

# Vasey's Defence of Georgioupolis (Hypothetical)

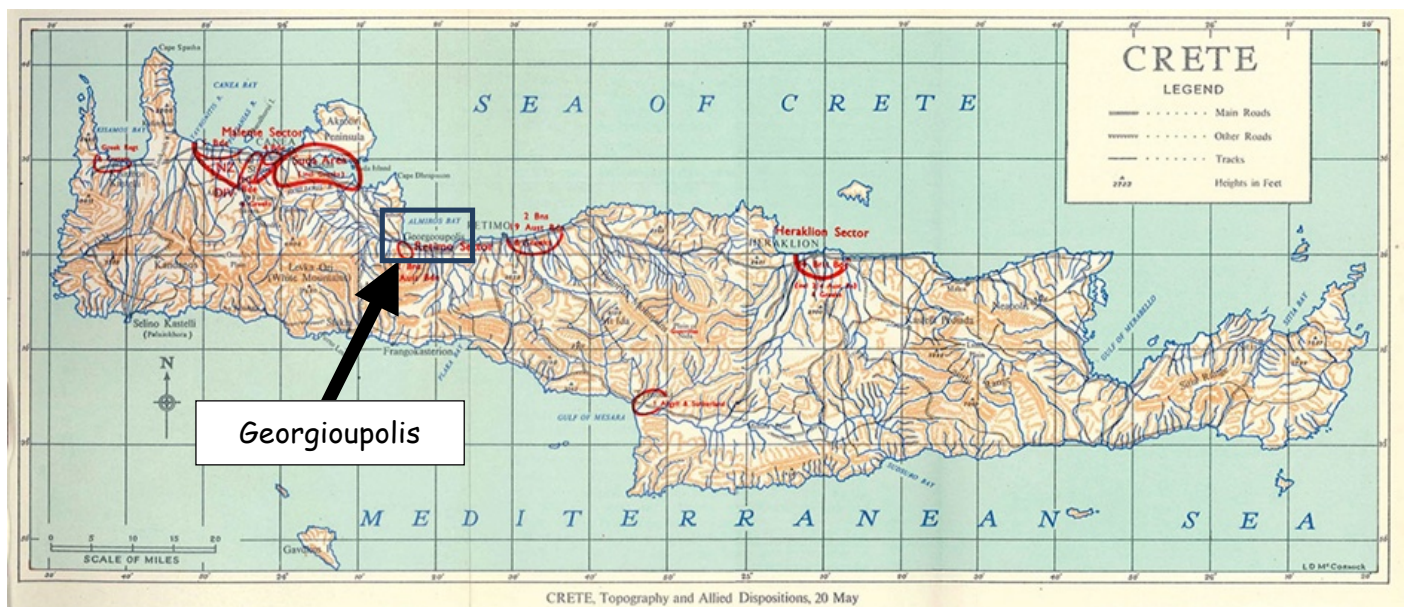
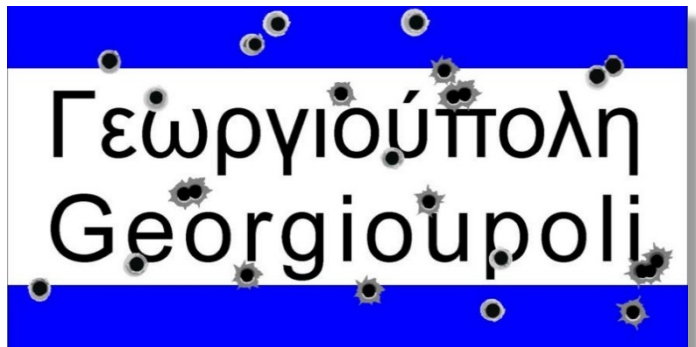
Elements Australian 19<sup>th</sup> Infantry Brigade vs German 85<sup>th</sup> Mountain Regiment

Crete, Greece - 21<sup>st</sup> May, 1941

## The Battle

The 19<sup>th</sup> Australian Infantry Brigade, commanded by Brigadier George Vasey, was divided by geography into two separate locations. One force covered the beach at Georgioupolis, (YORG EE O POLIC), while another the stretch of coast including Rethymnon and the nearby airfield to the East.

