

RAPID FIRE!

OPERATION 'LUSTRE'

by Mark Piper



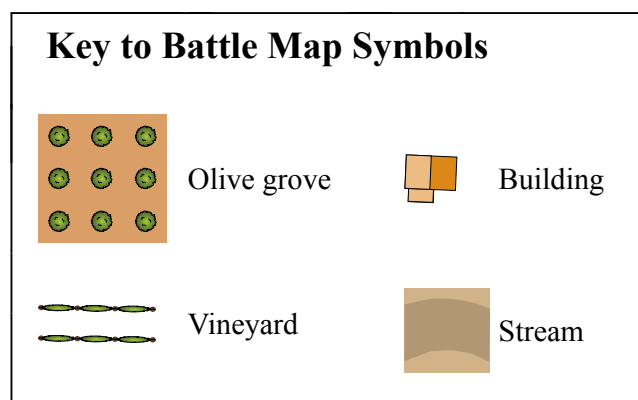
ACTIONS ON THE EAST COAST **GREECE 1941**

FOR USE WITH RAPID FIRE! FAST PLAY WWII WARGAMING RULES

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Acknowledgements: Many thanks to Colin Rumford, Richard Marsh, Alan McCoubrey, Scott Robertson and the members of the online Rapid Fire community for their input to this 'passion' project that started with the inspiration of Corinth Canal in the first edition of Rapid Fire. Original graphics provided by Colin Rumford (modified and formatted by O ctniRk gt), cover photo from the collection of Scott Robertson and all other photos from the collections of Scott Robertson, Mark Piper and Colin Rumford as indicated.

OPERATION 'LUSTRE' - GREECE APRIL 1941

Operation 'Lustre' was a short campaign that involved the movement of British and other Allied troops (Australian, New Zealand and Polish) from Egypt to Greece in March and April 1941, in response to the failed Italian invasion and the looming threat of German intervention in the Balkans.

The Allies initially planned to deploy about 58,000 personnel and their equipment to Greece by 2nd April 1941, including the 1st (UK) Armoured Brigade, the 6th (Australian) and 2nd (New Zealand) Infantry Divisions. While it was intended that these units would be followed by the 7th (Australian) Infantry Division, it was not deployed before the defeat of the Allies on the Greek mainland.

Available Allied forces were set up along the 'Aliákmon Line' (south-west of Salonica), before the Axis (German, Italian and Bulgarian) invasion (Operation 'Marita'), on the 6th April 1941.

The Greek Army did not retire to the 'Aliákmon Line' as expected, for fear of being overrun by more mobile German troops. Overall Allied forces had little effect on the German invasion and they were evacuated on and after the 24th April 1941.

This PDF contains three scenarios from Operation 'Lustre'.

Actions on the East Coast

The mini-campaign includes three actions on the east coast from the crossing of the Aliákmon River, on the 13th April, to the defence of the Pinios Gorge, on the 18th April.

Rapid Fire Reloaded Extra rules (or RF2) are used as indicated but where not covered additional rules are provided for destroyed bridges, cratered roads and improvised river crossings, as well as vehicle and gun charts for the opposing sides.

While this PDF has been designed to be compatible with other Rapid Fire publications I have at times made some minor changes to vehicle and gun charts, (see 'Greece 1941 - Campaign Rules' PDF) that reflect my own interpretation of the relative capabilities of the weapons and equipment, used by both sides, during this short but intriguing campaign. Feel free to ignore if you want !

Each scenario also uses a variety of table sizes but these can be easily adjusted to fit the available space for your games.

"Particularly it may be noted the the English soldier is a good fighter, and the Australian and New Zealand soldiers fought an outstanding defensive battle in the craggy wooded country in which they had to fight. Their choice of ground, use of ground, adaptation of the ground and construction of positions were good and made things very hard for the attackers. The siting and use of the British artillery was also very skillful. The shellfire was heavy and accurate. The British made great use of anti-tank weapons, which were always sited in good, well-camouflaged positions. Anti-tank rifles were used a great deal. The English made a lot of use of mines, choosing his minefields and blocks well. He had large stocks of mines and explosives. His road and bridge demolitions hindered our advance greatly. The British sensitivity to his flanks was again confirmed. The British soldier cannot stand up to determined tank attacks supported by accurate fire from our artillery and other weapons"

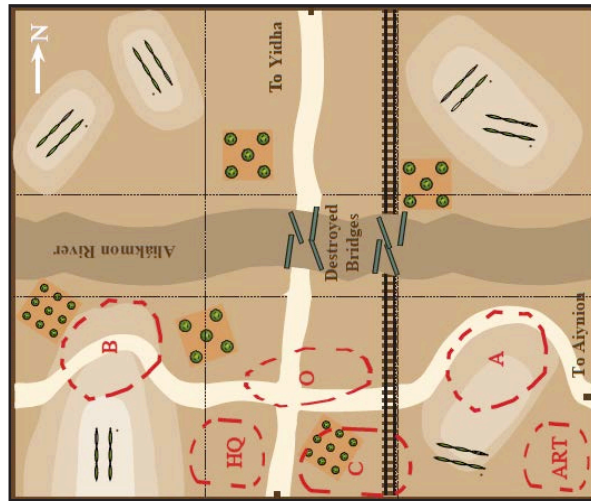
German Army Documents on the Campaign in Greece (Notes on English Methods of Fighting).

Front cover : German Panzer II and III tanks from Panzer Regiment 33 (Scott Robertson)

THE TABLES

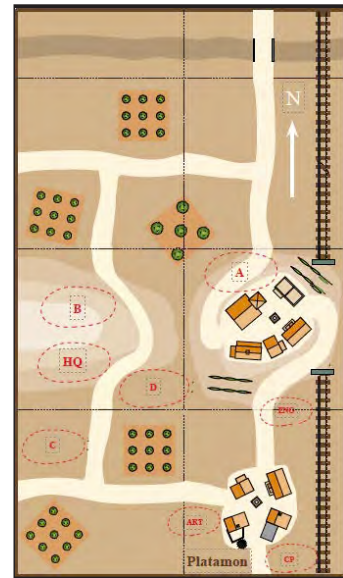
Scenario 1 Crossing the Aliákmon River

13th April 1941



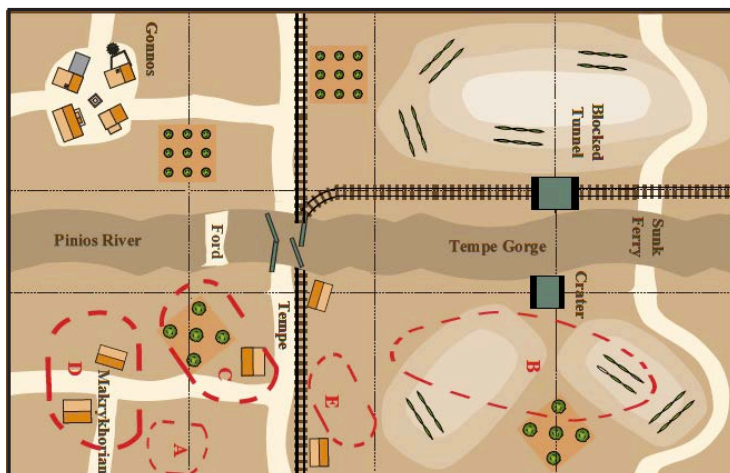
Scenario 2 Defence of Platamon Ridge

15th April 1941



Scenario 3 Defence of Pinios Gorge

18th April 1941



SCENARIO SPECIAL RULES

SCENARIOS 1-3

Scenario 1

German Air Support (Air OP available)

At the start of a German player turn (not turn 1) throw a D6 for air support:

- 1-3 (no air support available this turn)
- 4 (a Stuka)
- 5 (a Bf 109) or
- 6 (a Bf 110)

Scenario 2

German Air Support (Air OP NOT available)

Air support is NOT available in this scenario.

