

Fallschirm



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HERCULES



The first days of May, like the entire half of 1942, were a real idyll for German paratroopers. Slowly, the memory of the fallen colleagues who died in the Netherlands was fading away. Now everyone was waiting for a new, great operation. Soon all of Europe was to be in the hands of Germany, one more effort and Germany would become the master of the world (maybe just Europe for now – but you have to start somewhere).

And while the final target of the attack was unknown, it was easy to guess that it would be one of the Mediterranean islands. The equipment wasn't repainted for nothing. And yet, since this was to be the last action, it

should have been to think how to survive . Because of that, everyone was looking for some kind of talisman and lucky item. When it was additionally found out that the landing would take place on a rocky and mountainous area, people started to search for some special shoes and limb stiffeners. The idyll was coming to an end, while death was coming closer.

Soldiers took their seats in planes in silence, no one was joking. Estimated losses of glider infantry were about to reach 50%...

And yet great Germany was a tempting idea...

Initial set up:

ALLIES:	
Malta HQ	2315
233 Brigade	3512, 3515, 3815
74/7	3614
7/10	3716
232 Brigade	2511, 2214, 3013
32/7	2715
234 Brigade	2316, 2418, 2620
65/7	2918
3/7	3518
10/10	3317
2/10	3921
Armored Company Malta	3016
231 Brigade	3121, 3420, 4121, 4118, 4216
Coastal batteries 1-8	3814, 3713, 3613, 4315, 4320, 4122, 2116, 2308

1, 2, 3 eng.	any airfield
Art. Malta A, B	2814, 3316

AXIS:

7 Airborne Division:	
2920 (2), 3220 (2), 3621 (2)	
1/I M, 2/I M	3621 (2)
3/I M, 4/I M	3621 (2)

Reinforcements:

11 V, 2e:	12 SP/22 Air Landing Division
12 V, 1e:	24 SP/22 Air Landing Division
12 V, 2e:	24 SP/22 Air Landing Division
13 V, 1e:	Remaining SP/22 Air Landing Division
13 V, 2e:	SP PS/Folgore
14 V, 1e:	24 SP/Folgore

If a coastal city is captured, you can start the landing (in the landing phase) of the 5th Mountain Infantry Division, Italian units and armored units - no more than 18 SP per stage.

Infantry from the 5th Division and Italian units can be unloaded at coastal hexes - no more than 6 SP per stage.

The 1st Brandenburg Company and the Italian Nuotatori Companies (N) may land on the shore in any of their own sea landing phases.

FOOTNOTES:

- The battle for Malta is over when the attacker controls Valletta, 4121 and the airport or when the enemy's land forces are completely eliminated. In the latter case the defender is the winner.
- Use Airborne losses during the drop table
- In each scenario, the scale of the victory is determined by speed. If both

players capture Malta at the same time (after two plays), the one who suffered less losses is the winner.

- Scenario can be played with a free set up variant. In this variant the Allied player may set up his units freely in Malta. Placement of Anti air units is noted on a piece of paper and revealed after the Axis player sets up his units.

INITIATIVE:

Axis

SUPPLY:

Axis: Transport ships

Allies: Valetta

AIR FORCE:

Germans: 2x Ground Attack, 2x Bombers,

ITALIAN: 2x Bombers

(see „Before the game” notes)

MINEFIELDS: 3 (Allies)

11 V 1942		12 V 1942		13 V 1942		14 V 1942		15 V 1942		16 V 1942		17 V 1942	
D1													
D2		D2		D2		D2		D2		D2		D2	
N		N		N		N		N		N		N	

FOLGORE



Równoległe z niemieckim atakiem na Kretę, planowany był atak na Malte. Do jej zdobycia wyznaczono włoską 185. Dywizję Spadochronową „Folgore”. Po raz pierwszy miała ona atakować z powietrza. Zadanie nie było łatwe, gdyż wciąż aktywne było lotnictwo myśliwskie alianców, a sam desant na skalistą wyspę był poważnym wyzwaniem.

Wsparciem dla atakujących były siły powietrzne XI Korpusu Lotniczego i zaprawione w działaniach sztukasy. Drugą falę uderzenia miały stanowić siły Korpusu Specjalnego (pięć dywizji piechoty). Miały one dotrzeć do wyspy drogą morską. Włoskie dowództwo było bardzo optymistycznie nastawione, pokładając wiarę w siłę niemieckiego i własnego lotnictwa. Operacje miały osłaniać myśliwce z Sycylii i Libii.

