CRETE 1941
OPERATION MERCURY

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CREDITS

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play.

1.0 INTRODUCTION

Crete 1941 is an operational level simulation of the German airborne assault on the island of Crete in May of 1941. *Crete 1941* is a solitaire game; the player controls German forces, and the game system controls the opposing Allied reaction. The objective of the game is for the Germans to capture Crete at the lowest possible cost in terms of casualties.

2.0 SOLITAIRE GAME STRUCTURE

Crete 1941 requires only one player to play. There are two sides in the game, German and Allied. You, the player, control the Germans and all of their contingents (the German military and the Italians). The game system controls the Allied side and its contingents (British Commonwealth and Greek). You have the option to maneuver German units as you desire within the rules' allowances, but when a rule calls for the Allies to do something, you, the player, must execute that action.

2.1 Team Play

Crete 1941 can also be played by two or more players, controlling different parts of the German invasion. This is explained in the Optional Rules.

3.0 GAME COMPONENTS

3.1 Game Map
The map shows Crete and the surrounding seas, with displays (boxes) representing the German staging areas in mainland Greece (see rule 7.0).

3.2 Game Displays
Game displays record various information during the course of a game, listed as follows.

Turn: Shows the current turn.

Allied Command: Indicates overall Allied command and command control level.

Battle Space: This is a convenient place to put units that are engaged in combat.

German Staging: Organizes German units in Greece which will move to Crete.

Luftwaffe: Organizes German air units in Greece that will fly missions in a turn.

Royal Navy: Indicates the current strength and aggressiveness of the Royal Navy in the waters surrounding Crete.

Victory Points: This is used to track the current Victory Points (VP).

3.3 Game Tables & Charts
These provide various randomized events and actions.

Airborne Assault Table: Used when German airborne units are making assault landings.

Allied Middle East Command Events: Generates commands for Allied forces.

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Combat Results Table: Provides the die roll ranges generating outcomes in various types of combat.

Fliegerkorps XI Staff Points: Indicates the current level of German planning and logistic support.

Naval Attack Outcome Table: Provides results for successful German air attacks against the Royal Navy.

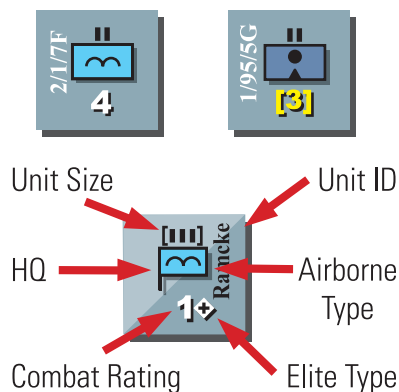**VP Table:** Lists events which will change the VP level.

3.4 Game Units

There are three general types of counters in the game: combat units, air units, and administrative markers.

Ground Combat Units

Sample Elite Unit

Certain combat units are Elite; they have a "plus" sign after their combat factor.

Unit Size — HQ — Combat Rating — Unit ID — Airborne Type — Elite Type

Ground combat units have the following information.

Unit Type Symbol: This is the general type of weapons systems of the unit.

Airborne Qualified: This indicates if the unit can use airborne movement (includes both parachute or glider types).

Unit Identification: This is the historical identification.

Combat Rating: A numerical rating of the unit's combat effectiveness.

"Support" Unit: This is indicated with a parenthesized strength. Unarenthesized units are "**maneuver**" (ground) types.

Elite Unit: Certain units have a "plus" (+) sign after their combat factor. This indicates that they provide a bonus when determining Tactical Edge (23.4).

Note: "Elite" is a relative term in the game; most German and Commonwealth units on Crete were elite by WWII standards, but for the game this means units with superior leadership.

Ground Unit Types (Maneuver)

The following list indicates units that are ground (maneuver) types.

Airborne	Armor (German)
Commando	Deception
Engineer/Pioneer	Headquarters (HQ)
Infantry	Logistics
Mountain Infantry	Motorcycle
Marine	Partisans

Targets (represent strategic level objectives)

Note: Targets refer to the special Allied units: RAF, Intel, and King George.

Infantry		P	Cadre
Armor			Anti-Air
Mountain			Paratrooper
Artillery			Heavy Weapons
Anti-tank			Engineer
Special Forces			Motorized

Ground Unit Types (Support)

Armor (Allied)
Heavy weapons
Artillery
Anti-aircraft artillery (AA or Flak)

Note: The term "airborne" includes both parachute and glider forces.

Unit Sizes

The following symbols indicate the "size" of a unit relative to other units in the game.

XXX =	Corps
XX =	Division
X =	Brigade
||| =	Regiment
|| =	Battalion
| =	Company, Detachment
[ ] =	*Kampfgruppe*, Task Force

German Abbreviations

BB: Brandenburgers
F: Flieger (airborne)
G: Gebirgs (mountain)
KG: Kampfgruppe
LSR: Luftlande Sturm Regiment (airlanding assault regiment)
R: Regina (Italian 50th Infantry Division)
5PZ: 5th Panzer Division

Allied Abbreviations

Au: Australian
Comp: Composite
LF: Layforce
NZ: New Zealand
GRR: Queen's Royal Regiment
RM: Royal Marines
RP: Royal Perivolian

Air Units

Air units have the following information.

Aircraft model/silhouette: This is the type of aircraft which predominates in the unit.

Unit identification: The historical identification (each air unit represents 3-6 squadrons).

Tactical Combat Rating: A numerical rating of the air unit's ability to attack Allied units located in Zones on Crete.

Strategic Combat Rating: A numerical ratings of the air unit's ability to attack the Allied Command and Royal Navy Indexes.

Air Unit Types

Bomber (Do-17, He-111, Ju-88)
Dive Bomber (Ju-87 Stuka)
Fighter (Me-109, Me-110)
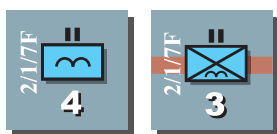**Transport** (Ju-52)

Backprinting of Units

German units (generally) have two sides; the front shows the unit at full combat strength. The reverse side shows the unit at reduced combat strength.

Note: In some cases, Elite units that are reduced lose their Elite status.

Allied units have two sides. The front shows their combat values. The reverse shows a generic Allied symbol.

3.5 Administrative Markers

The following types of markers are used to track the various functions of the game during play.

Amphibious Move: Indicates a German force that is engaging in amphibious movement.

Allied Evacuation: Indicates that an Allied Evacuation is in effect.

Allied Command: Indicates the current Allied command control and willingness to continue the battle.

Royal Navy Level: Indicates the current strength and aggressiveness of the Royal Navy.

Turn: Indicates the current turn.

VP: Indicates the current number of victory points. Use the VP x1 marker to register single digit victory points on the Victory Point track. Use the VP x10 marker to register multiples of ten on the Victory Point track. If VPs go into the negative, flip the(se) marker(s) to the(ir) blank side(s).

XI FK SP: Indicates the current number of XI Flieger Korps Staff Points which you can utilize to enhance German actions.

3.6 Definitions

The following terms used throughout the rules are defined as follows.

"1Dr", "2Dr", etc: Roll that number of dice. For example, "2Dr" means roll two dice and total the results to provide an outcome.

≤: Less than or equal to.
>: Greater than.

Airborne Drop: The general term for landing units by parachute or glider.

