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# THE INVASION OF CRETE

WORLD BOARDGAME  
CHAMPIONSHIP  
• 2011 •



On the morning of May 20, 1941, hundreds of German planes appeared in the Cretan sky. The invasion of Crete, codenamed Unternehmen Merkur, had just begun. About 15,000 German Fallschirmjäger were dropped onto various strategic points of the island with the intent of capturing the British airfields and harbors. Taking these objectives would grant control of the Eastern Mediterranean to the Axis forces.

After 10 days of a fierce battle, the British, Greek, Cretan, Australian and New Zealand soldiers finally surrendered to the invader. While the German paratroopers were victorious, more than 4,000 men had been lost, and Hitler forbade any further large-scale airborne operations. Yet the Allies realized the potential of airborne divisions, and began to train their own paratroopers...



MEMOIR '44

DAYS OF  
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7615

MEDITERRANEAN THEATER

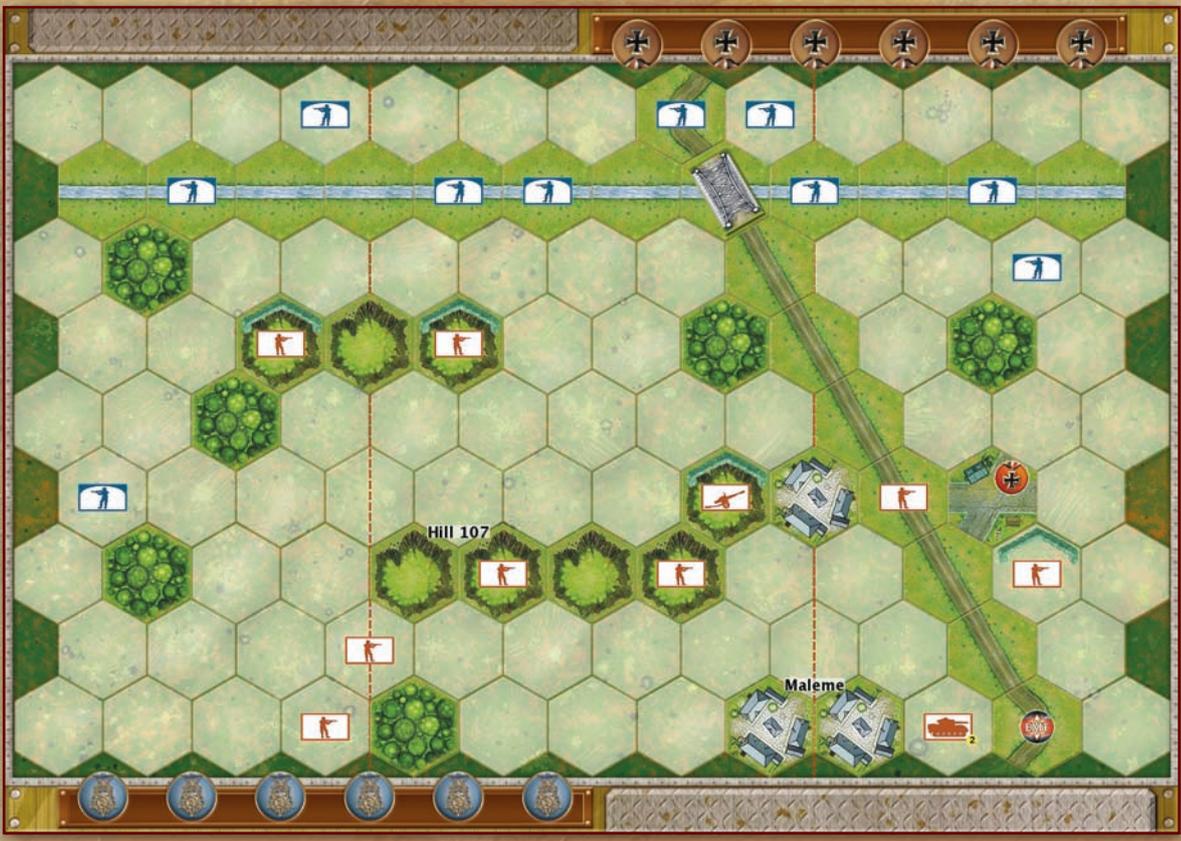
# MALEME AIRFIELD

UNTERNEHMEN MERKUR

MAY 20, 1941



- Setup order**
- 1 x1
  - 2 12x
  - 3 x2
  - 4 3x
  - 5 x6
  - 6 8x
  - 7 x6
  - 8 1x
  - 9 x4
  - 10 1x
  - 11 x1



## • Historical Background •

At 08:00 on May 20, 1941, German Fallschirmjäger jumped over Crete in the first major airborne invasion of the War, landing near Maleme airfield with the goal of securing the runways to facilitate a larger glider-borne invasion. But three New Zealand Battalions defended the airfield and its direct surrounding area, mauling the invaders within hours of their landing. Many of the gliders that followed were hit by mortar fire within seconds of landing and wiped out almost to a man.