Initial set up:

	ALLIES:	231 BP	3121, 3420, 4121, 4118, 4216
Sztab Malta	2315	1-8 baterie nadbrzeżne	3814, 3713, 3613, 4315, 4320, 4122, 2116, 2308
233 BP	3512, 3515, 3815	1, 2, 3 sap.	lotniska
74/7	3614	Art. Malta A, B	2814, 3316
7/10	3716		
232 BP	2511, 2214, 3013		
32/7	2715		
234 BP	2316, 2418, 2620		
65/7	2918		
3/7	3518		
10/10	3317		
2/10	3921		
kpanc. Malta	3016		

NIEMCY I WŁOSI:

185 DSpad.	2920 (2), 3220 (2), 3621 (2)
1, 2, 3, 4/N	dowolnie
1, 2, 3, 4/SM	poła brzegowe

Uzupełnienia:

W przypadku opanowania miasta nadbrzeżnego można rozpocząć wylądunek (w fazie desantu) jednostek włoskich – nie więcej niż **18 PS** na etap. Na wszystkich polach brzegowych (kontrolowanych przez wojska własne) można rozpocząć wylądunek piechoty – nie więcej niż **6 PS** na etap. Włoskie kompanie Nuotatori (N) i San marco Marine (SM) mogą wylądować na brzegu w dowolnej własnej fazie desantu morskiego.

UWAGI:

- Walki o Malte zostają zakończone w przypadku, gdy atakujący posiada Vallettę, 4121 i lotniska lub, gdy siły lądowe przeciwnika zostały całkowicie wyeliminowane. W innych przypadkach zwycięzca zostaje obrońca a wojska atakującego zostają ewakuowane z wyspy drogą powietrzną (jeśli posiadane jest niezniszczone lotnisko) lub drogą morską (jeśli posiadany jest port).
- W grze należy uwzględnić stary z tabeli **STRATY DESANTU POWIETRZNEGO PODCZAS LĄDOWANIA**.
- W każdym scenariuszu skalę zwycięstwa określa szybkość opanowania

wyspy. W przypadku opanowania Malty w tym samym czasie przez obydwu graczy (po dwóch rozgrywkach) decyduje mniejsza ilość straconych punktów wojsk atakujących.

– Grając w wariant „dowolny” wojska można rozlokować dowolnie na wyspach zapisując ich rozstawienie na kartce. Pozycje artylerii przeciwlotniczej (zwalczającej lotnictwo) ujawniane są po rozstawieniu lotnictwa przez gracza atakującego. Pozycje jednostek lądowych ujawniane są po rozstawieniu wojsk rozpoczynających desant. Zasada ta uwzględnia doskonałe maskowanie wojsk alianckich na wyspie.

INICJATYWA

Włosi

ZAOPATRZENIE

Włosi: Okręty Transportowe
Alianci: La Valetta, forty

LOTNICTWO

Niemcy: 3 x LS, 2 x LB, Włosi: 2 x LB
Patrz uwagi dotyczące dolotu nad wyspę.

MINY

Alianci –3

11 maja		12 maja		13 maja		14 maja		15 maja		16 maja		17 maja	
D1													
D2		D2		D2		D2		D2		D2		D2	
N		N		N		N		N		N		N	

BEFORE THE GAME:

Before the game players must check if any of their air or land units suffered any loss while approaching Malta.

Airborne units

Make a 1 D6 roll for each division that lands in Malta and consult the table below. The number shows how many SPs the division loses before the game.

D6	1	2	3	4	5	6
result:	-3	-4	-5	-6	-7	-8

Sea transport

Make a 1 D6 roll for each sea transported group and consult the table below. The number shows how many SPs the group loses before the game.