Scenario 2

Allied Air Support

Air support is NOT available in this scenario.

Scenario 3

German Air Support (Air OP * available)

At the start of a German player turn (not turn 1) throw a D6 for air support:

- 1-2 (no air support available this turn)
- 3 or 4 (a Stuka)
- 5 (a Bf 109) or
- 6 (a Bf 110)

* The 6th Mountain Division used Fieseler Storch 156 reconnaissance aircraft as Air OPs rather than the Henschel 126 available to the Armoured Divisions.

Scenario 1 Allied Air Support

At the start of an Allied player turn (from turn 1) throw a D6 for air support:

- 1-2 (no air support available this turn)
- 3 or 4 (a Hurricane)
- 5 or 6 (a Bristol Blenheim)

Scenario 2 Field Defences

The Allies have two 'live' marked minefields (each 4" x 4") and 16" of barbed wire that can be placed within 12" of an Allied position.

A and B Companies are occupying prepared defences (-2D6 instead of -1D6)

Scenario 3 Allied Air Support

Air support is NOT available in this scenario.

Scenario 1

Pontoon Bridges and Ferries

The Germans have one Pontoon Bridge OR two Pontoon Ferries available.

Scenario 2

Cratered Roads

Both roads across Platamon Ridge have been cratered (each three x 4" sections).

Scenarios 1 and 3 - River Crossings

In Scenario 1 Boats are carried on the vehicles of II Battalion / Shützen Regiment 304.

In Scenario 3 III Bn / Gebirgsjäger Regt 143 and infantry elements of Kampfgruppe 'VonDecker' can conduct an Improvised River Crossing.

Scenarios 1 and 3 - Destroyed Bridges

All bridges in Scenarios 1 and 3 are destroyed. The bridge in Scenario 2 starts intact.

SCENARIO 1 - CROSSING THE ALIÁKMON RIVER - 13TH APRIL 1941

WHAT REALLY HAPPENED

In the last weeks of March and early April 1941 units of the 2nd (New Zealand) Infantry Division deployed into the north-east of Greece to delay any German invasion from Yugoslavia. The New Zealand Divisional Cavalry Regiment were forward of the divisional defensive line on the coast with elements of the 1st (UK) Armoured Brigade in support.

Its task was to delay the enemy along the line of the Aliákmon River and to fall back through the Divisional position before moving into Divisional reserve.

GERMAN VICTORY CONDITIONS TO WIN

Reach the southern side of the Aliákmon River with a minimum of 8 infantry (not engineers) and 2 AFVs **OR** eliminate all Allied forces.

ALLIED VICTORY CONDITIONS TO WIN

Prevent German forces from achieving their objective.

TERRAIN

- **High Ground** is a continuous obstacle for troops and vehicles trying to cross and provides soft cover to troops.
- **Olive Groves** provide soft cover, are a continuous obstacle for movement and block LOS (4" 'shadow' from higher ground).
- **Walls** (24" to 36") provide hard cover to troops and partial concealment to vehicles immediately behind and on the same level.
- **Aliákmon River** is 9" wide and impassable to movement except when using River Crossing rules.
- Both **Bridges** are destroyed.
- The **Railway** does not affect the game.

THE GAME

This represents the attempt by elements of the 2nd Panzer Division to cross the Aliákmon River on the 13th of April. The game is played on a 6' x 5' table. We suggest a maximum of 12 moves.
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GERMAN ARRIVALS

- Move 1 at **G2** - Kradschützen Bataillon 2 and artillery OP 1.

GERMAN REINFORCEMENTS

- Move 2 - Off-board artillery, AOP and ground attack aircraft are available.
- Move 2 at **G2** - II Bataillon Schützen Regiment 304 and artillery OP 2.
- Move 3 at **G2** - Brücken-Kolonne 413 and Lichte Flak Kompanie.
- Move 5 at **G1, G2 or G3** - Infanteriegeschütz Kompanie 701.
- Move 7 and 8 at **G1, G2 or G3** - Elements I Abteilung Panzer Regiment 3.