As is common with airdrops however, a number of German forces landed off-site, setting up defensive positions to the west of Maleme airfield. After regrouping, they quickly captured the bridge over the dried-up Sfakoriako River and pressed forward toward the airfield. Positioned on Hill 107 and overlooking the airfield, the New Zealander battalions enfiladed them to devastating effect. Despite the terrible losses, GeneralMajor Meindl, the German commander, ordered what remained of his troops forward toward the slopes of Hill 107. The invasion of Crete had began poorly for the Germans, but maybe things would change...

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

## • Briefing •



### Axis Player [Germany]

- ◆ Take 5 Command cards.
- ◆ You move first.



### Allied Player [New Zealand]

- ◆ Take 5 Command cards.

## Conditions of Victory

◆ 6 Medals.

The Airfield is a Temporary Medal Objective for the Axis Forces.

The road hex with an Exit marker on the Allied player's baseline is an Exit hex for the Axis forces. An Axis unit that moves through an exit hex, off the battlefield, is removed from the board, and one of its figures is placed on the player's Victory track.

The group of 5 Hill hexes that form Hill 107 is a Temporary Majority Medal Objective. The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes.

## Special Rules

British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).

The British Armor unit only has 2 figures and only moves 2 hexes.

All Axis infantry units are Para Special Forces (*Troops 2 - Specialized Units*). Badges are not required.

The Axis forces have Air Superiority. When an Air Power card is played, the Axis player rolls 2 dice, the Allied player only 1 die.

The river is a dry river bed and plays like a Ravine (No terrain movement or battle restrictions for Infantry; Infantry may ignore 1 flag).



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MEDITERRANEAN THEATER

# AIRDROP OVER HERAKLION

7616

UNTERNEHMEN MERKUR

MAY 20, 1941



### Setup order

- 1x 1
- x7 2
- 2x 3
- x6 4
- 7x 5
- x3 6
- 1x 7
- x1 8

## • Historical Background •

News of the German Paratrooper landings reached Brigadier Chappell's headquarters at about the same time the first Fallschirmjäger were landing in Heraklion. Under orders from Chappell, the 2<sup>nd</sup> Leicester attacked out of the town and into Buttercup Field before the Germans could regroup. To the east of town, elements of the 1<sup>st</sup> Fallschirmjäger Regiment had landed near Ames Ridge and quickly set up a defensive position; along the coast, others began moving toward the airfield and into the outskirts of Heraklion. Not knowing the exact strength nor position of his enemy, Chappell counterattacked cautiously, while trying to remain on the defensive.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

## • Briefing •



### Axis Player

[Germany]

- ◆ Take 5 Command cards.



### Allied Player

[Great Britain / Greece]

- ◆ Take 5 Command cards.
- ◆ You move first.

## Conditions of Victory

- ◆ 6 Medals.

The Airfield is a Temporary Medal Objective for the Axis Forces.

A Turn Start Temporary Medal Objective Medal is awarded to the Axis forces when any three town hexes are occupied at the start of the Axis player's turn. The moment one or more of these units vacate any of these hexes for any reason (movement, retreat or elimination), the medal is removed from the Axis player's medal track.

## Special Rules

British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).

The British Armor unit only has 2 figures and it only moves 2 hexes.

The Cretan Partisan Civilian unit has 3 figures and it is played like French Resistance (*Nations 1 - French Resistance*).

All Axis infantry units are Para Special Forces (*Troops 2 - Specialized Units*). Badges are not required.

The Axis forces have Air Superiority. When an Air Power card is played, the Axis player rolls 2 dice, the Allied player only 1 die.

The river hexes are impassable; they represent the Mediterranean coast.