D6	1	2	3	4	5	6
result :	-2	-3	-4	-5	-6	-6

ALLIES

Malta						
Sztab M	1	1	1			
1 DoR	4	4	3	2	2	1
1 HR	4	4	3	2	2	1
1 DeR	4	4	3	2	2	1
2 RIE	4	4	3	2	2	1
8 KOR		3	3	2	2	1
8 M	4	4	3	2	2	1
2 QORWK	4	4	3	2	2	1
10 RM		3	3	2	2	1
11 LF	4	4	3	2	2	1
1 C	4	3	2	2	1	1
1 DLI	3	3	2	2	1	1
4 REK		3	2	2	1	1
2 KOMR.		3	2	2	1	1
3 KOMR		3	2	2	1	1
1 sap.				2	2	1
2 sap.				2	2	1
3 sap.				2	2	1
Malta A				5	3	1
Malta B				5	3	1

Coastal batteries						
1	7	6	5	4	3	2
2	7	6	5	4	3	2
3	7	6	5	4	3	2
4		6	5	4	3	2
5			5	4	3	2
6			5	4	3	2
7			5	4	3	2
8			5	4	3	2

C/3H	5	4	3	2	1
B/7RTR	5	4	3	2	1

AA		
2/10	3	2
4/10	3	2
10/10	3	2
3/7	2	1
32/7	2	1
65/7	2	1
74/7	2	1

GERMANS

7 Fallschirm Div.								
HQ					1	1	1	1
I/1		4	4	3	3	2	2	1
II/1		4	4	3	3	2	2	1
III/1		4	4	3	3	2	2	1
I/2		4	4	3	3	2	2	1
II/2		4	4	3	3	2	2	1
III/2		4	4	3	3	2	2	1
I/3		4	4	3	3	2	2	1
II/3		4	4	3	3	2	2	1
III/3		4	4	3	3	2	2	1
1 eng.							2	1
2 eng.							2	1

1 / B		2	2	2	1	1
-------	--	---	---	---	---	---

I/M	5	4	4	3	3	2	2	1	1
II/M	5	4	4	3	3	2	2	1	1
III/M	5	4	4	3	3	2	2	1	1
IV/M						3	2	1	

22 AID								
HQ					1	1	1	1
I/16		4	3	3	2	2	1	1
II/16		4	3	3	2	2	1	1
III/16		4	3	3	2	2	1	1
I/47		4	3	3	2	2	1	1
II/47		4	3	3	2	2	1	1
III/47		4	3	3	2	2	1	1
I/65		4	3	3	2	2	1	1
II/65		4	3	3	2	2	1	1
III/65		4	3	3	2	2	1	1
1 eng.							2	1
2 eng.							2	1
I/22 AR						4	2	1
II/22 AR						4	2	1
III/22 AR						4	2	1

Air						
3 LB	6	5	4	3	2	1
5 LB		5	4	3	2	1
3 LS	6	5	4	3	2	1
4 LS	6	5	4	3	2	1
5 LS		5	4	3	2	1

5 Mtn Div.								
HQ					1	1	1	1
I/85	4	3	3	2	2	1	1	
II/85	4	3	3	2	2	1	1	
III/85	4	3	3	2	2	1	1	
I/141	4	3	3	2	2	1	1	
II/141	4	3	3	2	2	1	1	
III/141	4	3	3	2	2	1	1	
I/100	4	3	3	2	2	1	1	
II/100	4	3	3	2	2	1	1	
III/100	4	3	3	2	2	1	1	
95 eng.		3	3	2	2	1	1	
95 mot.		3	3	2	2	1	1	
95 AT					2	2	1	
I/95 AR					4	2	1	
II/95 AR					4	2	1	
III/95 AR					4	2	1	
IV/95 AR					4	2	1	

ITALIANS

1 ID				
I/91	3	2	2	1
II/91	3	3	2	1
I/92	3	2	2	1
II/92	3	3	2	1
Art.		4	2	1

26 ID				
I/29	3	2	2	1
II/29	3	3	2	1
I/30		2	2	1
II/30	3	3	2	1
Art.		4	2	1

20 ID				
I/87	3	3	2	1
II/87	3	3	2	1
III/87		3	2	1
I/88	3	3	2	1
II/88	3	3	2	1
III/88	3	2	2	1
88		3	2	1
96		3	2	1
Art.		5	3	1

185 Folgore					
Sztab		1	1	1	1
I/185	3	2	2	1	1
II/185	3	2	2	1	1
III/185	3	2	2	1	1
I/186	3	2	2	1	1
II/186	3	2	2	1	1
III/186	3	2	2	1	1
8 sap.				2	1
I/185 Art			4	2	1
II/185 Art			4	2	1
III/185 Art			4	2	1