At Georgioupolis the Australians were tasked with preventing a German seaborne landing on the beach. Vasey deployed his two battalions and supporting units at the beach near the small fishing village of Georgioupolis. The western exit to the beach was sealed by a towering mass of rock. Two roads led west to Hania (via Vamos) and a third road led east to Rethymnon. The Australian plan was to hold until reinforced.



On the morning of the 20<sup>th</sup> May, 1941 the Germans landed airborne troops to the west and the east of Georgioupolis. Ship based reinforcements were carried in two flotillas of mostly captured Greek fishing boats (caiques). In reality both flotillas were intercepted, and badly mauled by the Royal Navy, on the nights of the 20<sup>th</sup> and 21<sup>st</sup> May, 1941. But what if one of the flotillas survived and attempted to land at Georgioupolis as expected? What if ....

## **Georgioupolis - The Game**

Georgioupolis is based upon a hypothetical beach landing by a German flotilla at Crete. It is a medium sized game played on a 11' x 5' table over 12 turns.

### **German Objectives**

To win: seize and hold both road exits to Hania

To draw: achieve one of the above objectives

### **Commonwealth Objectives**

To win: prevent the German force from achieving both of its objectives

To draw: prevent the German force from achieving one of its objectives

### **Commonwealth Special Rules** (move first)

Commonwealth forces start the game as indicated on the battle map. Infantry and guns start in prepared positions (but not on reserved fire). The Bofors can engage ground targets.

Allied reinforcements may arrive from Commonwealth turn 4, within 12" of either road leading to Hania (Roll a D6: 1-3 = exit 1 OR 4-6 = exit 2) OR the road to Rethymnon (as indicated).

**Grenades** - Commonwealth infantry may only make one grenade attack per 6 figures. Less than 6 figures cannot use grenade attacks.

**Bridge Demolition** (p84) - the bridge is wired for demolition and can be blown if German troops are within 12" AND Commonwealth troops within 6" of either end of the bridge. On a 2 or more the bridge is successfully destroyed. If this fails, a 2<sup>nd</sup> test may be taken in next move only. On a 2<sup>nd</sup> attempt successful on a 5 or 6. If destroyed any troops or vehicles (both sides) on the bridge are lost.

### **German Special Rules** (move second)

All German forces start afloat or off-board. There is no preliminary bombardment.

**Caiques** - Each caique carries up to 24 figures. To land infantry from a caique use the same technique as per rule 18.5.

**Landing Craft** - The German landing craft (including Sturmboot) are treated as per standard rules. The beach is not mined. German vessels can only be engaged by IDF from the Italian 75mm guns.

**Trawler** - must land at the dock of Georgioupolis. Takes 2 turns to unload i.e. 2 or 3 elements per turn.

**Morale** - due to the desperate nature of the fighting on Crete neither side counts as "isolated" for unit morale tests.



**Medics** (optional p79) - medical support rules can be used for a more detailed game.

**Air Drop** - On German turn 1 Fallschirmjäger elements arrive anywhere in the blue drop zones, no closer than 6" to Commonwealth positions or buildings, AND no further than 12" from another element. If any troops land on the high ground to the North-West of Georgioupolis, roll D6 per element = # casualties. Elements may move, but can only fire small arms at short range or use grenades (may not go on reserved fire) on turn 1. From turn 2 fire as normal.

**Friendly Fire** - if the target of a German aircraft is within 12" of a German element roll for "friendly fire". On a 5-6 it targets the nearest German unit. Same applies to both sides for IDF artillery if the target element is within 6" of friendly elements.



Post-war photo of Georgioupolis and the potential landing beach to east of the small harbour

### **Movement and Cover**

Roads provide a benefit to vehicles and troops moving along them. The high ground to the west of Georgioupolis is impassable to vehicles, is a continuous obstacle for movement for infantry and provides soft cover. Buildings start intact. The stream leading from the beach is impassable to all vehicles & troops and can only be crossed at the bridge.