ALLIED DEPLOYMENT

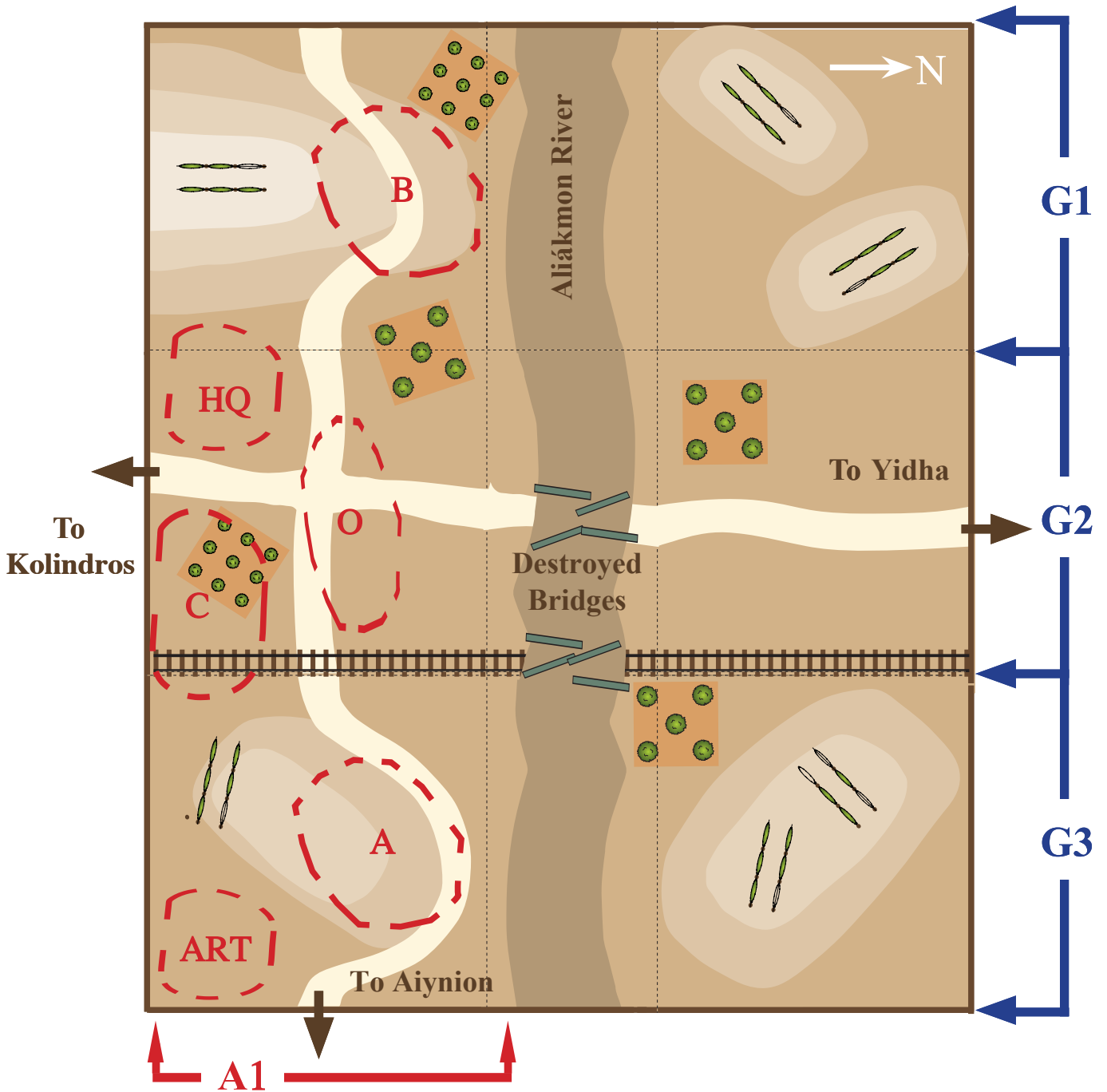
- Allied forces are deployed on the table as shown on the battle map.
- Allied troops and vehicles start the game dug-in (hard cover) and concealed.
- Move 1 - Ground attack aircraft available.
- German Move 1 - Ambush fire available.

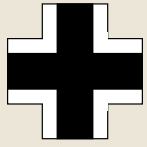
ALLIED REINFORCEMENTS

- Move 4 at **A1** - HQ Defence Troop.
- Arrivals and reinforcements (both sides) may not move more than 12" on the turn they arrive.

CROSSING THE ALIÁKMON RIVER

BATTLE MAP



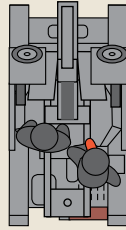


German Forces at Aliákmon River

MOVE 5 at G2

Infanterieschutz Kompanie 701

Panzer I sIG 33
(150mm) SP
Gun



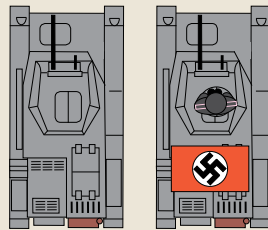
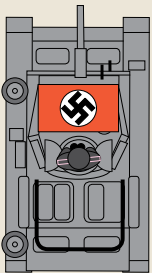
Morale: AFV

MOVE 7 and 8 at G1, G2 or G3

I Abteilung / Panzer Regiment 3 Oberstleutnant Karl Von Decker

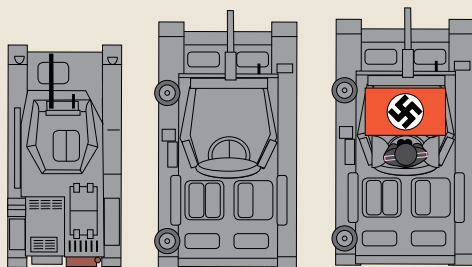
Stabs Kompanie
(Move 7)
Panzer III Command
(VMG)
Higher level CO

Aufklärung Zug
(Move 7)
2 x Panzer II
(autocannon)



1. Kompanie (Move 8)

Panzer II (autocannon), Panzer III (37mm),
Panzer II (short 50mm)

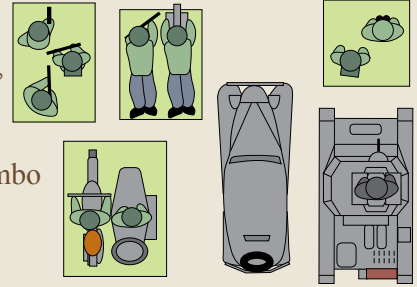


Morale: 1, 2 or 3 AFVs (Regular)

MOVE 1 at G2

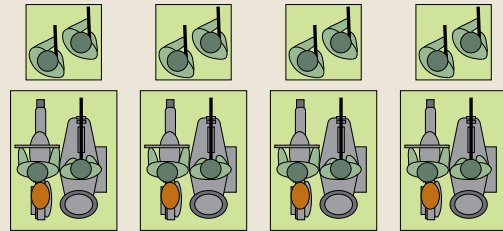
Kradshützen Bataillon 2 Oberstleutnant Carl Stollbrock

Stabs Komp.
CO + 4 figures,
50mm mortar,
saloon car,
motorcycle combo



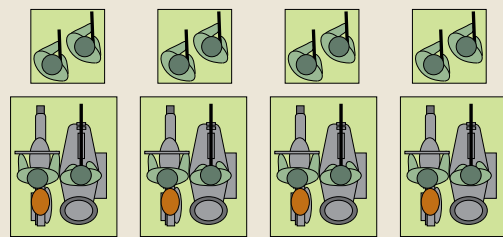
1. Kompanie

8 figures, 4 x motorcycle combinations (VMG) *



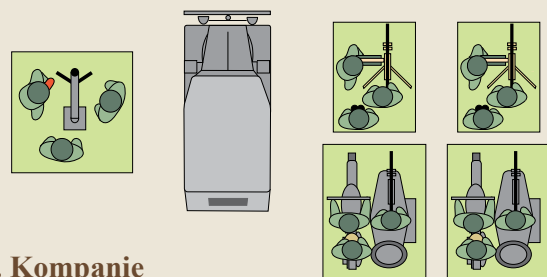
3. Kompanie

8 figures, 4 x motorcycle combinations (VMG) *



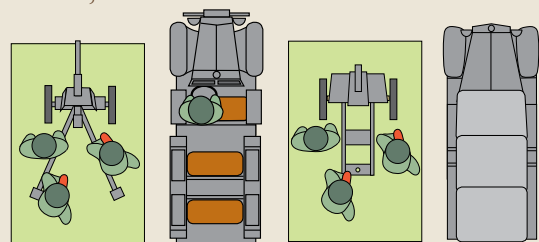
4. Kompanie

9 figures, 81mm mortar,
Steyr 1500 medium field car,
2 x MMG, 2 x motorcycle combinations (VMG) *