Group S			
1/66	3	2	1
2/66		2	1
3/66			1
3/332	3	2	1
555	3	2	1
1/S			1
1/S			1

4 ID				
I/33	3	2	2	1
II/33	3	2	2	1
I/34	3	2	2	1
II/34		3	2	1
Art.		4	2	1

54 ID				
I/75	3	3	2	1
II/75	3	3	2	1
III/75	3	3	2	1
I/76	3	3	2	1
II/76		3	2	1
III/76		4	2	1
Art.		4	2	1

San Marco Marine					
1/SM	3	2	2	1	1
2/SM		2	2	1	1
3/SM		2	2	1	1
4/SM		2	2	1	1

Nuotatori			
1/N		1	1
2/N		1	1
3/N		1	1
4/N		1	1

Air						
1 LB	5	4	3	2	1	
2 LB	5	4	3	2	1	

Fleet								
Giuseppe	9	8	7	6	5	4	3	2
Loris	9	8	7	6	5	4	3	2
Mauro	9	8	7	6	5	4	3	2
Nando	9	8	7	6	5	4	3	2
Paolo	9	8	7	6	5	4	3	2
Rodolfo	9	8	7	6	5	4	3	2

Fleet									
A	36	35	34	33	32	31	30	29	28
	27	26	25	24	23	22	21	20	19
	18	17	16	15	14	13	12	11	10
	9	8	7	6	5	4	3	2	1
B	36	35	34	33	32	31	30	29	28
	27	26	25	24	23	22	21	20	19
	18	17	16	15	14	13	12	11	10
	9	8	7	6	5	4	3	2	1

CORINTH



Operation Hannibal began at 5.00 on April 26, 1941. Its primary goal was to capture the bridge over the Corinth Canal and to prevent the retreat of British troops withdrawing for the ports of the Peloponnese.

The strike began with a raid of Ju-87 Stukas ground attack aircraft, which bombarded the Australian positions around the bridge. Germans also hoped to destroy the cables of the explosives mounted on the bridge. Shortly after the air attack, the landing of six gliders began. Gliders managed to land directly on the bridge (crashing into it) and in its vicinity. The attack was so surprising that

the defending Australians gave up the bridge after a few minutes of fighting. The Germans began preparations to defend the bridge against the expected counterattack, and at the same time the landing of the 1st and 2nd battalions of the 2nd airborne regiment began.

The more surprising fact was the sudden explosion of the undamaged explosives that destroyed the bridge. Germans recovered quickly and set off to attack Corinth and clear the area around the canal of the Allied forces. By evening the battle was over.

Initial set up:

ALLIES:

 2808	 3404	 2706
 3105	 3105	

Corinth				
1/2/6		2	2	1
2/2/6		2	2	1
B/19		2	2	1
C/R		3	2	1
122				1

GERMANS:

 3204	 3107
 3105	 3105

REINFORCEMENTS:

 any

2 Fallschirm Reg.									
I/2		4	4	3	3	2	2	1	1
II/2		4	4	3	3	2	2	1	1
III/2		4	4	3	3	2	2	1	1

Lotnictwo					
5 LS	5	4	3	2	1

FOOTNOTES:

- Playing time: April 26, 1941
- Two German platoons (airborne and sappers) each 1 SP each.
- The use of III / 2 by the Germans means a loss of 3 VPs.

Victory Conditions:

ALIANCI:

- Instant victory if any of 3407 or 3406 hexes is allied-controlled at the end of the game
- For each destroyed German SP +1 VP

GERMANS:

- Instant victory if all Allied units are destroyed.
- For each destroyed Allied SP +1 VP

16 IV	
D1	
D2	
N	

INITIATIVE:

GERMANS

SUPPLY:

N/A

AIR FORCE:

1xGROUND ATTACK (GERMANS)

KOS



On September the 17th, German air force began attacking the island, destroying the airfields and causing casualties among the Allied units. The sea landing was performed on October 3. The main forces landed around Marmari, Tingachi and the Bay of Camare. Paratroopers were dropped south and west of Andimachia.

The main strike force was a combat group from the 22nd Air Landing Division, which had so far been stationed in Crete. It was supported by the companies of the Special Regiment Brandenburg (1st amphibious company

and 15th airborne company). Luftwaffe controlled the skies above the island.