## Tactical Tips

### Commonwealth



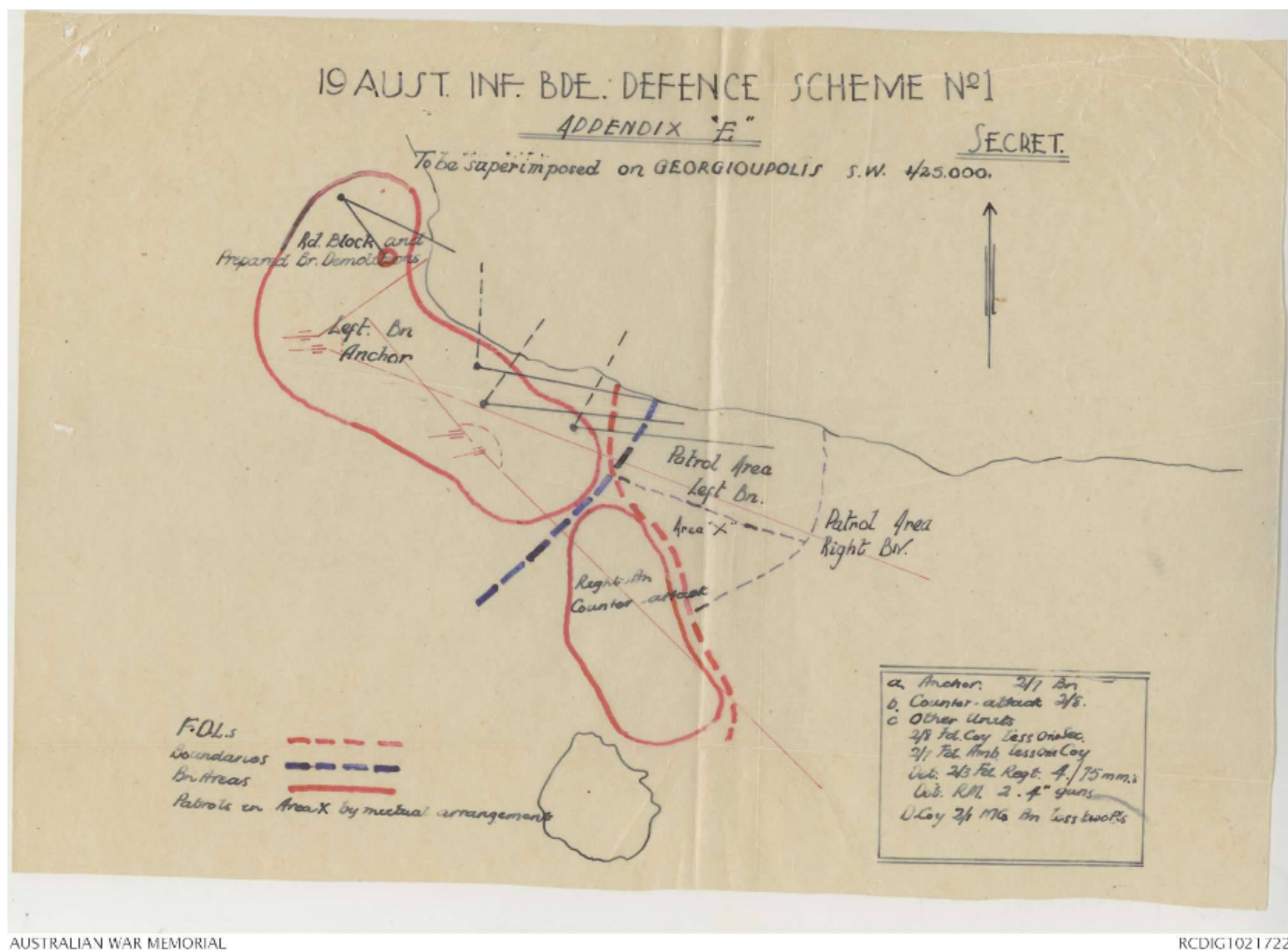
You cannot prevent a landing of *German* troops but instead must hold both road exits to Hania and await reinforcements. Revealing your position too early will only draw *German* naval fire or air attack. Look for opportunities to counter-attack. Prepare a force to hit the *Germans* once they have landed and before they consolidate their position.