5. Kompanie

6 figures, 37mm AT, Protze tow,
75mm IG, Sdkfz 10 tow



* If carrying passengers can use a VMG (special rule)

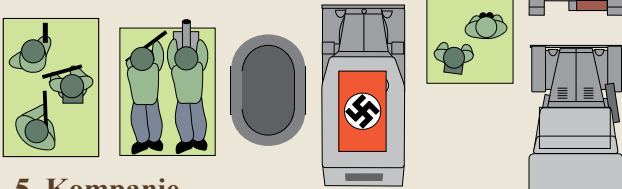
Morale: CO + 37 figures (Regular)

MOVE 2 at G2

II Bataillon / Schützen Regiment 304 Hauptmann Georg Barkhausen

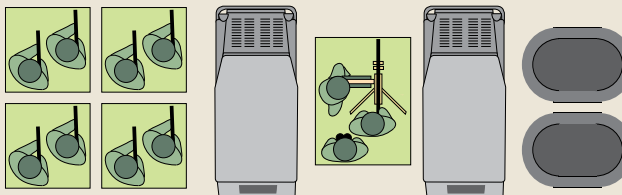
Stabs Kompanie

CO + 4 figures, 50mm mortar, large inflatable, Steyr 1500 medium field car, Henschel type 33 heavy truck *



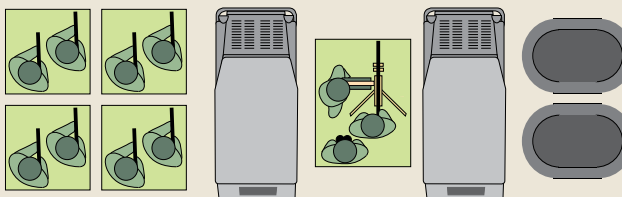
5. Kompanie

11 figures, MMG, 3 x large inflatable, 2 x Horch heavy field car



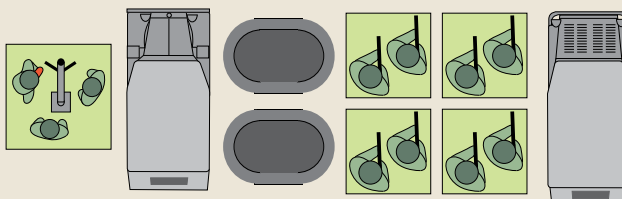
6. Kompanie

11 figures, MMG, 3 x large inflatable, 2 x Horch heavy field car



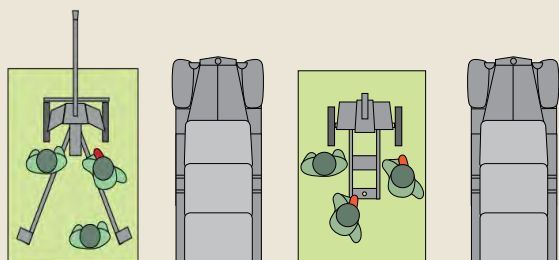
7. Kompanie

11 figures, 81mm mortar, 3 x large inflatable Steyr 1500 medium field car, Horch heavy field car



8. Kompanie

6 figures, 50mm AT gun, 75mm infantry gun, 2 x Sdkfz 10 tow

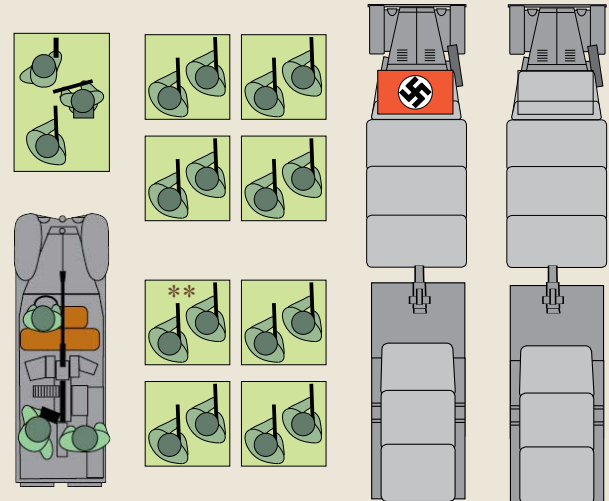


Morale: CO + 45 figures (Regular)

MOVE 3 at G2

Elements Brücken-Kolonne 413

CO + 18 engineer figures,
2 x Henschel type 33 heavy truck & trailer *,
3 figures, Sdkfz 6/2 (37mm) SP AA



* Each truck carries 1 pontoon / ferry section

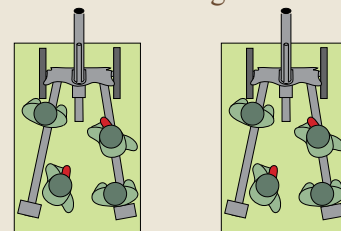
Morale: CO + 21 figures (Regular)

Available from MOVE 1 - Off board

Artillerie Regiment 74

I (Lichte) Abteilung

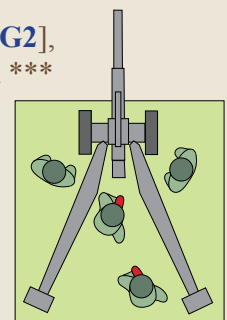
2 x 105mm howitzer,
2 figure OP team 1 [Move 1 at G1],
Sdkfz 265 Panzerbefehlswagen **



** Attached to I / Pz. Regt 3

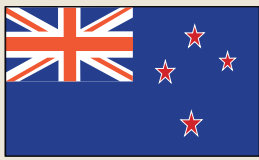
II (Schwere) Abteilung

150mm SP howitzer,
2 figure OP team 2 [Move 2 at G2],
Sdkfz 265 Panzerbefehlswagen ***



*** Attached to
Kradshützen Bataillon 59

Morale: N/A



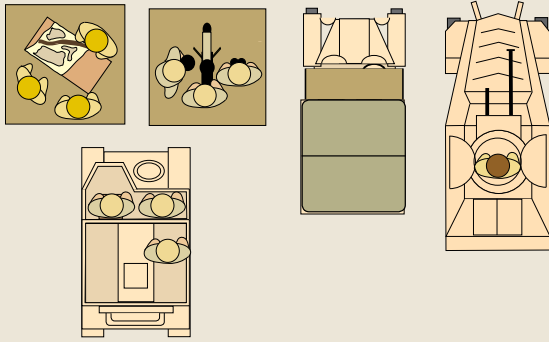
Allied Forces at Aliákmon River

Deployed at **HQ**

New Zealand Divisional Cavalry Regiment
Lt Colonel Hugh Carruth

HQ

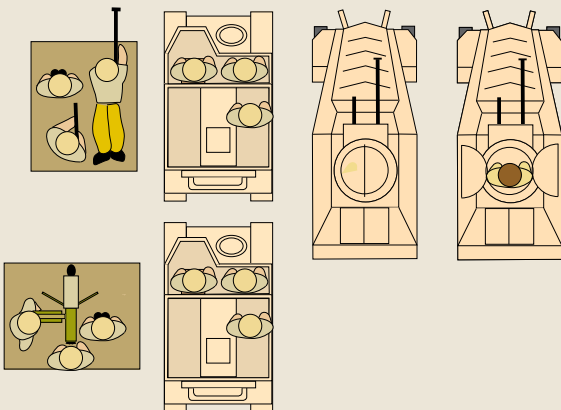
CO + 5 figures, ATR, AAMG,
light truck, carrier *,
Marmon-Herrington Mk II (ATR/VMG) #