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MEDITERRANEAN THEATER

7617

UNTERNEHMEN MERKUR

## AIRDROP OVER RETHYMNO

MAY 20, 1941

## Setup order

1  x12 6x 3  x24 11x 5  x116 6x 7  x58 1x 9  x3

### • Historical Background •

A second German wave arrived in the afternoon. At 16:15, 2<sup>nd</sup> Fallschirmjäger Regiment airdropped over Rethymno airfield; but like others in Crete, they all landed scattered along the coast. Elements of the 3<sup>rd</sup> Battalion quickly managed to regroup and move toward Rethymno, where they ran into fierce resistance from the Australian battalions that had taken position on the hills south of the airfield; the town's civilians and the Greek 4<sup>th</sup> and 5<sup>th</sup> Regiments just added to the invaders' difficulties. Cut-off from the rest of Crete, outgunned and surrounded, the Australians went on to hold the German invaders off for 9 days before Lieutenant Colonel Ian Campbell, commander of the 2/1<sup>st</sup> Battalion, ordered his men to surrender. Even then, many men of 2/11<sup>th</sup> Battalion, instructed by Major Sandover to either surrender or evade capture, managed to make it to the hills, and, protected by local Cretans, eventually escaped to Egypt.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

### Conditions of Victory

◆ 6 Medals.

The Airfield is a Temporary Medal Objective for the Axis Forces.

If there are no British units on any of the hexes of Hill A at the start of the Axis player's turn, the Axis forces gain 1 Victory Medal. The moment a British unit reoccupies any of Hill A's hexes, the Axis player loses this medal.

The group of 3 Hill hexes of Hill B is a Temporary Majority Medal Objective. The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes.

The six town hexes form a Turn Start Temporary Majority Medal Objective worth 1 Medal. The Victory Medal for this group of objective hexes goes to the side that has units occupying an absolute majority of these hexes at the start of

its turn. If the majority is lost for any reason (movement, retreat or elimination), the medal is immediately lost.

### Special Rules

British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).

The British Armor unit only has 2 figures and it only moves 2 hexes.

The Cretan Partisan Civilian unit has 3 figures and it is played like French Resistance (*Nations 1 - French Resistance*).

All Axis infantry units are Para Special Forces (*Troops 2 - Specialized Units*). Badges are not required.

The Axis forces have Air Superiority. When an Air Power card is played, the Axis player rolls 2 dice, the Allied player only 1 die.

The river hexes are impassable; they represent the Mediterranean coast.

### • Briefing •



Cretan Partisans



**Axis Player**  
[Germany]

- ◆ Take 5 Command cards.
- ◆ You move first.



**Allied Player**  
[Australia / Greece]

- ◆ Take 5 Command cards.

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MEMOIR 44



# PRISON VALLEY



### Setup order

- 1x 1
- x8 2
- 2x 3
- x9 4
- 11x 5
- x7 6
- 6x 7

## • Historical Background •

The first wave of gliders from Gruppe Mitte's (Center Group) 3<sup>rd</sup> Fallschirmjäger Regiment had a number of bold objectives: Hauptmann Altmann's men were tasked with silencing a dangerous anti-aircraft battery in the Akrotiri peninsula, while the men of Oberleutnant Genz were to knock out another anti-aircraft battery and a wireless station south of Hania; concurrently, Oberst Heidrich's Paratroopers would take Galatos and establish a defensive position on the hills surrounding the town. Although scattered during their airdrop, Altmann's men eventually managed to capture their objective, only to find this battery to be a dummy! Meanwhile, two of Genz's gliders released early over Hania while a third exploded in mid-air, when caught in ground fire; but the others successfully landed near their anti-aircraft objective, and Genz detachment put their MG34 machine guns to good use, quickly overrunning the outgunned battery's defenders. They then attempted to reach the wireless station but were blocked by 1<sup>st</sup> Ranger Battalion and Bren gun carriers of Royal Welch Fusiliers. As for Heidrich's paratroopers, they managed to set foot on some of the hills around Prison Valley, but Brigadier Puttick's New Zealanders and light tanks counterattacked pushing them back into the valley.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.



## Conditions of Victory

◆ 6 Medals.

The towns of Hania, Galatos, Stalos and Platanias are Start Turn Temporary Medal Objectives worth 1 medal each for the Axis forces. The moment a town vacates a town for any reason (movement, retreat or elimination), the medal is lost.

The Axis Medal in the Forest hex represents the Allied Wireless Station. It is a Turn Start Permanent Medal Objective for the Axis forces. The medal is gained and can no longer be lost, once the Axis forces manage to occupy this hex at the start of one of their turns.

Place an Objective Medal on the hex containing the Allied artillery unit. The elimination of this unit is worth one additional medal for the Axis forces.

The 5 hill hexes (Pink 1, Ruin 1, Wheat 1 and Cemetery x2) form a Turn Start Temporary Majority Medal Objective

worth 1 Medal for whoever controls the majority of these high ground hexes. If the majority is lost for any reason (movement, retreat or elimination), the medal is immediately lost and put back in play.