By evening, the German units had captured Antimachia, and there were already 4,000 German soldiers on the island. At dawn on October 4, the Germans made the last attacks, capturing the entire island. 1,400 British and 3,100 Italians were taken prisoner, 100 of whom were shot on the orders of Adolf Hitler. Only a few Allied soldiers managed to evacuate the island (most of them went to Turkey).

Initial set up:

ALLIES:

 = 2509	 = 2308	 = 2703
 = 2016	 = 2016	 = 2704
 = 3004	 = 2509	 = 2015
 = 1624		

Italians		
1	1	1
2	1	1
3	1	1
4	1	1

British		
A/DLI		2 1
B/DLI		2 1
C/DLI		2 1
D/DLI		2 1

GERMANS :

 1818	 E	 D
 A	 C	 B
 B		

Air					
3 LS	5	4	3	2	1
4 LS	5	4	3	2	1

KG 22 ID						
II/16		4	3	2	2	1
II/65		4	3	2	2	1
III/440		4	3	2	2	1
2/22 sap.					2	1
1/Brand.	3	2	2	2	1	1
15/Brand.		2	2	2	1	1
I/22 Art.					4	2

FOOTNOTES :

- Scenario time: 3-4 October 1943.
- Italian battalions cannot attack.
- Destroying all British units means surrender of the Italian units.
- German troops are landing from the sea.

Victory Conditions:

ALLIES:

Instant victory if all German units are destroyed.
For each destroyed German SP

+1 VP

GERMANS:

Instant victory if all Allied units are destroyed.
For each destroyed Allied SP

+1 VP

3 X		4 X	
D1		D1	
D2		D2	
N		N	

INITIATIVE:

Germans

SUPPLY:

N/A

AIR FORCE:

2xGround Attack (Germans)

LEROS



The German Operation Leopard took place between in November 12-16, 1943. Its aim was to capture the island of Leros, where British soldiers landed, preparing the base for their navy. More than 3,000 British and 8,000 Italians were a formidable force, but on paper alone. The commander of the British troops was in constant conflict with the commander of the Italian troops, who did not want to obey the orders.

From November the 12th, after several weeks of bombing, land forces entered the action. Transport ships and landing

barges landed on the shores, and airborne troops attacked from the air. There were fierce fights in which neither side found an ultimate success. The weakness of the British troops was their too wide deployment across the island. Meanwhile, the Germans made landings in the chosen positions and strengthened their forces day by day.

On November the 16th, the island was captured by the Germans and most of its defenders were taken prisoner.

Initial set up:

ALLIES:

= 1504	= 1707	= 1804
= 1907	= 2007	= 2108
= 2211	= 1909	= 2109
= 1811		

REINFORCEMENTS

= Leros, 13 XI, 1e

British		
B/Bufs	2	1
C/Bufs	2	1
D/Bufs	2	1
1/KORR	2	1
2/KORR	2	1
A/RIF	2	1
B/RIF	2	1
C/RIF	2	1
D/RIF	2	1
A/RWK	2	1
B/RWK	2	1

GERMANS:

= 7	= .4N	=	=	=
=	=			

REINFORCEMENTS:

13 XI, 1e:

=	=	=	=	= .4N
---	---	---	---	-------

15 XI, 1e:

= .4N	= .4N
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Air					
4 LS	5	4	3	2	1
5 LS	5	4	3	2	1

KG Leopard							
I/2	4	3	3	2	2	1	1

II/16		4	3	2	2	1	
II/65			3	2	2	1	
II/16		4	3	2	2	1	
5/65					2	1	
7/22					2	1	
8/22				2	2	1	
2/22 eng.					2	1	
1/B	3	2	2	1	1	1	
7/B			2	2	1	1	
8/B			2	2	1	1	
15/B			2	2	1	1	
9/440					2	2	1
10/440					2	2	1
11/440					2	2	1

FOOTNOTES :

- Scenario time: 12-20 November 1943
- German troops may land on any hex, from the sea or from the air

INITIATIVE:

Germans

SUPPLY:

N/A

AIR FORCE:

2 x Ground Attack (Germans)

Victory Conditions:

GERMANS:

Instant victory if all Allied units are destroyed.

ALLIES:

Instant victory if there are still Allied units on the map at the end of the game.