Airlanding: The general term for flying in units via air transports.

Amphibious Move: The general term for moving units via sea.

Control (a Zone): A side controls a Zone if it has at least one ground unit in it and there are no enemy ground units in it. If both sides have ground units in a Zone, then it is disputed. If neither side has ground units in a Zone, then it is uncontrolled.

Force: One or more units conducting some game action together.

German: The general term for all Axis forces; *Wehrmacht* (German and Italian forces).

"May": The player can choose to take this action or not.

"Must": The player must take this action.

Pick or **Pick at Random:** Choose without looking a counter.

Reveal: Flip a face down Allied counter face up.

Select: Choose a marker or other item intentionally.

"You": The player.

Die Roll Modifier: A number added to a dice roll which changes the final outcome.

3.7 Dice

You will need a six-sided die (plural = dice). A helmet full would be useful.

Example: a game action calls for a die roll modifier of "1;" the player rolls a "3" and adds "one" to it for a final result of "4."

3.8 Randomization Procedure

Since the game is solitaire, certain actions will call for the player to "choose randomly" (e.g., between two different Zones). In this case, assign each alternative an equal number of possibilities for a six-sided die, roll the die, and then implement that path.

3.9 Game Scale

Ground units generally represent German and British battalions or Greek regiments; German air units represent three to six squadrons. Each game turn equals anywhere

from 12 hours of intense combat action to three days of attritional warfare or refitting

Note: Historically, the battle began on 18 May 1941, with a two-day German air bombardment, followed by the first airborne landings on 20 May. It ended on 1 June.

4.0 HOW TO WIN

At the end of the game, check the Victory Points (VP) Index. The range it is within will determine the level of German victory.

25 or less: Strategic defeat
26-75: Tactical defeat
76-125: Draw
126+: Victory

Note: Strategically, the historical result was a draw. The Germans took Crete, but the loss of paratroopers and aircraft led to Hitler becoming hesitant about future airborne operations. The objective of the game is for you, the player, to seize the island with a better record than XI Fliegerkorps did.

4.1 Catastrophe

If no Allied evacuation has occurred by end of game turn "7," the game ends immediately as a defeat for the German player (i.e., a "sudden death" victory).

4.2 Victory Evaluation

Aside from a German catastrophe, victory is evaluated only at the end of the game.

Note: The Allies are not subject to any sudden death victory.

4.3 VP markers

Use the Victory Point markers to indicate the current number of victory points. When on their front side, they represent a positive number of VP; when on their reverse, a negative number. If the VP level reaches 99, it can go no higher.

4.4 Scoring VP

The VP Table printed on the map gives the conditions for gaining and losing VP. Some events are checked immediately, others at the end of the game.

VP for units eliminated in combat are applied for ground and air attacks, and for intercepted amphibious movement (19.0). Evacuated Allied units do not count for VP, however.

A two-step unit that is reduced and is later eliminated counts VP for both the reduction

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and the elimination A one-step unit that is eliminated counts VP for elimination. A two-step unit which is reduced and later refit does not restore lost VP.

VP for Allied units remaining on the map at the end of the game are applied for all units regardless of type (including Deception). This applies only to Allied units on Crete, not in Reserve or which have been Evacuated (see 29.0 and 31.0).

5.0 HOW TO SET UP THE GAME
Perform the following actions in the order listed.

1) Place the VP markers at 0 x 1's, 0 x 10's.

2) Place the FK XI SP marker on the "0" space.

3) Place the Allied Command marker on the "12" space.

4) Place the Royal Navy marker on the "9" space.

5) Place the Allied Evacuation marker on the display face down (not triggered).

6) Place all Allied HQ, artillery, coast artillery and anti-aircraft units face down. Mix them up. Pick 10 and deploy one each per airfield and Port Zone, face down. Place the unpicked units in the Allied Reserve Display (face down).

7) Place all remaining Allied units face down in the Allied Reserve Display. Mix them up. Then deploy them as follows:

Each Airfield Zone, plus Canea and Suda Ports: Three each (in addition to the one suppot unit per airfield placed above).

Each other Port Zone: Two each (in addition to the one support unit per Port placed above).

Each other Zone: One each. Place all remaining Allied units in the Allied Reserve Display, face down.

8) Deploy German Forces: Place all German ground units (both *Wehrmacht* and Italian) in the Germans Available in Greece Box. Place all air units in the *Luftwaffe* available box. All units are at full strength.

9) Place the Turn Record Marker on the "1" space.

5.1 Begin Play
Use the Sequence of Play (see 6.0), which provides an outline of actions to be executed during each turn.

5.2 Conclusion of Play
Continue playing until one of the following occurs:

1) The end of turn 7; **OR** 2) a German Catastrophic defeat occurs (4.1); **OR** 3) an Allied Evacuation has been completed.

6.0 SEQUENCE OF PLAY
Each turn consists of a series of distinct steps called "phases." You must follow the Sequence of Play (below) each turn. Execute each phase (step) sequentially.

Note: The Sequence of Play is involved, but this is necessary given the solitaire nature of the game.

6.1 The Sequence of Play

1) FK XI Staff Points Phase. Gain FK XI Staff Points (10.0).

2) German Intelligence Phase. You may conduct Intelligence operations by expending FK XI Staff Points (11.0).

3) German Refit Phase. You may Refit reduced German units by expending XI FK Staff Points.

4) German Staging Phase. You may (in any order):

1) Transfer German ground combat units from any Staging Area box to any other Staging Area box.
2) Commit German air units to missions.
3) Transfer German ground and air units in Greece to Airborne, Airlanding and Amphibious boxes for each of the Four Sectors, and vice versa.

5) German Tactical Movement Phase. You may move any German units in a Zone on Crete via ground movement (see 14.0).

6) German Strategic Air Attack Phase. You may execute combat for German air units assigned to attacking the Allied Command and Royal Navy Indexes (see 16.0).

7) German Tactical Air Movement Phase. You may:

1) Move German air combat units in Staging Areas to any Zones in the assigned Sector containing Allied units (see 22.0). And,
2) move German Air Transports and their transported ground units in staging areas to a Landing Zone in the assigned Sector (see 15.0).

Note: Do not yet disembark transported ground units.

8) German Amphibious Movement Phase. You may move German units assigned to an Amphibious Move to a Port in the designated Sector. You must execute the Royal Navy response (see 19.3).

9) Allied Reveal Phase. You must reveal Allied units in Zones containing German ground or air units.

10) Allied AA Phase. You must fire Allied AA units at German air units.

11) German Tactical Air Attack Phase. You must execute combat for all German air units attacking Allied ground units in Zones on Crete (22.0).

12) German Air Drop & Landing Phase. You must land all German ground units moving to Crete via Air Drop and Airlanding (see 18.0).

13) German Ground Combat Phase. You must execute combat with all German ground units in the same Zones as Allied units (see 23.0).

14) Allied Middle East Command Phase. You must make MEC event checks (see 28.0). Apply the results.

15) Allied Counterattack Phase. If there are Allied units in the same Zones as German ground units, then you must execute counterattack combat with them (see 30.0).

16) Allied Command Adjustment Phase. Make any adjustments to the Allied Command Level per rule 27.0.

Note: skip this phase if an Evacuation is in effect.

17) Allied Evacuation Check Phase. Determine if an Allied Evacuation is triggered (see 31.0).