### German

Your force is not properly equipped or trained to carry out an opposed amphibious assault. Try to capture both sides of the entrance to the stream so that you can safely land your heavy equipment at the small harbour in *Georgioupolis*. Once ashore plan for the inevitable counter-attack. Whatever happens you must push on, and capture both exits to Hania, to allow your troops off the beach, and also to prevent further Commonwealth reinforcement.

Rocky foreshore to  
west of  
*Georgioupolis*  
(2014)







## Commonwealth Defenders (all regular - Greek poor for shooting only)

**19<sup>th</sup> Australian Infantry Brigade HQ\*** Brigadier Vasey - no test - Georgioupolis

\* Higher order HQ for all Commonwealth forces (p 78)

2 command bases, observer team, car, 15 cwt truck



Observer team is located on the high ground overlooking the beaches and observes for artillery battery

**2<sup>nd</sup> / 7<sup>th</sup> Australian Infantry Battalion** Lt Colonel Walker - 43 figures - test @ 20 casualties - West of Georgioupolis

Command base, 2" (light) mortar, medic



A Company  
4 infantry bases



B Company  
4 infantry bases



C Company  
4 infantry bases



D Company  
4 infantry bases



Support Company  
3" (medium) mortar



Attached MG Platoon  
Vickers tripod MMG



Command base, 2" (light) mortar, medic



A Company  
4 infantry bases



B Company  
4 infantry bases



C Company  
4 infantry bases



D Company  
4 infantry bases



Support Company  
3" (medium) mortar



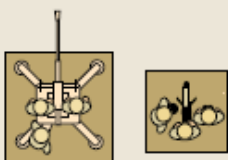
Attached MG Platoon  
Vickers tripod MMG



**2<sup>nd</sup> / 8<sup>th</sup> Australian Infantry Battalion** Lt Colonel Mitchell - 43 figures - test @ 20 casualties - East of Georgioupolis (as per 2<sup>nd</sup> / 7<sup>th</sup> Australian Infantry Battalion)

**Anti-Aircraft Defences** NO test

Anti-Aircraft Defences  
Bofors anti-aircraft gun,  
anti-aircraft machine gun

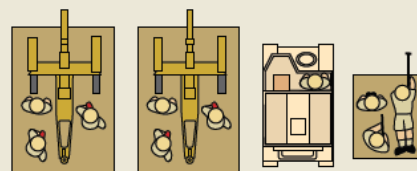


Engineer Company  
3 infantry bases, 15 cwt truck



**Artillery Support** NO test

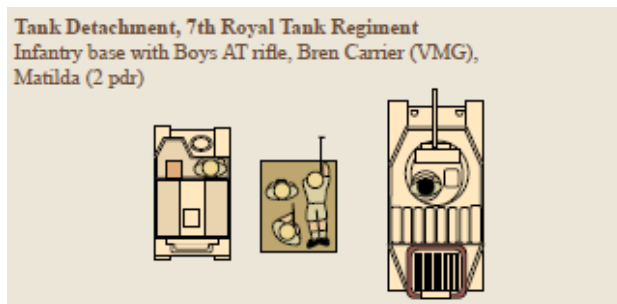
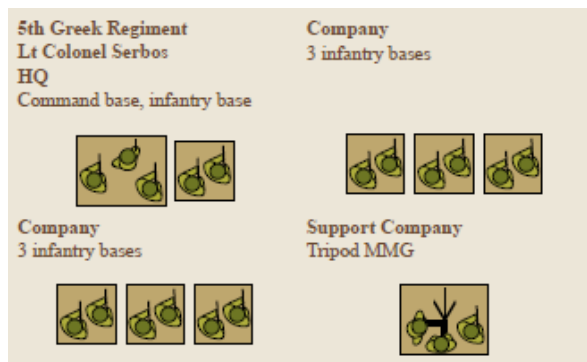
Support (6th Battery, 2/3rd Australian Field Artillery Regiment)  
Artillery: 2 x Italian 75mm gun,  
Carrier platoon: infantry base with Boys AT rifle, Bren Carrier (VMG)



