</th>
<th>40</th>
<th>39</th>
<th>38</th>
<th>37</th>
<th>36</th>
<th>35</th>
<th>34</th>
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</thead>
<tbody>
<tr>
<td>33</td>
<td>32</td>
<td>31</td>
<td>30</td>
<td>29</td>
<td>28</td>
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<td>26</td>
<td>25</td>
<td>24</td>
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<td>21</td>
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<td>18</td>
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<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>
### COMMONWEALTH TURN RECORD/REINFORCEMENT TRACK

<table>
<thead>
<tr>
<th>AIRSTRIKE POINTS (AM/PM)</th>
<th>May 20 0/0</th>
<th>May 21 0/0</th>
<th>May 22 0/0</th>
<th>May 23 0/0</th>
<th>May 24 0/0</th>
<th>May 25 0/0</th>
<th>May 26 0/1</th>
<th>May 27 0/1</th>
<th>May 28 1/0</th>
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</thead>
<tbody>
<tr>
<td><strong>AM</strong></td>
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<tr>
<td>Weather</td>
<td>0201 to 0600</td>
<td>0601 to 0800</td>
<td>0801 to 1000</td>
<td>1001 to 1200</td>
<td>1201 to 1400</td>
<td>1401 to 1600</td>
<td>1601 to 1800</td>
<td>1801 to 2000</td>
<td>2201 to 0200</td>
</tr>
<tr>
<td>9</td>
<td>10</td>
<td>11</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
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<td>6</td>
<td>7</td>
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<tr>
<td>End 29</td>
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<td>21</td>
<td>Start 32</td>
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<td>24</td>
<td>25</td>
<td>26</td>
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<td>Weather</td>
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<td>1401 to 1600</td>
<td>1601 to 1800</td>
<td>1801 to 2000</td>
<td>2001 to 2200</td>
<td>2201 to 0200</td>
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<td>B, A</td>
<td>B, A</td>
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</tr>
<tr>
<td>1 German Command Phase</td>
<td>2 Commonwealth Organization Phase</td>
<td>3 German Conditional Fire Phase</td>
<td>4 German Conditional Movement Phase</td>
<td>5 Commonwealth Conditional Fire Phase</td>
<td>6 Commonwealth Conditional Movement Phase</td>
<td>7 German Free Fire Phase</td>
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<td>8 Commonwealth Command Phase</td>
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<td>13 German Conditional Movement Phase</td>
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<tr>
<td>15 Game-Turn Record Phase</td>
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<td></td>
</tr>
</tbody>
</table>

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