18) Allied Evacuation Execution Phase. If an Allied Evacuation has been triggered, execute the procedure (see 31.0).

19) End of Turn Phase. If this is Turn 7, the game comes to an end. Otherwise, advance the Turn marker one space.

7.0 THE MAP & POSITIONING OF UNITS
There are two general types of "spaces" on the map.

Holding Displays: The boxes off of Crete, used to organize forces (e.g., German Staging Areas, Allied Reserves).

Zones: The geometrical spaces on Crete; These represent points in which units are positioned, and through which they can maneuver and fight.

7.1 Crete
Sectors: The four general geographical areas on the map (Canea, Retimo, Heraklion, Lasithi).

Movement Routes: Lines on Crete along which the player can move units from Zone to Zone (this costs one movement point, regardless of the terrain in the next zone).

Zones: A general term for the geometrical spaces. You place units in Zones. Movement and combat are conducted in or via them. Zones include:

Airfields: These are places in which the Germans can airborne drop and airland troops.
Towns: Collections of buildings.
Port Towns: Towns with harbor facilities.
Rough: Areas with hills or woods.
Plains: Broad flat areas.
Mountains: Commanding geographical features.

7.2 German Dispositions

German Ground Units: German ground units can be in Staging Areas, on Crete, or in the Eliminated box.

German Air Units: German air units can be based in Greece, placed in Luftwaffe

Unit Missions boxes, moved to a Zone (on Crete), or moved to attack Allied Command or the Royal Navy. They must always end the mission back in Greece (unless eliminated).

7.3 Allied Dispositions
Allied units can be in Zones, in displays, or eliminated.

7.4 Stacking
Stacking is having more than one unit per map location, explained as follows.

Holding Boxes: An unlimited number of units may be in a Holding Box. Only German units can be in German holding boxes. Only Allied units can be in Allied boxes.

Germans in Zones (on Crete): Up to six German ground units can be in a Zone. You may additionally place up to six German air units in a Zone. German ground units being transported by air units count against air unit stacking until landed, at which point they count against ground unit stacking.

Strategic Air Missions: An unlimited number of Axis air units can conduct strategic air attacks (against the Allied Command Index and the Royal Navy).

No Axis Combined Operations: *Wehrmacht* and Italian units may not be placed in the same Zone. They may move through each other but not end a phase in the same Zone. They may be combined for attacks on the Allied Command Index and the Royal Navy.

Over-stacking: If for any reason a Zone has more than six German ground units in it at the end of any phase (see 6.1), then you must eliminate excess units to restore the limit (e.g., this may occur owing to Airborne Scatter; see 18.3.) You may not ever place air units in Zones in excess of stacking limits.

Stacking of Allies in Zones: Theoretically, this can be unlimited but will be limited by various deployment instructions.

Zones and Engagement: There may be both German and Allied units in the same Zone. This will lead to combat (see 23.0).

8.0 GERMAN FORCES
The following rules apply to German (and Italian) forces in particular.

8.1 Deployment
All German ground and air units begin the game in play. Place them in the Greece Staging Area.

8.2 Two Step German Units
German units which have two steps function in the same manner whether full strength (front side) or reduced (reverse side); the only difference is the combat strength. A reduced unit may be restored to full strength via Refit (see 12.0).

8.3 Italians
Generally, Italian units are treated the same as *Wehrmacht, although they cannot be air landed*. Also, see the stacking rule (i.e., there is no Axis Combined Operations).

9.0 ALLIED FORCES
Allied forces include British Commonwealth (British, Australian, New Zealand) and Greek. For game purposes, there is no distinction among nationalities. Most Allied units are combat units (such as infantry battalions).

9.1 Unknown Status
Allied units are printed with their "unknown" status on the reverse side, and their specific *type* on the front. Allied units are always deployed on their unknown side and can be revealed by various game actions.

9.2 Special Allied units
Special Allied units are generally treated as combat units with the following cases.

The RAF: The instant one of these counters is revealed, the RAF makes an appearance. The counter fires at German air units with an AA rating of "3" (use the AA rule). At the end of the AA Phase, return it to the Allied Reserve box. It does not count as a unit eliminated. If both are revealed in the same Zone, each fires individually.

> **Note**: An RAF counter fires only if there are German air units in the Zone. It never fires at German ground units, nor may German ground units fire at a RAF unit. See also the German Fighter rule (32.0).

Ambush: The instant this counter is revealed, pick a number of Allied units equal to the number on the lower line of the Allied Command Level Index (from zero to three). Place them in the Zone in which the Ambush counter occupied then return the Ambush counter to the Allied Reserve box.

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Intelligence Information: The instant that the Intelligence is revealed, designate any one Zone on Crete and reveal all Allied units in it. Then return the counter to the Reserve box.

Greek Partisans: Eliminated Partisan units are returned to the Reserve Bin. Their elimination does not count as VP.

Deception: At the instant that a Deception counter is revealed, replace it in the Reserve box.

King George: This represents the Greek king. This counter is treated as an Allied combat unit with the following special cases.

1) When revealed, it remains on the map until the end of the ensuing Combat Phase or Counterattack Phase (whichever comes first). At that point, remove the counter from the map (evacuated from Crete under British protection.)

2) The Germans capture *King George* if they eliminate the counter in ground combat. Place the counter in the Captured box and gain 10 VP.

King George is never affected by German air attacks.

Note: The following rules sections are in the general order of the Sequence of Play (see 6.0).

10.0 XI FK STAFF POINTS
Historically, *Fliegerkorps* XI (11) had a limited time to plan Operation Mercury (during the battle for Crete, its command span was limited). These factors are modeled via FK XI Staff Points. You can use *Fliegerkorps* XI Staff Points (FK XI SP) to initiate or enhance certain German actions.

Note: You do not need to use Staff Points to execute most game functions; only those specifically listed. For example, you can move units and attack without expending FK XI SP.

10.1 Recording
FK XI SP are recorded on the Index. This is set initially per (5.1). Each time you use a FK XI SP, reduce the index by "one." You can never go lower than zero. You can accumulate points from turn to turn, but the Index can never go above "12."

10.2 Gaining FK XI SPs
During each FK Staff Points Phase, roll one die, then increase the number of points by the number rolled.

10.3 Using FK XI Staff
You can expend one FK Staff Point to do the following.

1) Initiate an Intelligence attempt (11.0).

2) Initiate a Refit (12.0).

3) Add +1 to German ground units' tactical movement allowance (14.0).

4) Add +1 to all Air Drop die rolls for one Zone for one turn (18.0).

5) Add +1 to one German Tactical Edge die roll (23.4).

10.4 HQ Requirement
Certain of these above actions require a German HQ (whether full or reduced strength) to be in the same Zone for the FK XI SP to be used. See the individual rules.

10.5 Maximum Effort
Once per game, you may declare a Turn of Maximum Effort. Do this during the FK XI Staff Points Phase. During that one turn, add "6" to the number of FK XI SP you receive this turn. Then deduct "10" VP from your total. Flip the FK XI SP marker over as a mnemonic that you have done this.

11.0 INTELLIGENCE OPERATIONS
You may attempt to reveal Allied units in Zones or the Reserve Area by expending Staff Points. This is executed during the Intelligence Phase. You can declare intelligence operations on a one-for-one basis after each one is completed.