## Special Rules

British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).

The British Armor unit only has 2 figures and it only moves 2 hexes.

Place a badge on the 1 German engineer unit (*Troops 4 - Combat Engineers*).

All the other Axis infantry units are Para Special Forces (*Troops 2 - Specialized Units*). Badges are not required.

The Axis forces have Air Superiority. When an Air Power card is played, the Axis player rolls 2 dice, the Allied player only 1 die.

## • Briefing •



### Axis Player

[Germany]

- ◆ Take 5 Command cards.
- ◆ You move first.



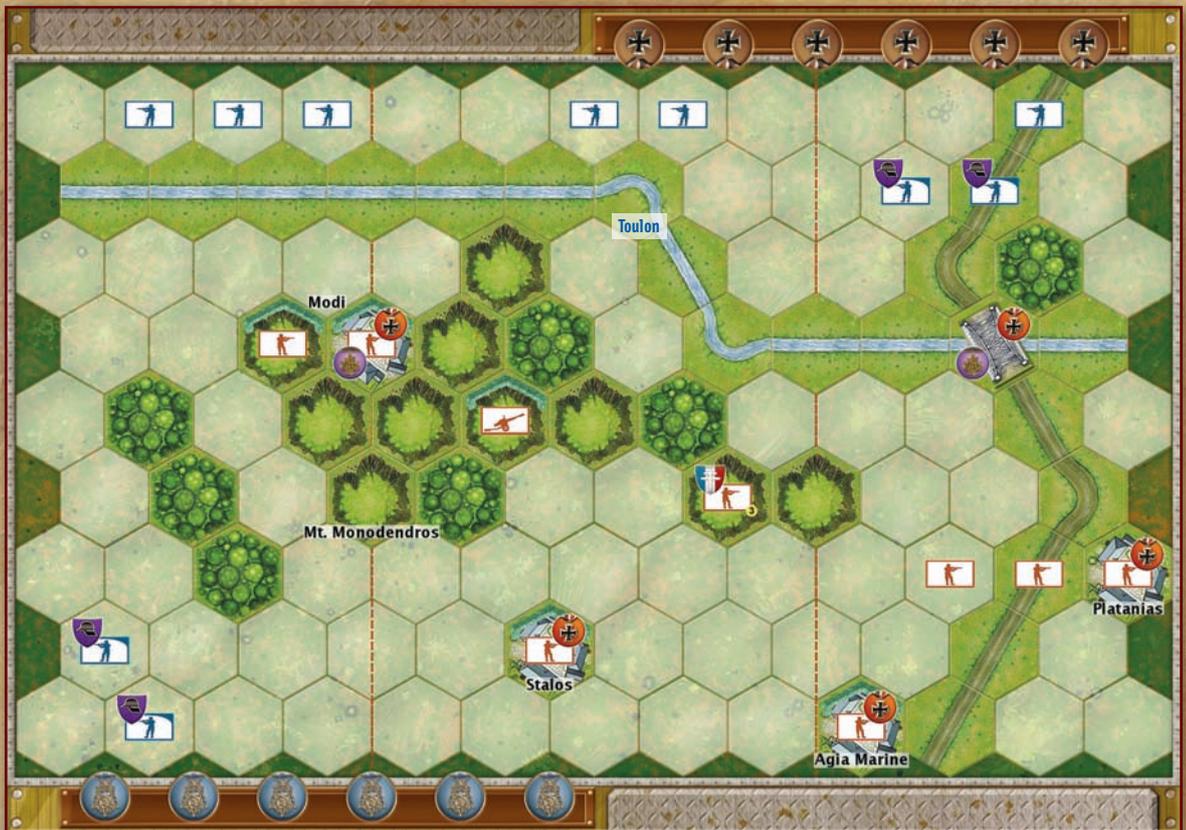
### Allied Player

[Great Britain / New Zealand]

- ◆ Take 5 Command cards.

## Setup order

- 1  x11
- 2 2x 
- 3  x4
- 4 7x 
- 5  x10
- 6 2x 
- 7  x6
- 8 1x 
- 9  x5
- 10 2x 
- 11  x5



### • Historical Background •

By late morning on May 23<sup>rd</sup>, the Fallschirmjäger of Oberst Ramcke had set up a defensive position on the Platanias River bridge near the coast. Inland, Oberst Utz moved to take the village of Modi. Defended by New Zealanders, the village fell after a fierce fight. The Allied artillery, which had been shelling the Germans at Maleme airfield for days, was now outflanked and forced to fall back.