Deployed at **A**

A Squadron

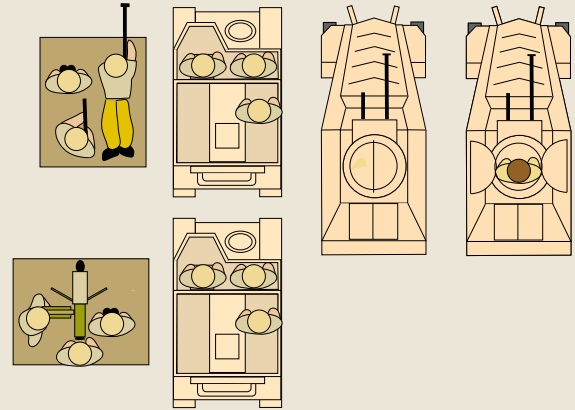
6 figures, ATR, Vickers MMG
2 x Marmon-Herrington MkII (ATR/VMG) #,
2 x carrier *



Deployed at **B**

B Squadron

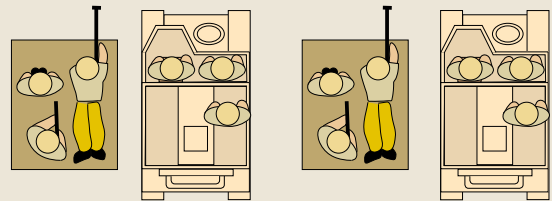
6 figures, ATR, Vickers MMG
2 x Marmon-Herrington MkII (ATR/VMG) #,
2 x carrier *



Deployed at **C**

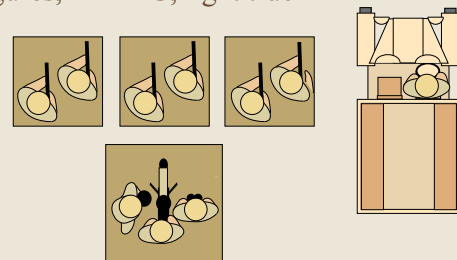
C Squadron

6 figures, 2 x ATR, 2 x carrier *



6th (New Zealand) Field Squadron

9 figures, AA MG, light truck



* If carrying passengers can use a VMG

Throw a D6 for AA effect if an armoured car
is stationary and targeted by attack by aircraft

Morale: CO + 59 figures (Elite) including 6 AFVs

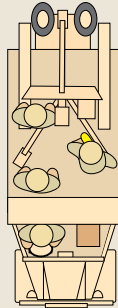
For the purposes of this scenario all Allied forces are treated as one large unit i.e. CO + 59 figures. When 50% casualties i.e. 30 figures, are caused, any morale result is applied to all Allied elements.

Allied forces deploy using 16 "real" and 16 "dummy" concealment markers, anywhere west of the Aliákmon River, at the start of the game, as per Rapid Fire Reloaded Extra page 15 (or if using RF 2 page 34).

Deployed at **O**

O Troop / 34th Battery / 7th (New Zealand) Anti Tank Regiment

3 figures, 2 pdr anti-tank guns,
3 ton portee



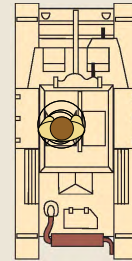
Morale: Artillery unit - attached to NZ Div Cav

Move 4 at **A1**



HQ Defence Troop / 1st (UK) Armoured Brigade

Cruiser Mk III A13 (2pdr)

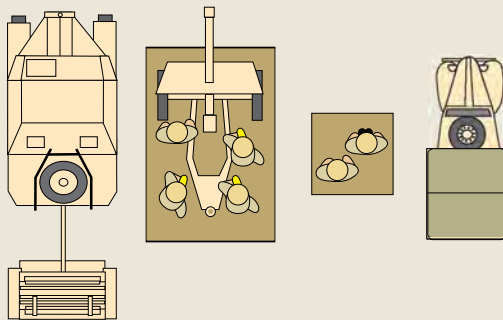


Morale: AFV (Regular) - attached to NZ Div Cav

Deployed at **ART**

E Troop / 28 Battery / 5th (New Zealand) Field Regiment

4 figures, 25 pdr gun, Morris Quad tow,
2 figure OP team, Austin Tilly light truck



Morale: Artillery unit - attached to NZ Div Cav

HQ Defence Troop, 1st Armoured Brigade "exchanged" seven A13 Cruiser tanks from the Defence Troop for two troops of Marmon-Herrington armoured cars from C Squadron, New Zealand Divisional Cavalry. These tanks withdrew across the Aliákmon River prior to the destruction of both bridges and continued to the main position to the south.

The A13 Cruiser tank was more reliable than the A10s used by the 1st (UK) Armoured Brigade and were sadly missed in the actions at Sotir and Ptolemais. However, they were not effectively employed and were abandoned at the end of the campaign.

In this scenario it is assumed that the tanks were able to be recalled to cover the defence of the river.

Right: Marmon - Herrington Mk II armoured cars from 2nd New Zealand Divisional Cavalry Regiment patrol the banks of the Aliákmon River (Mark Piper)



SCENARIO 2 - DEFENCE OF PLATAMON RIDGE - 15TH AND 16TH APRIL 1941

WHAT REALLY HAPPENED

Essentially an 'advance to contact', Kampfgruppe 'Balck' was instructed to "*push on with no halts, reach Larissa as soon as possible and re-establish contact with the enemy*". The 21st (New Zealand) Infantry Battalion group was ordered by Brigadier James Hargest to defend Platamon "*from which there will be NO retreat !*". Lieutenant Colonel Neil Macky deployed in a classic reverse slope defence, with two companies dug in on the forward slopes and all other forces south of the ridge line.

GERMAN VICTORY CONDITIONS TO WIN

Eliminate or force all Allied defenders from the table.

ALLIED VICTORY CONDITIONS TO WIN

Prevent German forces from achieving their objective.

TERRAIN

- **High Ground** is a continuous obstacle for troops and vehicles (impassable to wheeled vehicles) and provides soft cover to troops.
- In addition **High Ground** is treated as **Very Rough Ground**.
- **Olive Groves** provide soft cover, are a continuous obstacle for movement and block LOS (4" 'shadow' from higher ground).
- **Walls** (24" to 36") provide hard cover to troops and partial concealment to vehicles immediately behind and on the same level.
- **Railway** does not affect the game. The tunnel is blocked and cannot be used.
- **Roads crossing** the high ground have been cratered.