11.1 Intelligence Procedure for Zones
Designate one Zone, expend one Staff Point, then roll one die resolved as follows.

1-3 = Reveal all Allied units in that Zone
4-6 = No effect

11.2 Intelligence Procedure for the Allied Reserve Display
Expend one staff point, then roll one die; then subtract "one" (-1) from the result. Next, select that number of units in the Allied Reserve Display and reveal them (zero to five).

12.0 REFITTING GERMAN UNITS
You may restore reduced German ground and air units to their full strength side via refit. Refit occurs during the Refit Phase.

12.1 Refit Procedure
To refit a ground unit, it must be located either in:

1) A Staging Area; **OR 2)** a German controlled airfield; **OR 3)** in a hex containing a German HQ.

To refit an air unit, it must be located in the *Luftwaffe* Staging area.

Expend one FK XI SP per unit to be refit. Flip the unit to its full strength side.

12.2 Limits
You can refit any number of German units as long as you can fulfill the above (expending one FK XI SP per unit).

Completely eliminated units may not be refit or returned to play.

Designer's Note: *There are no supply rules per se; logistics are integrated into the Refit rule.*

13.0 GERMAN STAGING
During the Staging Phase, you can move any German units in Greece or in any Staging Areas to any other Staging Areas or Greece. You also may assign air units to Missions (see 15.1).

13.1 Staging Procedure
Move the units from one box to another box. Generally, there is no limit to the number of units which you can stage in a turn. See Amphibious Movement for restrictions (see 19.0).

13.2 Transports
Units to be moved via Airborne Drop (see 18.3) or Airlanding (see 18.5) must be stacked with transport aircraft. Units to be moved via amphibious movement do not need transport counters, of course.

13.3 Assaults on Crete
You can move German units to Crete via:

Airborne Drops (see 18.3)
Airlanding (see 18.5)
Amphibious Assault (see 19.0).

When moving units to Crete, pick them up from the Staging Area and place them on a Zone indicated by the rule in the Sector corresponding to the Staging Area.

Example: A German unit moving from the Heraklion staging area could move to a Zone in the Heraklion Sector.

Note: There is no obligation to attack each Sector on any turn. For example, you could use the first turn to conduct air attacks while keeping all German ground units in Crete.

14.0 GERMAN TACTICAL MOVEMENT

Tactical movement is a general term for moving German ground units on Crete from Zone to Zone.

14.1 Tactical Movement Procedure

During the Tactical Movement Phase, you may move any or all German ground units on Crete up to two Zones. Units move from Zone to connected Zone. Each unit is moved singly.

14.2 Restrictions

The following restrictions apply to all German Tactical Movement.

Engagement: If a German unit starts in the same Zone as an Allied unit, it may not move.

Contact: German ground units must cease movement if entering a Zone containing Allied combat units (revealed or concealed).

Mountains: German ground units (except mountain units) must cease movement if entering a mountain Zone.

14.3 FK XI SP Enhancement

You can increase the movement allowance of German units which start in the same Zone as a German HQ. Expend one FK XI SP. All units that start the Tactical Movement Phase in that Zone can move up to three Zones. They are still limited by rule 14.2 nevertheless. The HQ cannot move prior to expending the point (if it subsequently moves, it can move up to three Zones). Units may not move more than three Zones via this rule.

15.0 GERMAN AIR OPERATIONS

There are two general types of German air units:

Combat air units (printed with combat factors) Air Transport (printed with a red supply symbol)

15.1 Air Missions

Air units are initially placed in the *Luftwaffe* Available in Greece box. During the Staging Phase, you may place them in the *Luftwaffe* Unit Missions boxes.

STRATEGIC MISSIONS

Attacks on the Allied Morale: You may use air units placed in the Allied Morale mission box to attack the Allied Command Index.

Attacks on the Royal Navy: You may use air units placed in the Royal Navy mission box to attack the Royal Navy Index

TACTICAL MISSIONS

Air Transport: Place air transports in staging boxes with ground units they are transporting to conduct airborne and airlanding missions for the corresponding map Sector.

Tactical Attacks: You may use Air units placed in a Sector mission to attack Allied units in Zones in the corresponding map Sector.

15.2 Unlimited Range

Air units may be employed anywhere on the game map.

15.3 Strategic Air Movement Procedure

Move the air unit from the Luftwaffe Unit Mission Box adjacent to the Strategic Mission box being attacked. The unit remains there until it either completes the mission (anti-morale or anti-naval) or is eliminated by AA fire.

15.4 Tactical Air Movement Procedure

Move the air unit from the Mission Sector Box to any Zone in the corresponding Sector on Crete itself. The unit remains in that Zone until it either completes the mission (Tactical Attack against Allied units in that Zone or Air Transport), or is eliminated by AA fire.

15.5 Mission Completion

German air units which complete a mission are returned to the Available in Greece box. They may be reused on an ensuing turn.

16.0 STRATEGIC AIR ATTACKS ON THE ALLIED COMMAND INDEX

You use air units assigned to anti-command missions to try to reduce the Allied Command Index. This mission uses the air units' strategic combat value.

16.1 Unlimited Range

Air units used for command attacks are not placed on the map. Instead, they attack the Allied Command Index. There is no limit to the number of air units which can be used.

16.2 Command Attack Procedure

For each attacking German air unit, roll one die, resolved as follows:

1) If the die roll is less than or equal to the air unit's atrategic combat factor, then reduce the Allied Command Index by "one."

2) If the die roll is greater than the air unit's atrategic combat factor, there is no effect, **but**...

3) ...if the die roll is "6" (six), then reduce the attacking German air unit (owing to anti-aircraft fire not otherwise shown in the game).

Note: One good reason to reduce the Allied Command level is that this will reduce the number of MEC Event checks (see 28.0). Another reason is to increase the possibility of an Allied Evacuation (see 31.0).

16.3 Limits

The Allied Command Index can never go lower than "1."

17.0 STRATEGIC AIR ATTACKS ON THE ROYAL NAVY

You use air units assigned to the anti-Royal Navy mission to attempt to reduce the Royal Navy Index. This mission uses the air units' strategic combat value.

17.1 Unlimited Range

Air units used for Royal Navy attacks are not placed on the map. Instead, they attack the Royal Navy Index. There is no limit to the number of air units which can be used.

17.2 Royal Navy Attack Procedure

For each German air unit, roll one die resolved as follows.

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1) If the die roll is less than or equal to the air unit's strategic combat factor, then lower the Royal Navy Level by "one."

2) Also, for each success, roll on the Naval Attack Outcome Table and apply the results (this may give you additional VP for damaging/sinking Allied warships).

3) If the die roll is greater than the air unit's strategic combat factor, there is no effect, **but**...

4) ...if the die roll is "6" (six), then reduce the attacking German air unit (due to naval AA fire).

17.3 Limits
The Royal Navy Index can never go lower than "1."

17.4 Victory at Sea
If the Royal Navy index is at "1" at the start of a Strategic Air Phase, then the Germans cannot launch air attacks against it.

18.0 AIR TRANSPORT, AIR DROPS & AIRLANDING
German Air Transport units can conduct Air Transport missions. These missions include Airborne Drops and Airlandings.