In the early afternoon, Captain Baker and his men attempted to retake the bridge, but the Germans held and counterattacked. As for the Cretan Partisans and the 8<sup>th</sup> Greek Regiment that had moved forward from Agia Marine, they only proved to be a minor hindrance to the Germans and did not stop their advance.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

### Conditions of Victory

- ◆ 6 Medals.

The bridge is a Last to Occupy Medal Objective worth 1 medal for the side that occupies it last. The unit occupying the bridge may vacate it, and its player will continue to hold the medal, provided no enemy troop captures it.

The town of Modi is a Temporary Medal Objective worth 1 Medal for whoever controls Modi. In addition, if an Axis unit manages to occupy Modi, the Allied artillery unit up in the hills immediately loses its sandbags for the rest of the battle.

The towns of Stalos, Agia Marina and Platanias are Start Turn Temporary Medal Objectives worth 1 medal each for the Axis forces. If a unit vacates a town hex for any reason (movement, retreat or elimination), that medal is immediately lost.

### Special Rules

British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).

The Cretan Partisan Civilian unit only has 3 figures and it is played like French Resistance (*Nations 1 - French Resistance*). Place a badge on the four Axis Para Special Forces units (*Troops 2 - Specialized Units*).

The Axis forces have Air Superiority. When an Air Power card is played, the Axis player rolls 2 dice, the Allied player only 1 die.

The entire Platanias River is fordable (*Terrain 41 - Fords & Fordable Rivers*).

### • Briefing •



Cretan Partisans



**Axis Player**  
[Germany]

- ◆ Take 6 Command cards.
- ◆ You move first.



**Allied Player**  
[New Zealand / Greece]

- ◆ Take 5 Command cards.



Elite Infantry



# GALATOS



### Setup order

- |     |  |      |
|-----|--|------|
| 4x  |  | 1    |
|     |  | x9 2 |
| 12x |  | 3    |
|     |  | x5 4 |
| 2x  |  | 5    |
|     |  | x4 6 |

## • Historical Background •

By May 24<sup>th</sup> the Germans had formed a cohesive front; they began advancing east toward Chania. On the 25<sup>th</sup>, they ran into the bulk of the Allied forces and launched a general attack. Surprised to discover the Germans had artillery, the Allied formations began to crumble and quickly pulled back. Galatos, now the center of attention, fell after a fierce fight. Reacting as quickly as they could the Allies mounted a counterattack with their remaining forces in the area, including a few light tanks. They succeeded in evicting the Germans, but that same night, they were ordered to fall back when news came that the Fallschirmjäger had captured Daratsos.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.



## • Briefing •



### Axis Player

[Germany]

- ◆ Take 6 Command cards.
- ◆ You move first.



### Allied Player

[Great Britain]

- ◆ Take 5 Command cards.

## Conditions of Victory

◆ 7 Medals.

The two town hexes of Galatos form a Turn Start Temporary Majority Medal Objective worth 2 Medals for whoever controls Galatos. If the majority is lost for any reason (movement, retreat or elimination), the medal is immediately put back in play.

The towns of Daratsos and Stalos are Start Turn Temporary Medal Objectives worth 1 medal each for the Axis forces. If a unit vacates the town hex for any reason (movement, retreat or elimination), the medal is immediately lost.

## Special Rules

British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).

The British Armor unit has 3 figures but it only moves 2 hexes.

Allied units cannot ignore any flags rolled on them by the Axis Artillery.

Place a badge on the three Axis Para Special Forces units (*Troops 2 - Specialized Units*).

The Axis forces have Air Superiority. When an Air Power card is played, the Axis player rolls 2 dice, the Allied player only 1 die.

# MEMOIR '44

*Richard Borg*



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POINTS-DG-NOC  
SIDE: AXIS  
LOST 1 TO 4

06/24/2010  
POINTS-DG-NOC  
SIDE: AXIS  
WON 4 TO 0

09/27/2010  
VASSIEUX  
SIDE: ALLIES  
LOST 2 TO 2

**HAR DIARY**

LAST 10 GAMES | 2010 (54) | 2010 (331)

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# MEMOIR '44 Online

**SWORD BEACH**

Riva Bella

Lion sur Mer

AGAINST

12/22/2010  
POINTS-DG-NOC  
SIDE: AXIS  
LOST 1 TO 4

06/24/2010  
POINTS-DG-NOC  
SIDE: AXIS  
WON 4 TO 0

09/27/2010  
VASSIEUX  
SIDE: ALLIES  
LOST 2 TO 2

AGAINST

Achievements awarded:

Second Lieutenant  
Dartagnan



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