THE GAME

This represents the attempt by elements of 2nd Panzer Division to break through to Larissa via the coastal road at Platamon. The game is played on a 6' x 4' table. We suggest a maximum of 12 moves.

GERMAN ARRIVALS

- Move 1 at **G1** - Kradschützen Bataillon 2 (less 5. Komp) and artillery OP 1.

GERMAN REINFORCEMENTS

- Move 3 at **G1** - Stabskompanie and Aufklärung Zug I Abteilung Panzer Regiment 3 and artillery OP 2.
- Move 5 at **G1** - Kampfgruppe 'Balck' Stabskomp and 5. Kompanie Kradschützen Abteilung 2.
- Move 6 at **G1** - 1. Kompanie I Bataillon Panzer Regiment 3.
- Move 7 at **G1** - I Bn Schützen Regt 304.
- Move 8 at **G1** - Infanteriegeschute 703.
- Arrivals and reinforcements may not move more than 12" on the move they arrive.

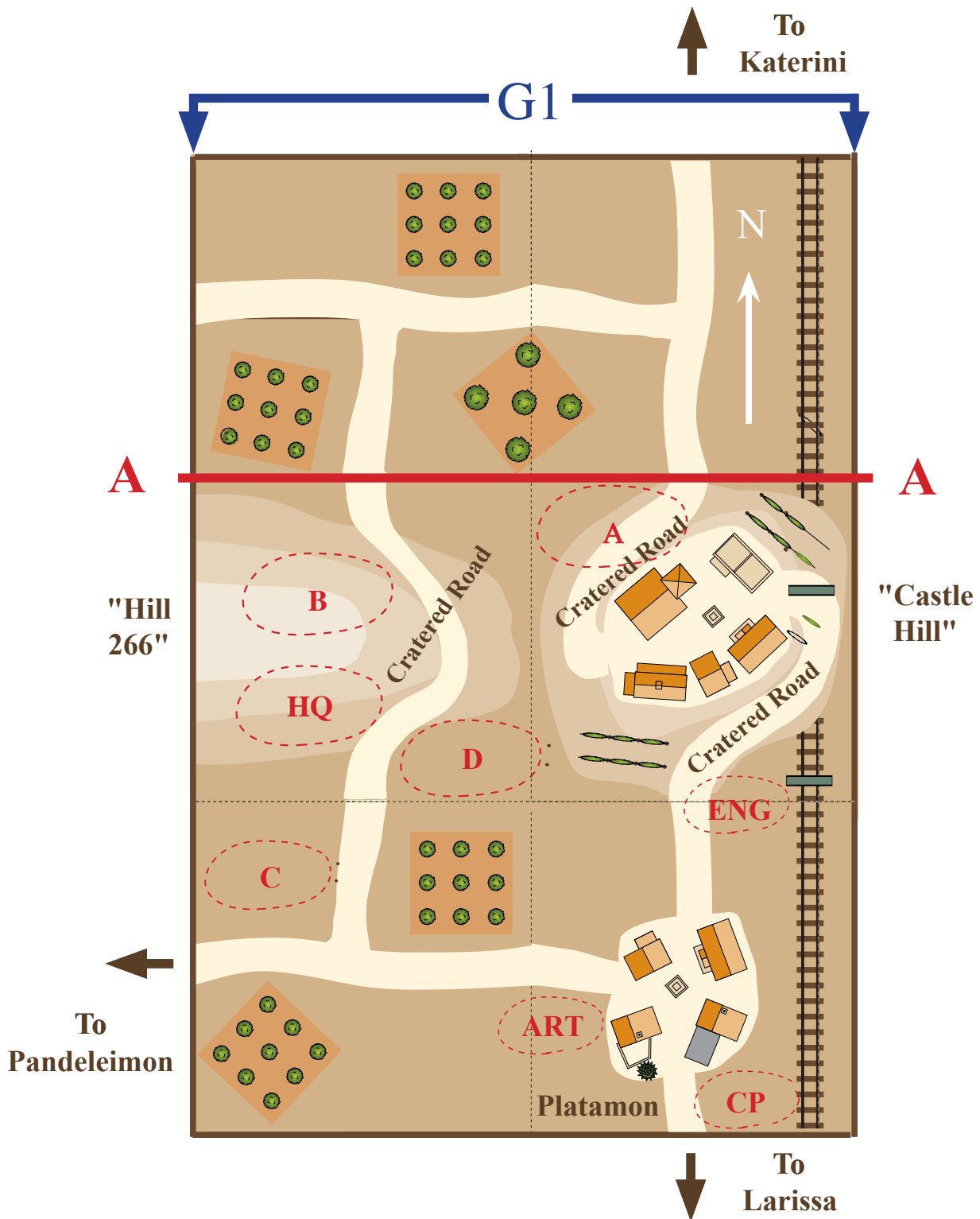
ALLIED DEPLOYMENT

- Allied forces are deployed on the table as shown on the battle map.
- Allied troops and vehicles start the game dug-in (hard cover) and concealed. A and B Companies are occupying prepared defences .
- Allied forces deploy field defences anywhere with 12" of an allied position prior to the start of the game.
- German Move 1 - Ambush fire available.

ALLIED REINFORCEMENTS

- There are no Allied reinforcements.

DEFENCE OF PLATAMON RIDGE BATTLE MAP



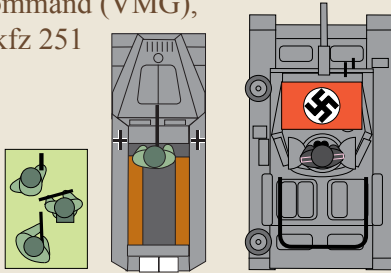


German Forces at Platamon

MOVE 5 at G1

Kampfgruppe 'Balck' Stabs Kompanie Oberst Herman Balck

Panzer III Command (VMG),
3 figures, Sdkfz 251
(command)

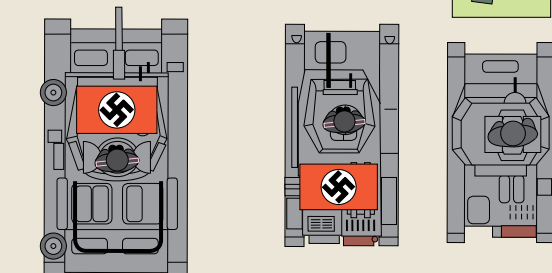


Morale: Higher level CO + 5 figures, AFV

MOVE 3 and 6 at G1

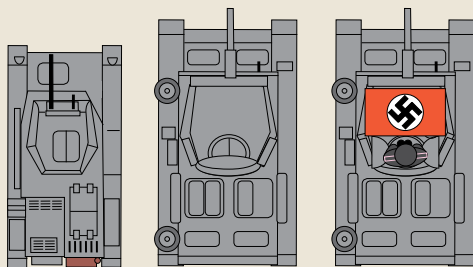
I Abteilung / Panzer Regiment 3 Oberstleutnant Karl Von Decker