18.1 Air Transport Procedure
An Air Transport units must be assigned to the same Sector of the Staging Area as the ground unit to be transported. Place the ground unit under the transport. During the German Tactical Air Movement Phase, move the Air Transport and the ground unit together to the target Zone (except mountain zones, which are prohibited). Conduct any AA fire against those units (during the AA Phase). Conduct any Tactical Air Attacks against Allied units in that Zone. During the Air Drop & Airlanding Phase, place surviving transported units in the Zone either by Air Drop or Airlanding. Upon completion of the Air Drop or Airlanding, return the Air Transport to the Air Available box.

> **Note:** Units may drop or land in Zones containing Allied units. If so, they will have to engage in combat with them in the ensuing Ground Combat Phase.

18.2 Air Transport Capacity
Each Air Transport can transport one ground unit of any type. This is regardless of any reduction of the transporting or transported unit.

Exception: The following units may not be transported: German armor and all Italian units.

18.3 Airborne Drops
Only airborne-qualified units (those printed with a gull-wing airborne symbol) can conduct Airborne Drops. They may drop on any type of Zone (other than mountains), regardless of the presence of enemy units.

Upon landing in the Zone, the airborne unit must make a Drop Check. Check the Airborne Drop table. Roll one die and consult the appropriate column (depending on the type of Zone being landed on). Apply any die roll modifiers (such as a Staff Point' see 10.3). Then apply the result.

Check each airborne unit one at a time, in any order you want. You must do this for all units making an Airborne Drop.

18.4 Airborne Drop Results

Land: Place the airborne unit in the target Zone.

Scatter: Randomly determine one Zone adjacent to the landing Zone and land the unit there.

Reduce: Reduce the Airborne unit and land it.

Scatter+Reduce: Apply both results.

18.5 Airlandings
All German ground units (other than the exceptions stated in 18.2) may conduct Airlandings. They may land on any Zone containing an airfield as long as at last one German unit is also already on that airfield (this is regardless of the presence of enemy units). There is no Drop Check (see 18.3).

18.6 Post Landing Combat
Air Dropped and Air Landed units must engage in combat with any Allied units in the same Zone per the Combat rule (see 23.0).

18.7 Triumph or Die!
You cannot abort air transport missions once launched. The units must attempt to land. Once a unit has been landed on Crete, it may not be moved off of the island.

19.0 AMPHIBIOUS ASSAULTS

You may move German ground units from staging areas to Crete via Amphibious Movement.

19.1 Amphibious Prerequisites
All German ground units are amphibious qualified. You may move up to six German units (of any type) by amphibious move per turn. *Wehrmacht* and Italian units cannot make an amphibious move together.

19.2 Amphibious Limits
You may conduct a maximum of one amphibious operation per turn. Additionally, you may not make an amphibious attempt two turns in a row. Use the amphibious marker as a mnemonic.

Example: If you make an Amphibious Assault on turn 3, then you could not make another one until turn 5 or later.

19.3 Amphibious Movement Procedure
All units making the move must start in the same Staging box. Designate the units making the move.

Roll two dice and add the results, as follows:

1) If the total is less than or equal to the current Royal Navy Level, then an interception has occurred.

2) If the total is more than the current Royal Navy Level, then the amphibious movement has been successful.

19.4 Intercept Result
The amphibious move has failed. Place all units making the amphibious move back into their starting Staging Area. Then, roll one die for each German unit, resolved as follows:

    1 = Eliminate the unit.
    2 = Reduce the unit.

Also, intercepted units may not move again this turn.

19.5 Success Result
Place all units making the move in one Port Zone in the corresponding Sector. If there are Allied combat units in that Zone, then combat will occur in the ensuing combat phase.

> **Note:** All units must end in the same Zone. They cannot move to separate Zones in a single amphibious move.

Note: If units land in a Zone with enemy units, and do not win the subsequent battle, they still remain in that Zone (unlike in many other wargames, a failed amphibious assault does not cause the landing units' elimination). They would be subject to an Allied Counterattack in the ensuing Counter Phase, however.

20.0 FOG OF WAR & REVEAL PHASE
Allied units are in one of two states: concealed (face down) or revealed (face up). You may not examine concealed Allied units, or Allied units in the Reserve Display, unless some game action reveals them. You may always examine German units.

20.1 Revealing Allied Units
An Allied unit is revealed if:

1) During a Reveal Phase if the Zone it occupies is occupied by a German ground or air unit.

2) Whenever a German ground unit is in their Zone regardless of phase.

3) As a result of Intelligence operations (see 11.0).

4) When in the Evacuated or Eliminated displays.

20.2 Full Intelligence
Once revealed, an Allied unit remains face up for the remainder of the game.

21.0 ALLIED ANTI-AIRCRAFT FIRE
During the Anti-aircraft Phase, you must fire revealed Allied AA units at German air units flying missions in the same Zone.

21.1 AA Fire Procedure
Each AA unit fires once at all German air units in the target Zone. For each German air unit, you must:

1) Roll one die for each AA unit.

2) If the die roll is less than the AA combat factor, then reduce that German unit.

3) If the die roll is greater than the AA combat factor, there is no effect.

Example: Three German Air units are in a Zone containing two Allied AA units. Each Allied AA unit fires once each at the three German air units. This would be a total of six die rolls.

21.2 Effects of Reduction
A full-strength air unit is flipped to its reduced side. An already reduced air unit is eliminated.

A reduced unit completes its mission at its reduced strength. If a reduced unit is eliminated, however, it is removed from the map before completing its mission.

If an Air Transport is reduced, then so is any ground unit it is transporting, If an Air Transport unit is eliminated, then eliminate any ground unit it is transporting.

If AA fire scores sufficient "hits" against an air unit to eliminate it, additional hits are not applied to other air units.

Example: if three AA units were firing at a single German air unit, and all three scored "hits," that air unit would be eliminated by the first two "hits;" the third hit would not be applied against other German air units.

21.3 AA Units
AA units also function as support ground units. They use their parenthesized combat strength for ground combat.

> *Note: German air units do not fire at Allied AA units during the AA Phase; they can attack them in the German Tactical Air Attack Phase.*

22.0 TACTICAL AIR ATTACKS
You use German air units to attack Allied units in Zones. This is executed during the German Tactical Air Attack Phase.

22.1 Restrictions
You may commit no more than six (6) German air units to a single Tactical Air Attack against one particular Zone. Also, *Luftwaffe* and Italian air units may never be combined in the same attack.

22.2 Procedure
Designate the Zone being attacked. For each attacking air unit, roll one die, resolved as follows:

1) If the die roll is less than or equal to the air unit's combat factor, inflict one hit (eliminate one Allied ground unit).

2) If the result is greater than the air unit's combat factor, there is no effect, **but**...

3) ...if the roll is a "6" then reduce the attacking air unit (or eliminate if already reduced).

22.3 Targeting
You do not have to state which air units will attack which Allied ground units ahead of time. Apply results after all dice have been rolled, selecting the units to be eliminated. Hits in excess of the number of Allied ground units in the Zone are ignored.

22.4 Ground Units
Allied ground units being attacked do not fire back at German air units. The effects of ground fire, operational damage, etc., are figured into the reduction on a die roll of "6".

> *Note: For Tactical Air Attacks, do not conduct the normal combat routine (see 23.4); there is no Tactical Edge check, etc.*

23.0 GROUND COMBAT
Combat is when enemy units attempt to destroy each other.

23.1 Ground Combat Units
Each ground combat unit has a combat factor, explained as follows.

Parenthesized: Units with a parenthesized combat factor are fire support units.