## Commonwealth Reinforcements

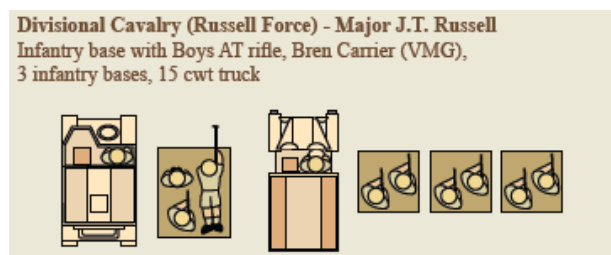
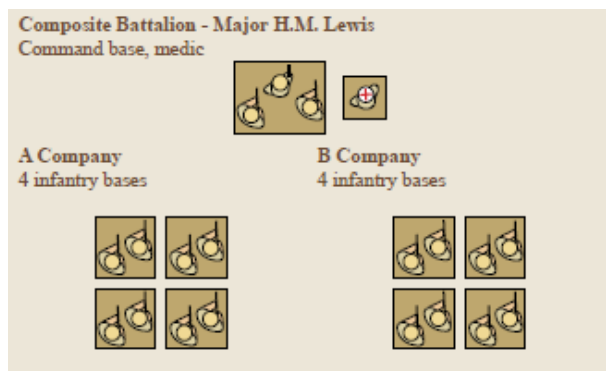
Roll D6 for EACH unit starting on Commonwealth turn 4 - successfully arrives on a 4 or more.

**5th Greek Regiment\* & Tank Detachment, 7<sup>th</sup> Royal Tank Regiment** Lt Col Serbos - 26 figures - test @ 13 casualties - From Rethymnon to East

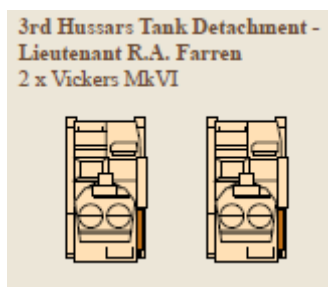


\*poor for shooting only

**Composite Battalion & Divisional Cavalry** Maj Lewis - 28 figures - test at 14 casualties - From Hania to West



**3rd Hussars Tank Detachment** Lt Farren - AFV unit - from Hania to West



Road to Hania  
(2014)



## German Landing Force (all elite)

**HQ 85<sup>th</sup> Gebirgsjäger Regiment\*** Oberst Krakau - NO test - 1 x Sturmboot 42 - turn 3

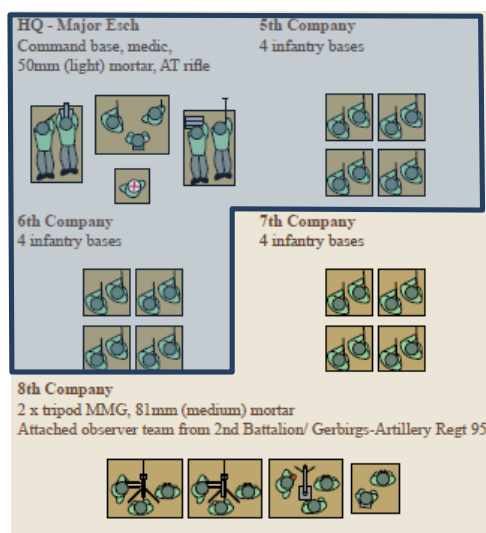
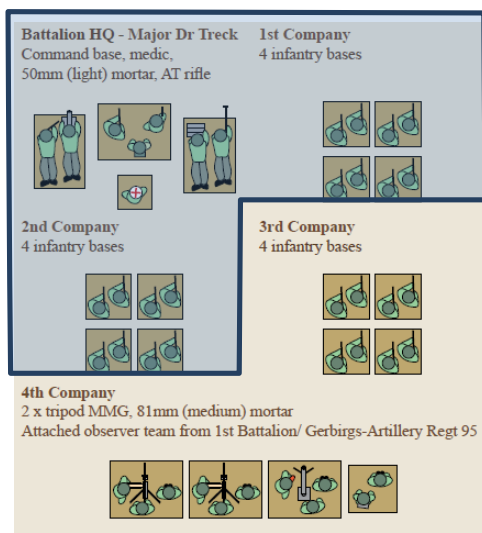
\*higher order HQ for all German Forces (p78)