Stabs Kompanie **Aufklärung Zug**
Panzer III Panzer II
Command (autocannon)



1. Kompanie (Move 6)

Panzer II (autocannon), Panzer III (37mm),
Panzer III (short 50mm)



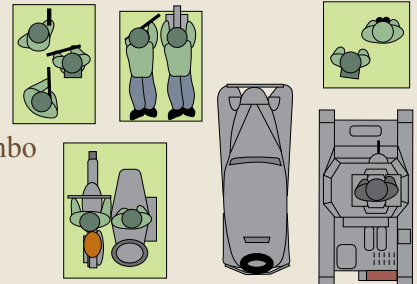
Morale: 1, 2 or 3 AFVs (Regular)

MOVES 1 and 5 at G1

Kradshützen Bataillon 2 Oberstleutnant Carl Stollbrock

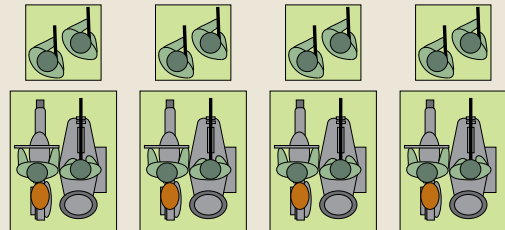
Stabs Komp.

CO + 4 figures,
50mm mortar,
saloon car,
motorcycle combo



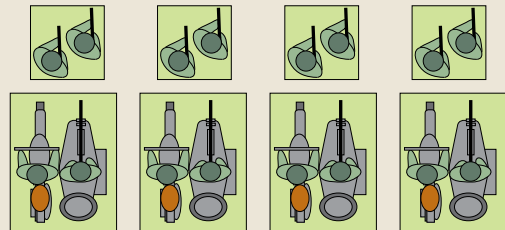
1. Kompanie

8 figures, 4 x motorcycle combinations (VMG) *



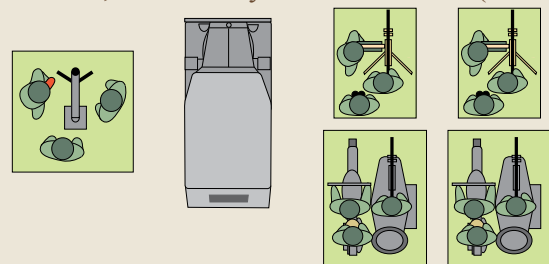
3. Kompanie

8 figures, 4 x motorcycle combinations (VMG) *



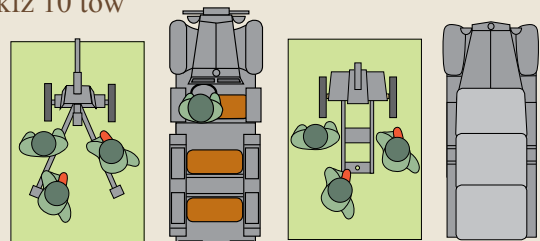
4. Kompanie

9 figures, 81mm mortar,
Steyr 1500 medium field car,
2 x MMG, 2 x motorcycle combinations (VMG) *



5. Kompanie (Move 5)

6 figures, 37mm AT, Protze tow, 75mm IG,
Sdkfz 10 tow



* If carrying passengers can use a VMG (see special rule)

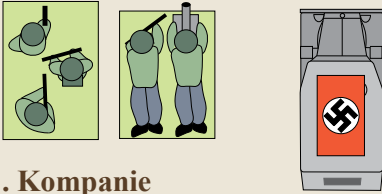
Morale: CO + 37 figures (Regular)

MOVE 7 at G1

I Bataillon / Schützen Regiment 304 Hauptmann Georg Barkhausen

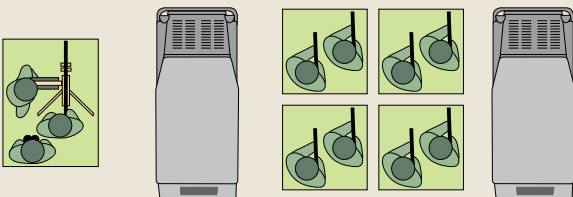
Stabs Kompanie

CO + 4 figures, 50mm mortar,
Steyr 1500 medium field car



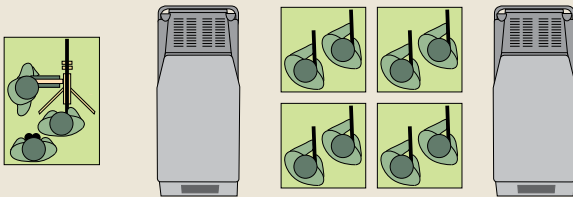
1. Kompanie

11 figures, MMG, 2 x Horch heavy field car,



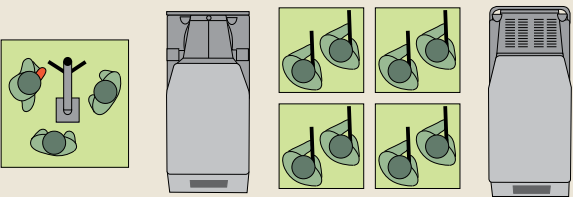
2. Kompanie

11 figures, MMG, 2 x Horch heavy field car,



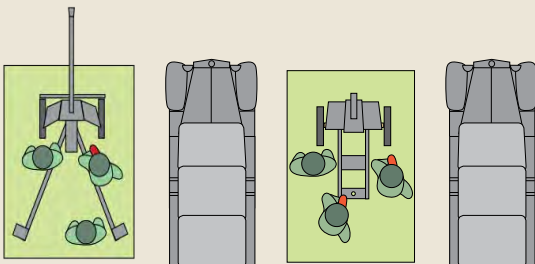
3. Kompanie

11 figures, 81mm mortar, Steyr 1500 medium
field car, Horch heavy field car



4. Kompanie

6 figures, 50mm AT gun, 75mm infantry gun,
2 x Sdkfz 10 tow

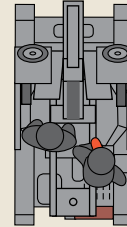


Morale: CO + 43 figures (Regular)

MOVE 8 at G1

Infanterieschute Kompanie 703

Panzer I sIG 33 (150mm) SP Gun



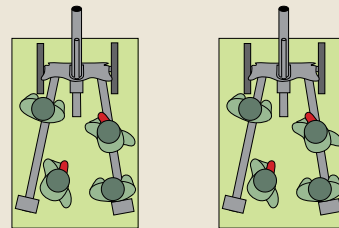
Morale: AFV (Regular)