UN-Parenthesized: Units without any parenthesized combat factor are maneuver units.

23.2 When Combat Occurs
Ground combat only occurs during the Ground Combat Phase when there are both German and Allied units in the same Zone.

> *Note: Combat is only between enemy units in the same Zone. It cannot ever be conducted between adjacent Zones.*

23.3 Mandatory Combat
You must resolve combat in all Zones containing both German and Allied units. You can select the order in which combat will be resolved, Zone by Zone. Resolve each combat and then go to the next one.

Combat can occur in:

1) The Ground Combat Phase. In this

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case, the Germans are the attacker and the Allies the defender.

2) The Allied Counterattack Phase if there are both German and Allied units in a Zone. In this case, the Allies are the attacker and the Germans the defender.

23.4 Ground Combat Sequence
Each combat must go through the following stages.

1) Tactical Edge Determination
Roll one die for each side and apply the following modifiers:

+1 (Allied): If this is a German Airborne Drop, Airborne Landing, or Amphibious Move into that Zone.

+1 (Allies): If the Allied side has an elite unit.

+1 (German): If the German side has an elite unit.

+1 (German): If the Command Level is Low.

+1 (Allied): If the Command Level is High.

+1 (German): If one FK XI Staff Point (max) is expended.

The side with the higher total has the "Tactical Edge." Roll both side's die rolls simultaneously.

a) Germans
If Germans have any Elite units in the engaged force, then add "one" (+1) to the German die roll. This is a maximum of "one" regardless of the number of elite units.

The German player may expend one FK XI staff point to add "one" to the die roll (the decision for this must be made prior to the roll). If the Allied Command Level is "Low," then add another "one."

b) Allies
If the Allies have any Elite units in the engaged force, then add "one" to the Allied die roll. This is a maximum of "one" regardless of the number of elite units.

If the Germans are making an Airborne Drop, Airborne Landing, or Amphibious Move into a Zone, then the Allies gain an additional plus "one". This is so even if other German units are in the Zone which are not making such assaults.

If the Allied Command Level is "High," then add "one" to the Allied die roll.

Note: *Each side can only have a maximum of up to three die roll modifiers.*

c) Tactical Edge
The side with the higher total gets the Tactical Edge for the battle in that Zone. In the event of ties, the defender wins in all terrain except Airfield or Plain in which case, the attacker wins.

Example: A German force which includes two Elite units makes an amphibious move into a Port Town Zone containing an Allied unit. The German die roll is "3" which is modified to "4" (due to the presence of Elite units). The Allied die roll is "3" which is modified to "4" (owing to the Germans making an Airborne Drop). It's a tie, and in a town the defenders win, so the Allies get the Tactical Edge.

2) Combat Deployment
Place each side's Support and Maneuver units in separate groups.

3) Support Fire Round

a) The side with Tactical Edge fires all of its support units and inflicts any casualties now (see below for Fire Procedure).

b) The side without Tactical Edge then fires all of its support units and inflicts any casualties now.

4) Maneuver Fire Round

a) The side with Tactical Edge fires all of its maneuver units and inflicts any casualties now.

b) The side without Tactical Edge fires all of its maneuver units and inflicts any casualties now.

5) Battle Victory Determination
See 25.0.

6) End of Battle
The battle ends. There are no continuing rounds unlike other games in this series.

24.0 FIRING & THE CRT
During the fire rounds of a battle, enemy units fire at each other.

24.1 Firing Procedure
Starting with the side that has the Tactical Edge, you "fire" each unit by rolling one die per unit, one unit at a time (rolling all the rolls for

one side and then the other). It doesn't matter what order in which you fire each side's units.

1) If a die roll is less than the firing unit's printed combat factor, then that unit inflicts one hit on the enemy. Hits are explained below (see 24.2).

2) If the die roll is equal to the firing unit's printed combat factor, then various outcomes may result (see the Combat Results Table).

3) If the die roll is greater than the firing unit's combat factor, then there is no effect, although a roll of "6" causes an attacking air unit, if any, to be reduced (or eliminated if already reduced).

Example: Three German units are firing with combat factors of 4, 3, and 3, respectively. You roll three dice; The first unit's die roll is 3, the second's is 4, and the third's is 2. The Germans inflict two hits on the enemy.

24.2 Application of Hits
Apply any hits after all dice have been rolled for a round. *You select which units will be hit for both sides*. Firing is non-sequential and one side will possibly take losses and be reduced in strength before firing back. Eliminated units may not fire back.

Example: Three German units are engaged against two Allied units. The Germans have Tactical Edge, so roll three dice. Say they inflict one hit; eliminate one Allied unit. They roll one die to fire the surviving Allied unit.

Note: *Obviously, it is mandatory that you fire for the Allies!*

24.3 Hits
If an Allied unit is hit, it is eliminated. Remove it from the map and place it in the Eliminated Allied Units box. Also, if this is a one-step German unit (or a two-step German unit that had already been reduced), it is eliminated. Remove it from the map and place it in the Eliminated German Unit box. But, if this is a two-step German unit that is at full strength (front side), it is reduced. Flip it to its reverse (reduced) side immediately.

24.4 Targeting
You do not have to declare which units are firing at which enemy units. Apply results only after all units have fired. Each unit can only inflict a hit against a single enemy unit.

24.5 Overkill

If there are more hits inflicted than there are enemy units to absorb them, then there is no additional effect. That is to say, units in other Zones would not be affected.

24.6 Zero Combat Factor Units

Units with a "0" combat factor do not fire. They otherwise are treated as units in combat.

> **Note:** See 9.2 for the effects of Allied Special units in combat.

24.7 Terrain

If defending units are in a Mountain Zone, then the combat strength of each attacking unit is reduced by "1." However, a unit with a combat strength of "1" remains at "1."

25.0 WINNING A BATTLE

At the end of each combat, check to see who wins per the following criteria.

1) The Germans win if all Allied units in the space have been eliminated.

2) The Allies win if all German units in the space have been eliminated.

3) If both German and Allied units survive, the battle is a draw.

25.1 Continuing Engagement

If there are surviving units in a Zone at the end of a combat, they remain in place. If the situation continues until the next Combat Phase (German Ground or Allied Counterattack), then combat occurs.

Example: A German attack during a Combat Phase leaves both German and Allied units in Maleme Airfield remaining. During the Allied Counterattack Phase, you must make a counterattack with the Allies in Maleme to counterattack the Germans. The Germans may move units into that Zone to reinforce their force.

26.0 PURSUIT

If German forces attack and win a battle, you may conduct a pursuit. This occurs immediately upon conclusion of the battle and before the next battle is initiated. If German units are defending (from a counterattack) and win a battle, there is no pursuit. Allied units never pursue.

26.1 Qualified Units

German ground maneuver units can conduct pursuit. Support and air units cannot.

26.2 Procedure

You may move qualified units up to one Zone. This may be into a Zone containing Allied units, which would trigger an Allied attack in the ensuing Counterattack Phase.

26.3 Restrictions

You may not move pursuing units into Zones which would cause over stacking.