Regimental HQ - Oberst Krakau  
Command base, 2 infantry bases, observer team

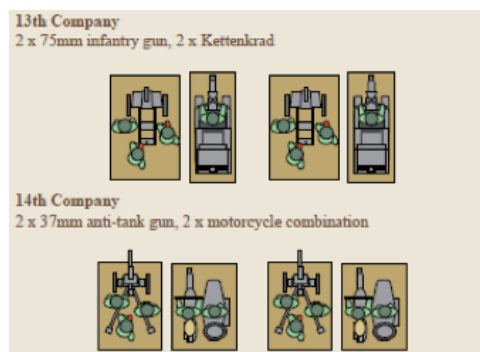
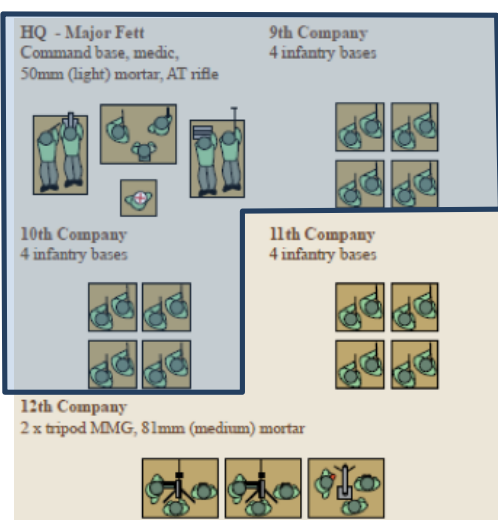


Observer team observes for off board naval fire

**I & II Battalion / 85<sup>th</sup> Gebirgsjäger Regiment** Maj De Treck & Maj Esch - each 40 figures - test @ 20 casualties - 2 x caiques each - turn 1



**III Battalion / 85<sup>th</sup> Gebirgsjäger Regiment** Maj Fett - 40 figures - test @ 20 casualties  
trawler - turn 4 & 5

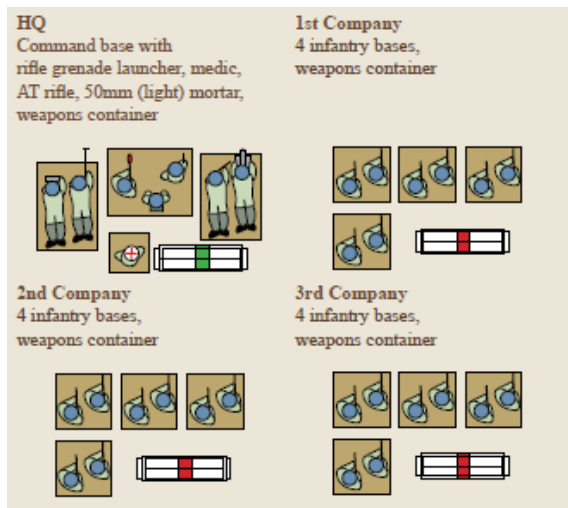


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\*\*13<sup>th</sup> & 14<sup>th</sup> Companies do NOT test - 1 x landing craft - turn 3. Any figure from the Regimental HQ may observe IDF for the 75mm infantry guns of the 13<sup>th</sup> Company.