12 XI		13 XI		14 XI	
D1		D1		D1	
D2		D2		D2	
N		N		N	
15 XI		16 XI		17 XI	
D1		D1		D1	
D2		D2		D2	
N		N		N	
18 XI		19 XI		20 XI	
D1		D1		D1	
D2		D2		D2	
N		N		N	

Initial Set up:

GERMANS:

I/I M	3206
2/I M	3009
3/I M	1506
4/I M	1607
II M	1307
III M	1908
IV M	1107
I/1 FR, 1 eng.	4120
II/1 FR	3920
III/1 FR	3221
I/2 FR, 2 eng.	2117
II/2 FR	2821, see notes
III/2 FR	1420
I/3 FR, HQ 7 DSpad.	2612
II/3 FR	2210
III/3 FR	2409

Uzupelnienia:

– German reinforcements may arrive only if German player controls a port (any units) or an airfield (infantry, motorcycles, engineers).
 – If Germany controls a port, **20 SP** (for eachport) may be transported to Crete within one daily stage, as for airfield – **16 SP** per daily stage.
 – Reinforcements can only arrive in the daily stages.
 – In the historical variant, only the units of the 7th Airborne Division., 5th Mountain Infantry Division, Italian battle group, the armored company "Kreta" and motorcyclists can arrive on the island.

INITIATIVE:

Germans

AIR FORCE (GERMANS):

2x Ground Attack, 2x Bombers

SUPPLY:

GERMANS: airfields and ports
ALLIES: Suda, Chania, Iraklion, Retimo, 4015, 4314

20 V		21 V	
D1		D1	
D2		D2	
N		N	
22 V		23 V	
D1		D1	
D2		D2	
N		N	
24 V		25 V	
D1		D1	
D2		D2	
N		N	
26 V		27 V	
D1		D1	
D2		D2	
N		N	
28 V		29 V	
D1		D1	
D2		D2	
N		N	

– In the „Free Setup” variant, the start of the game is the following:

1. The Allies set up their units anywhere on board. Additionally, allied player may place up to 15 masking tokens on the board. If these tokens are used, the Allied player subtracts 1 VP for each of them at the end of the game.
2. The German player can make an air landing in any area he wants to. Masking tokens are removed from the board when any enemy unit enters their zone of control.

– In the hypothetical variant, units of the 22 Division are used instead of the 5 Division.

– The victory conditions are the same as in the historical scenario.

7 Fallschirm Div.

Sztab					1	1	1	1
I/1	4	4	3	3	2	2	1	1
II/1	4	4	3	3	2	2	1	1
III/1	4	4	3	3	2	2	1	1
I/2	4	4	3	3	2	2	1	1
II/2	4	4	3	3	2	2	1	1
III/2	4	4	3	3	2	2	1	1
I/3	4	4	3	3	2	2	1	1
II/3	4	4	3	3	2	2	1	1
III/3	4	4	3	3	2	2	1	1
1 sap.							2	1
2 sap.							2	1

1 Sturm Reg. Meindl

1	2	2	2	1	1
2	2	2	2	1	1
3	2	2	2	1	1
4	2	2	2	1	1

1 / B	2	2	2	1	1
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I/M	5	4	4	3	3	2	2	1	1
II/M	5	4	4	3	3	2	2	1	1
III/M							3	2	1

Kreta	8	7	6	5	4	3	2	1
3 mot.					4	3	2	1

5 Mtn Div.

Sztab				1	1	1	1
I/85	4	3	3	2	2	1	1
II/85	4	3	3	2	2	1	1
III/85	4	3	3	2	2	1	1
I/113	4	3	3	2	2	1	1
II/113	4	3	3	2	2	1	1
III/113	4	3	3	2	2	1	1
I/100	4	3	3	2	2	1	1
II/100	4	3	3	2	2	1	1
III/100	4	3	3	2	2	1	1
95 sap.	3	3	2	2	1	1	
95 mot.	3	3	2	2	1	1	
95 p-lot.				2	1	1	
95 p-panc.				2	2	1	
I/95 AR				4	2	1	
II/95 AR				4	2	1	
III/95 AR				4	2	1	
IV/95 AR				4	2	1	

Air

3 LB	6	5	4	3	2	1
5 LB	5	4	3	2	1	
3 LS	6	5	4	3	2	1
4 LS	6	5	4	3	2	1
5 LS	5	4	3	2	1	

Grupa Bojowa (wł.)