27.0 ALLIED COMMAND LEVEL

The Allied Command Index has two lines. The upper line shows the current morale level (1-12). This can be Low (1-4), Medium (5-8) or High (9-12). The lower line has a number which indicates the number of Middle East Command (MEC) events rolls you must make each MEC Phase.

27.1 Allied Command Check Procedure

When a game action requires you to make an Allied Command Check:

1) Roll two dice.

2) Total the results.

3) If the total is less than or equal to the current Command Level then the Allies pass.

4) If the total is greater than the current Command Level then the Allies fail.

5) Specific rules will indicate the results of a Pass or Fail.

Example: The current Allied Command Level is 9; a Command Check causes two dice to be rolled and the total is "6" the Allies pass the check.

27.2 Automatic Allied Command Adjustment

During the Allied Command Level Adjustment Phase, you must raise the Allied Command Level by "one" for each airfield and port that are Allied controlled or disputed (see 3.6).

> **Note:** The Command Level is not reduced for German occupation of airfields and ports. However, the Germans capturing them will reduce the ability for the Allies to adjust upwards.

27.3 Command Limits

The Allied Command level can never go lower than "1" or higher than "12."

> **Note:** Allied Command adjustment takes place before the Evacuation Check Phase, so the Allies will have a chance to recover from any reduction due to any German strategic air attacks, thereby making it critical for the Germans to take airfields and ports.

28.0 ALLIED MIDDLE EAST COMMAND EVENTS

Middle East Command (MEC) events represent the Allied response to the German assault on Crete. See the next page for the list of events.

28.1 Procedure

During the Middle East Command Phase, you must make a number of MEC event checks equal to the number below the current Allied Command Level. You then read the event and implement the instruction for it. The instructions are on the Middle East Command Chart on the map.

Example: The current Allied Command Level is "7" (medium). This means you make two Middle East Command event checks. For each such check, roll two dice, add the results, and use the outcome to determine an event (for a total of two events).

28.2 General Guidance for Events

Each Event is rolled and implemented before the next check. An event may cause the Allied Command Level to change. If so, apply any change *after* all Events have been rolled.

An event can occur only once per turn. If rolled again in the same turn, treat as No Effect (and do not re-roll).

Middle East Command explanations may supersede other game rules.

29.0 ALLIED RESERVES

Allied Reserves represent units which are not otherwise accounted for on the game map, but were on or were sent to Crete and thus may come into play during the game.

29.1 Procedure

When a MEC *Reserves Released* event occurs, implement the following:

1) Pick the designated number of Allied units from the Allied Reserves Box.

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2) For each unit, randomize its Zone of Placement via two six-sided dice, as follows:

Die Roll	Location
2	Kastelli
3	Heraklion Town
4	Canea
5	Sfakia
6	Maleme Airfield
7	Suda
8	Retimo Airfield
9	Heraklion Airfield
10	Retimo Town
11	Maleme Town
12	Sitia

3) Reserves are picked and placed face down on the map.

29.2 Allied Random Placement

If an event calls for the random placement of Allied units, consult the Random Placement Table, and implement the event as follows:

1) Roll two dice and total the results.

2) Cross-index the total with the outcomes.

3) Place the unit in the location determined.

29.3 Restrictions

Units may not be placed in German-controlled Zones. They can be placed in Allied-controlled, disputed or uncontrolled Zones (see 3.6).

If there are no units left in the Allied Reserve display, there is no further effect.

29.4 Immunity to Attack

German forces cannot ever attack Allied units in the Reserve Display.

30.0 ALLIED OFFENSIVES, MOVEMENT & COUNTERATTACKS

Generally, Allied units do not move once placed on the map. However, certain MEC events may trigger Allied unit movement.

30.1 Allied Offensive Procedure

When an *Allied Offensive* Event occurs, check the indicated Sector.

1) You must move all Allied units adjacent to an Airfield or Port into that Airfield or Port.

2) In the ensuing Allied Counterattack Phase, those units attack (per 30.2).

30.2 Counterattacks

During the Allied Counterattack Phase, you must execute attacks with all Allied units in each Zone that also contains German units.

> *Note: If moving Allied units enter a space containing other Allied units plus Germans, all of those Allied units attack together.*

30.3 Restrictions

If an Allied unit is adjacent to more than one applicable Zone, then pick one at random (use a die to do so) for each such unit.

Allied units may not ever cross Sector boundaries to execute Offensives.

If there are no German units in the indicated Zone, then there is no counterattack combat (the Allied units still move).

Allied units starting in a Zone containing German units do not move.

> *Note: A counterattack may be triggered by any of the following: German and Allied units are in the same space owing to a drawn combat from the German Combat Phase; or, German units entered a Zone containing Allied units via pursuit; or Allied units moved into a space containing German units via an Offensive event.*

30.4 Counterattack Combat

Allied units attack using the Battle procedure (see 23.0). In such a case, the Allies are the attackers and the Germans the defenders.

30.5 Effects of Terrain

During Allied counterattacks, the Germans gain the defender advantage for terrain, if any.

31.0 ALLIED EVACUATION

Allied Evacuation represents the point at which the Middle East Command decides to remove Allied troops from Crete or morale collapses to the point where a surrender is imminent.

31.1 Triggering an Evacuation

An Evacuation is triggered in one of two ways.

1) Allied Evacuation Phase Check: You must make an Allied Command Check (see 27.1). If the Allies pass, there is no effect. If they fail, then an Evacuation is triggered.

2) Command Level = 1: if the Command Level is at "one," then during the Allied Evacuation Phase you must initiate an Evacuation.

> *Note: Place the Evacuation marker on the turn record track of the turn in which Evacuation is initiated.*

31.2 Evacuation Procedure

Evacuation occurs per the following procedure.

1) On the turn of Evacuation: During the Evacuation Phase, remove all Allied units from Zones which do not contain airfields or ports.

2) On the turn following the Evacuation trigger: During the Evacuation Phase, remove all Allied units remaining on the map. At the end of this turn, the game ends.

31.3 Conditions

Pick up evacuated units and place them in the Evacuated box. They are out of the game. Evacuation is regardless of the presence of German units.

31.4 Other Effects

On the turn of Evacuation and the turn following:

1) Treat all *Allied Offensive* and *Reserves Released* events as "no effect."

2) Skip the Allied Evacuation Phase Command Check and the Allied Command Recovery Phase.

> *Note: The Allied Command Adjustment Phase occurs before the Evacuation check which will raise the Command Index according to the number of Allied controlled/disputed Airfield and Port Zones. Therefore, the more of Crete the Germans conquer, the more likely there will be an evacuation.*

OPTIONAL RULES

Players can use the Optional Rules to add additional realism as well as more complexity to *Crete 1941*.

32.0 SPECIAL GERMAN UNITS

32.1 Gliders

The German "Lehr" Air transport unit

can be used only once per game. It can transport two units during that one use (to the same Zone). Remove it from the game after its first transport mission.

If transporting two units, a single hit reduces both. If eliminated, both transported units are eliminated.

The Lehr unit does not count as lost VP when removed (if not hit), however.

32.2 German Fighters & Flak

If the Germans have any fighter air units (Me-109 or Me-110) in a Zone, or any Flak (AA) units, and an Allied RAF counter is revealed, return the RAF counter to the Reserve display without it firing AA.

A German fighter used for this can also conduct tactical attacks against Allied units in the same Zone.