**I Battalion, Fallschirmjäger Regiment 3 Maj Von der Heydte** - 31 figures - test @ 16 casualties -  
air drop - turn 1



**1<sup>st</sup> Company, II Battalion, 31<sup>st</sup> Tank Regiment**

1 x Panzer II (independent AFV) - landing craft - turn 3

**Air Support** LOW altitude - available each turn on a 4-6

(D6 = 1-3) Stuka - Dive Bomber (light bomber) 2 x MMG, 2 x light bomb **OR**

(D6 = 4-6) ME109 - 2 x HMG and single 20mm autocannon

**Air OP** (p 98) MEDIUM altitude

Arado AR 196 floatplane (AOP for naval gun fire)

**Naval support**

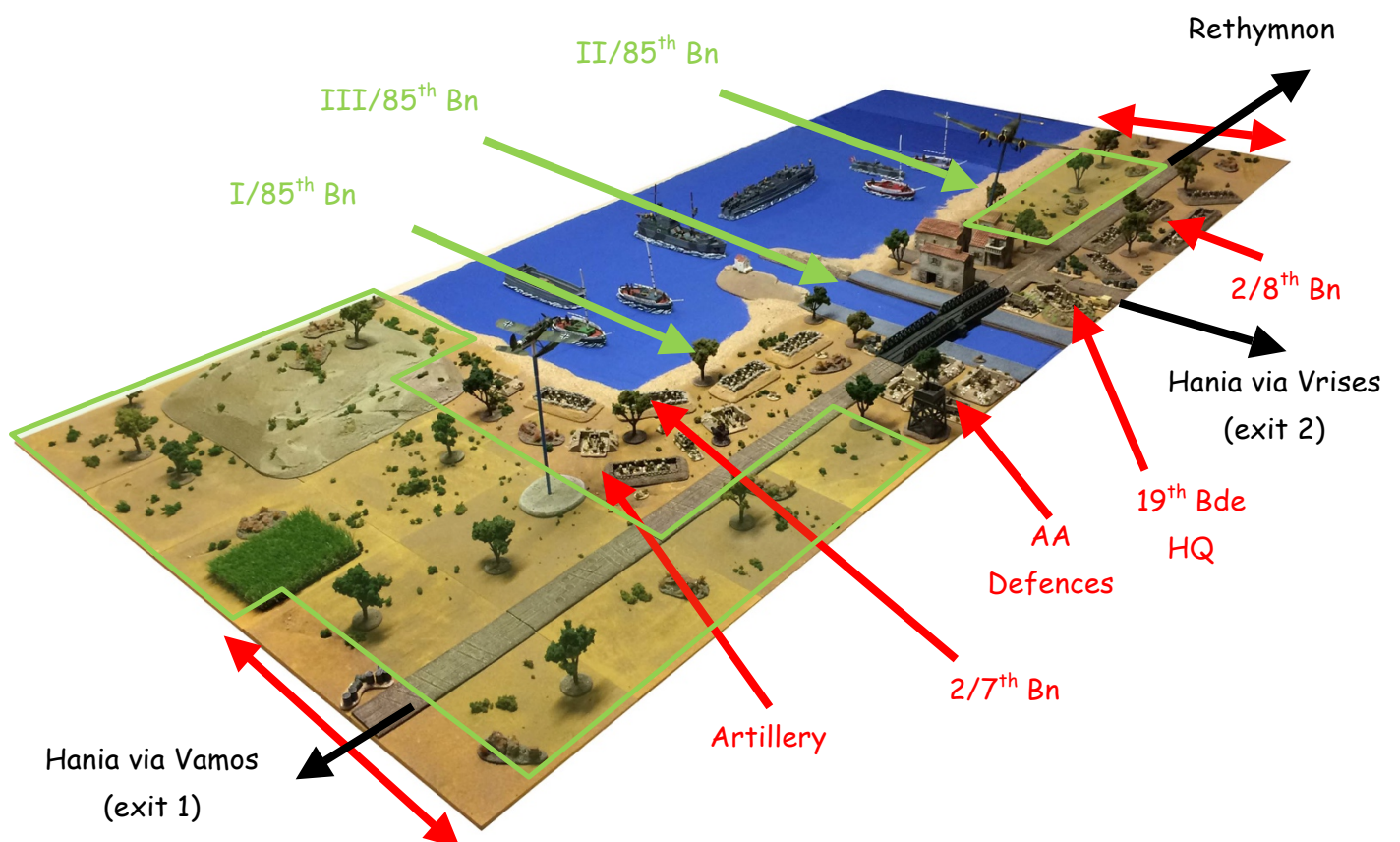
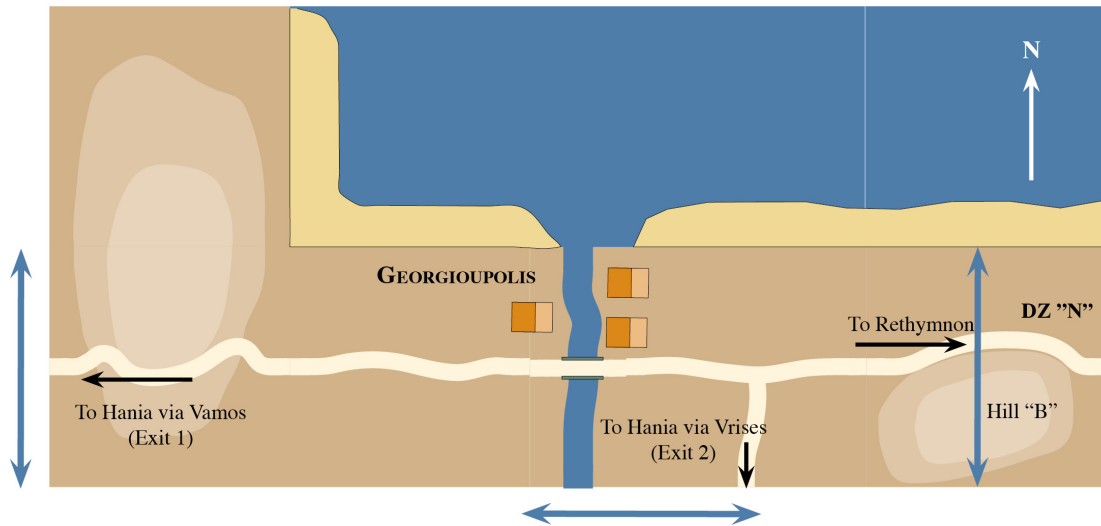
Italian Torpedo Boat "Lupo" (Spica Class torpedo boat) - off board - 3 x 100 mm (3.9 in) guns