I/9	3	2	2	1
I/10	3	2	2	1
3/332	4	3	2	1
4/SM	2	2	1	1

FOOTNOTES :

- Special scenario rules:
- When II / 2 FR make its landing, German player makes 1D6 roll:
1-3 means landing in stage 2,
4-6 means landing in stage 1.
- Before the start of the game, German player may attack any Allied units with his air units. However, if masking rules are in use, he cannot see what specific units were bombed, but only specify the bomber targets and the enemy writes off any losses.
- In the first stage of the game, German troops cannot be supported by ground attack air units during the fight from the march.
- When German player captures the airport or airport, his air force is increased from 2 to 3 ground attack air units.
- During the game, it is possible to move troops between maps. To do this,

remove these units from the board on the space marked with a red triangle and place them in the "transfer area". After one full stage, such units are moved to the other board.

Example:

The armored company "Crete" wants to move from the map „Chania” to the map "Retimo". To do this, move this unit to the eastern edge of the Chania board, and if it still has at least 1 MP, place this tank unit in the "Chania-Retimo" transfer area. If this unit entered the transfer area on May the 23rd during the 1st stage, then, after remaining there for the entire 2nd stage, it may enter the Retimo map on any hex of its western edge during the 3rd stage. If all such hexes are occupied by enemy units, the player may choose any Allied unit and move it from the space he intends to enter (to the space indicated by the player command-

ing that unit).

- If both players' units are on the movement track, they have to attack during their combat phase. The defender's default terrain - hills - is considered for this combat. Combat can be supported by ground attack air force. The German player can also use bombers, in which case the Allies are treated as one stack.
- Dry streams affect combat with +1 modifier in favor of the defender.
- Dry streams affect the movement of motorized units with +2 MP, and non-motorized units with +1 MP.

Victory Conditions:

GERMANY

- Instant victory if German player controls Chania, Retimo, Iraklion and Suda.
- For each captured airfield 12 VP.
- For each captured port 16 VP.
- For each destroyed Greek unit 2 VP.
- For each destroyed Allied unit 3 VP.

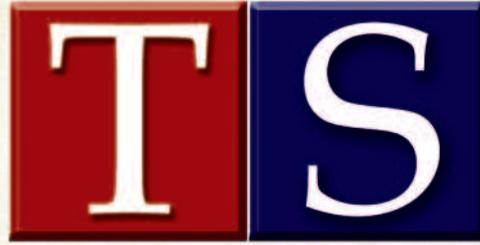
ALLIES:

- Instant victory if Allied player controls Chania, Retimo, Iraklion and Suda.
- For each controlled airfield 12 VP.
- For each controlled port 10 VP.
- For each destroyed German unit 2 VP.

TERRAIN EFFECT

Terrain types	Combat influence	MOVEMENT COST				
		Infantry	Armoured, Mechanized	Motorized	Cavallry	Artillery
clear	--	1	1,5	2	1,5	2
hills	-2	2	3	4	3	3
stream	-1	+1	+3	+4	+2	+4
secondary roads	--	1/2	1/2	1/2	1	1
roads	--	1/2	1/3	1/4	1/2	1/2
bridge	depend of river	depend of terrain				
swamp	1/2 attacking SP	2	unapproachable	unapproachable	3	unapproachable
forest	-1	+1	+2	+2	+2	+2
town	-2	+1	+1	+1	+1	+1
village	-1	+1	+1	+1	+1	+1
fortification lines	-2	none				
forts	-3	none				

Battle
of the
2nd WW
B35
System



Battles of the II World War (**B-35**) – highly detailed battalion scale system, created for the most important battles of the II World War. Rules are complex, but thanks to that players might really feel the difference between the weapons, guns and tanks of each side, along with division's structures, their weak and strong points. In these games you may feel the uncertainty and surprise of the air landings, desperation of the defense against mass attacks, difference between day and night combat, bravery of troops performing the sea landings or the strength of the small, yet deadly armed units. Each battalion may be key figure on the battlefield, a sometimes even a company may successfully stops enemy progress. Air and naval forces may support their units as well.

Games released: Afrika Corps 1941-42, El-Alamein 1942, Panthers in Action (Kanev 1943), Falaise 1944, Tigers in the Snow (Kharkov 1943) Arnhem 1944, Monte Cassino 1944, Pacific, Warsaw 1944.