> *Note: This is done without either the fighters/flak or the RAF firing at each other.*

32.3 Stukas

Normally, German air units can be placed only during the German Air Phase. Stukas (Ju-87 dive bombers) are a special case. If an Allied Counterattack initiates an Allied attack against German units, then you can immediately move any available Stukas in the Sector box to that Zone. After placing them on the map, fire any Allied AA units in the Zone. Surviving Stukas may now make a ground attack. Upon completion of the attack, place them back in the *Luftwaffe* Available box. Stukas used for this may not have been involved in any other mission this turn. Upon completion of the Stuka attack, conduct the Allied attack in the Zone.

> *Note: You would have to leave Stukas in the Available box in anticipation of an Allied Counterattack.*

32.4 Ground Recon

The following German units have Recon ability: motorcycle or commando.

They can perform a special recon action. This is done by the unit starting a Tactical Movement Phase in a Zone adjacent to Zones containing concealed Allied units. For each such unit, designate one adjacent Zone and roll one die. If the die roll is less than or equal (≤) to the Recon unit's combat strength, then reveal all Allied units in that

one Zone. Otherwise, there is no effect. The recon unit cannot move in that Phase.

32.5 German Mountain Troops

German mountain units (with the mountain symbol) have the following special abilities.

1) They do not cease movement when entering a Mountain Zone.

2) They do not reduce their combat strength when attacking in Mountain Zones.

32.6 German Commandos

German commandoes are also considered mountain and recon qualified.

32.7 Ramcke HQ

Historically, Ramcke was sent in to command a *kampfgruppe* on Crete only after the commander of the Luftlande Sturm Regiment was wounded. Thus, do not set up Ramcke with initial German forces (place Ramcke in Greece, or with any German airborne unit on Crete). You may recruit Ramcke by paying one XI FK Staff Point during a German XI FK Phase.

33.0 ADDITIONAL AIR MISSIONS

These additional types of air missions are available to the player.

33.1 Emergency Airlandings

German air transports can land in Plain Zones. Treat Plains as airfields for this purpose. You must roll on the Airborne Unit Drop Table for each air transport. Apply any die roll modifiers. Results are:

> **Reduce:** Apply a reduction to the Air Transports and its passengers; then disembark the ground unit in the Plain Zone.

> **Scatter:** Mission aborts; return the Transport and ground unit to Greece without landing.

> **Land:** Disembark the ground unit.

After checking, return surviving air transports to Greece.

33.2 Aerial Supply

In order to expend a FK XI SP for the Tactical Movement Bonus (per 14.0) or Refit (per 12.0) for units on Crete, in addition to the requirements of those rules, you must assign one Air Transport unit per point expended. Place them in the Staging

box for Sectors per (see 13.0). They can have no units assigned to them.

To use an Air Transport for Aerial Supply, announce their mission during the Phase they are used. They do not fly onto the map. Rather, expend the FK XI SP and then place Air Transport back in the Available box.

After completing the mission, you must roll one die for each Air Transport used for Aerial Resupply resolved as follows:

> **1-5** = No effect
> **6** = Reduce the Air Transport

> *Note: Other FKI XI SP operations do not require the use of an Air Transport.*

> *Note: The Air Transports are assumed to be airdropping supplies or landing at controlled airfields, so there is no need to move them to specific Zones on the map.*

34.0 ADDITIONAL TACTICS

34.1 High Ground

If one side's units occupy a Mountain Zone (regardless of enemy units there), then all friendly Tactical Edge die rolls (per 23.4) in adjacent connected Zones receive an additional +1 die roll modifier. However, If both side's units occupy the same mountain, they cancel each other out.

34.2 Tactical Retreat

Change combat results applied against Ground units to the following.

A die roll of less (<) than the firing unit's combat factor eliminates one enemy unit.

A die roll equal (=) to the firing unit's combat factor causes a Retreat instead of the results listed on the Combat Results Table:

Retreat (Allied unit): Pick up the Allied unit and place it in the Reserve box. This does not count as an elimination for VP purposes.

Retreat (German unit): You can choose to either: **1)** take one hit (per retreat) or **2)** move the unit one connected Zone. The Zone to which you move the unit cannot have any Allied units in it.

You must apply all eliminations before any retreat. Retreats are applied at the end of each round of combat.

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If more than one retreat is inflicted on a unit, there is no additional effect.

Air units never retreat; they are affected per the standard combat results.

35.0 ALLIED HQS & COMMAND LEVEL

The instant that an Allied Headquarters unit is eliminated, deduct the following number of points from the Allied Command Index:

CREFORCE: Three levels
Other HQs: One
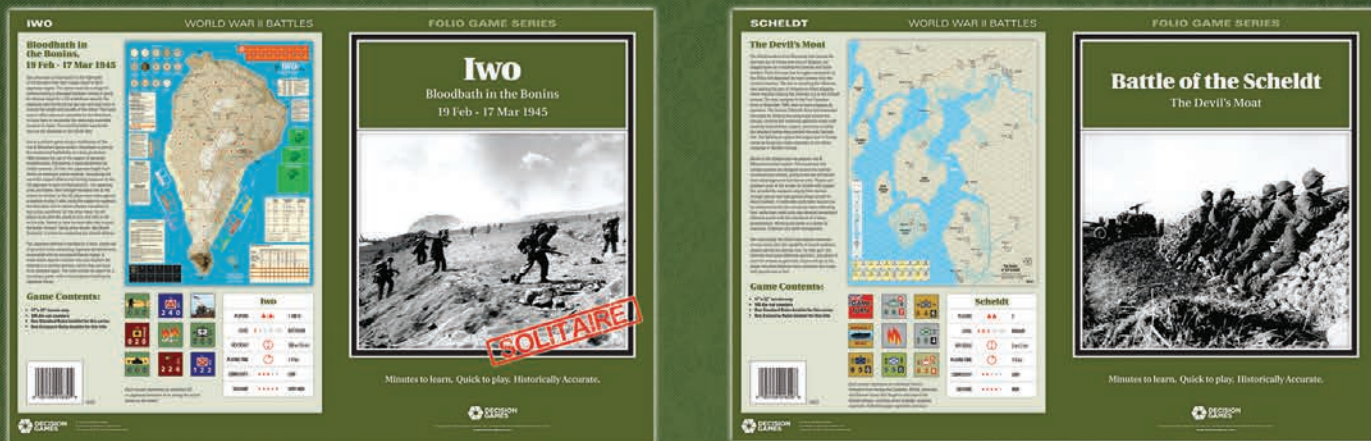
VICTORY POINT TABLE

Awarded as they occur	VP Gained	VP Lost
Creforce Corps HQ eliminated.	4	-
Each other Allied HQ eliminated.	2	-
Each other Allied unit eliminated.	1	-
Each German airborne unit completely eliminated.	-	3
Each German air unit completely eliminated.	-	2
Each other German unit completely eliminated.	-	2
Each reduced German airborne unit.	-	2
Each reduced German air unit.	-	1
Each other reduced German unit.	-	1
Capture King George.	-	-
Air attack on Royal Navy.	See the Naval Attack Outcome Table (on map).	-

Awarded at end of game	VP Gained	VP Lost
Each German-occupied airfield	10	-
Each German-occupied port.	4	-
Each Allied unit on the map at the end of the game.	-	1
No Allied evacuation triggered.	-	Auto. German defeat if turn 7 or later.