Small stream leading from  
sea at base of high ground  
to west of Georgioupolis  
(2014)

# Battle map

(11' x 5')



and German landing locations and drop zones.



<https://www.awm.gov.au/collection/RCDIG1026836/>





## Commonwealth Vehicle and Gun Chart

Guns		
Description	AT / HE Value	Notes
2" mortar	HE 6pts table 4	Minimum range 3", maximum range 18"
3" mortar	HE 8pts table 4	Minimum range 6", maximum range 48"
40mm Bofors AA	AT class 4 / autocannon	6"/16"/30" direct - 8pts
75mm 75/27 field	AT class 3 / HE 10 pts table 4	48" direct / 72" IDF

Vehicles			
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons / Turret Weapons
Bren Carrier	30/15	E	VMG* / -
Vickers Mk VIB (MGs)	30/15	E	- / 2 x VMG
Matilda II (2pdr)	18/9	B	- / AT class 4 (or VMG)

\* can only fire a weapon when carrying an infantry base.

## German Vehicle and Gun Chart

Guns		
Description	AT / HE Value	Notes
50mm mortar	HE 6pts table 4	Minimum range 3", maximum range 18"
81mm mortar	HE 8pts table 4	Minimum range 6", maximum range 48"
37mm Pak 36 ATG	AT class 5 / HE 6pts table 4	48" direct
75mm infantry / Geb IG mountain	AT class 5 / HE 10 pts table 4	48" direct / 72" IDF
Italian 100mm	12pts table 4	Off board artillery (always in range)

Vehicles			
Vehicle (Main Weapon)	Speed	Armour	Hull Weapons / Turret Weapons
Panzer II (20mm)	24/12	E	- / Autocannon AT6 / 8pts

Aircraft		
Description (Main Weapon)	Type	Ground Attack Armament (p95)
Me 109	Superior fighter	2 x HMG (8 pts) AND single 20mm autocannon (8 pts)
Ju 87 Stuka	Dive Bomber (light bomber)	2 x MMG (8 pts) OR 1 x heavy bomb (15 pts table 5)