Available from MOVE 2 - Off board

Artillerie Regiment 74

I (Lichte) Abteilung

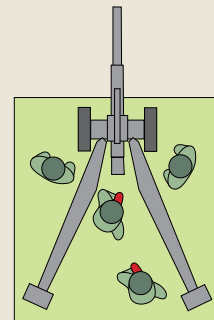
2 x 105mm howitzer,
2 figure OP team 1 [Move 1 at G1],
Sdkfz 265 Panzerbefehlswagen OP *



* Attached to I / Panzer Regiment 3

II (Schwere) Abteilung

150mm howitzer,
2 figure OP team 2 [Move 3 at G1],
Sdkfz 265 Panzerbefehlswagen OP **



** Attached to Kradschützen Bataillon 2

Morale: N/A



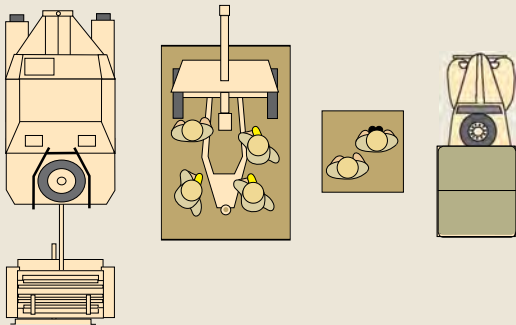
Allied Forces at Platamon

The New Zealand forces deployed for the defence of Platamon were totally inadequate for the task and were based on a faulty assumption i.e. that German armoured units could not operate in the area. For this reason there were no dedicated AT guns or Vickers MGs available for the defence.

Deployed at **ART**

A Troop / 27 Battery / 5th (New Zealand) Field Regiment

4 figures, 25 pdr gun *,
Morris Quad tow, 2 figure OP team,
Austin Tilly light truck

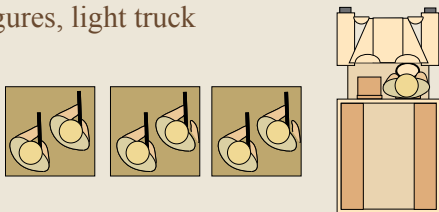


* Fires as 2 guns (IDF only) to represent the weight of fire reported by the Germans

Deployed at **ENG**

19th Army Troops Company / Royal (New Zealand) Engineers

6 figures, light truck

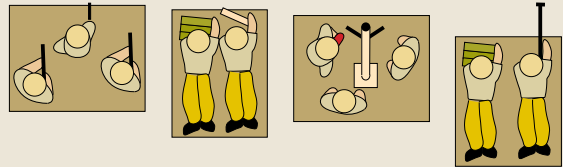


Deployed at **HQ, A, B, C, D, CP**

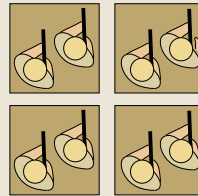
21st (New Zealand) Infantry Battalion Lt Colonel Neil Macky

HQ

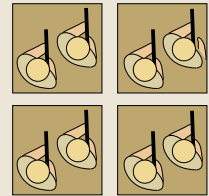
CO + 9 figures,
2" mortar, AT rifle, 3" mortar



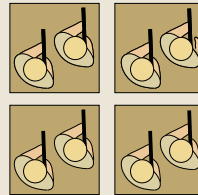
A Company (A) 8 figures



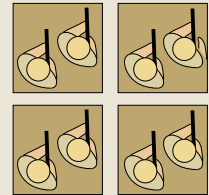
B Company (B) 8 figures



C Company (C) 8 figures

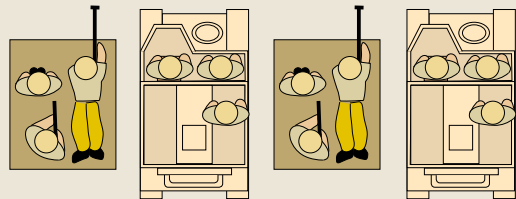


D Company (D) 8 figures



Carrier Platoon (CP)

6 figures, 2 x AT rifle, 2 x carrier **



* If carrying passengers can use a VMG

Morale: CO + 59 figures (Elite)

All Allied forces are treated as one large unit i.e. CO + 59 figures. When 50% casualties i.e. 30 figures, are caused, any morale result is applied to all Allied elements. Do not count as isolated.

Allied forces deploy using nine "real" and nine "dummy" concealment markers, south of line **A-A** at the start of the game, as per Rapid Fire Reloaded Extra page 15 (or if using RF 2 page 34).

SCENARIO 3 - DEFENCE OF PINIOS GORGE

18TH APRIL 1941

WHAT REALLY HAPPENED

On the 16th & 17th of April, the 16th (Australian) Infantry Brigade with the 21st (New Zealand) Infantry Battalion under command, was deployed to hold the narrow defile through which the Pinios River runs. Its task was to delay any German advance across the Pinios River at Tempe Gorge. Two battalions of German Mountain troops launched an assault across the Pinios river, from the area of the village of Gonnos. This was followed by a combined armour and infantry attack on the New Zealand position above the gorge itself.

GERMAN VICTORY CONDITIONS TO WIN
Capture & Hold the villages of Tempe and Markryhorian **OR** eliminate all Allied forces.

ALLIED VICTORY CONDITIONS TO WIN
Prevent German forces from achieving their objective.

TERRAIN

- **High Ground** is a continuous obstacle for troops and vehicles (impassable to wheeled vehicles) and provides soft cover to troops. In addition any armoured vehicle must throw a D6 each time before it moves. On a result of a 6 it suffers a damaged result.
- **Olive Groves** provide soft cover, are a continuous obstacle for movement and block LOS (4" shadow from higher ground).
- **Walls** (24" to 36") provide hard cover to troops and partial concealment to vehicles immediately behind and on the same level.
- **Pinios River** is 9" wide and impassable to movement except using the ford, destroyed bridge or river crossing rules.
- The **Railway** does not affect the game.

THE GAME

This represents the attempt by elements of 2nd Panzer and 6th Mountain Divisions to cross the Pinios River on the 18th April. The game is played on a 8' x 5' table. We suggest a maximum of 12 moves.

.....

GERMAN ARRIVALS

- Move 1 at **G1** - I Bataillon Gebirgsjäger Regiment 143 and artillery OP 1.
- Move 1 at **G2** - KG 'Von Decker' (less 2nd Kompanie).
- Arrivals and reinforcements may not move more than 12" on the move they arrive.

GERMAN REINFORCEMENTS

- Move 2 - Off-board artillery and AOP are available.
- Move 2 at **G3** - II Bataillon Gebirgsjäger Regiment 143 and artillery OP 2.
- Move 4 at **G1** - Regimental Stabs Komp. Gebirgsjäger Regiment 143.
- Move 5 at **G1** - III Bataillon Gebirgsjäger Regiment 143.
- Move 6 at **G2** - 2. Kompanie Panzer Regiment 3.

ALLIED DEPLOYMENT

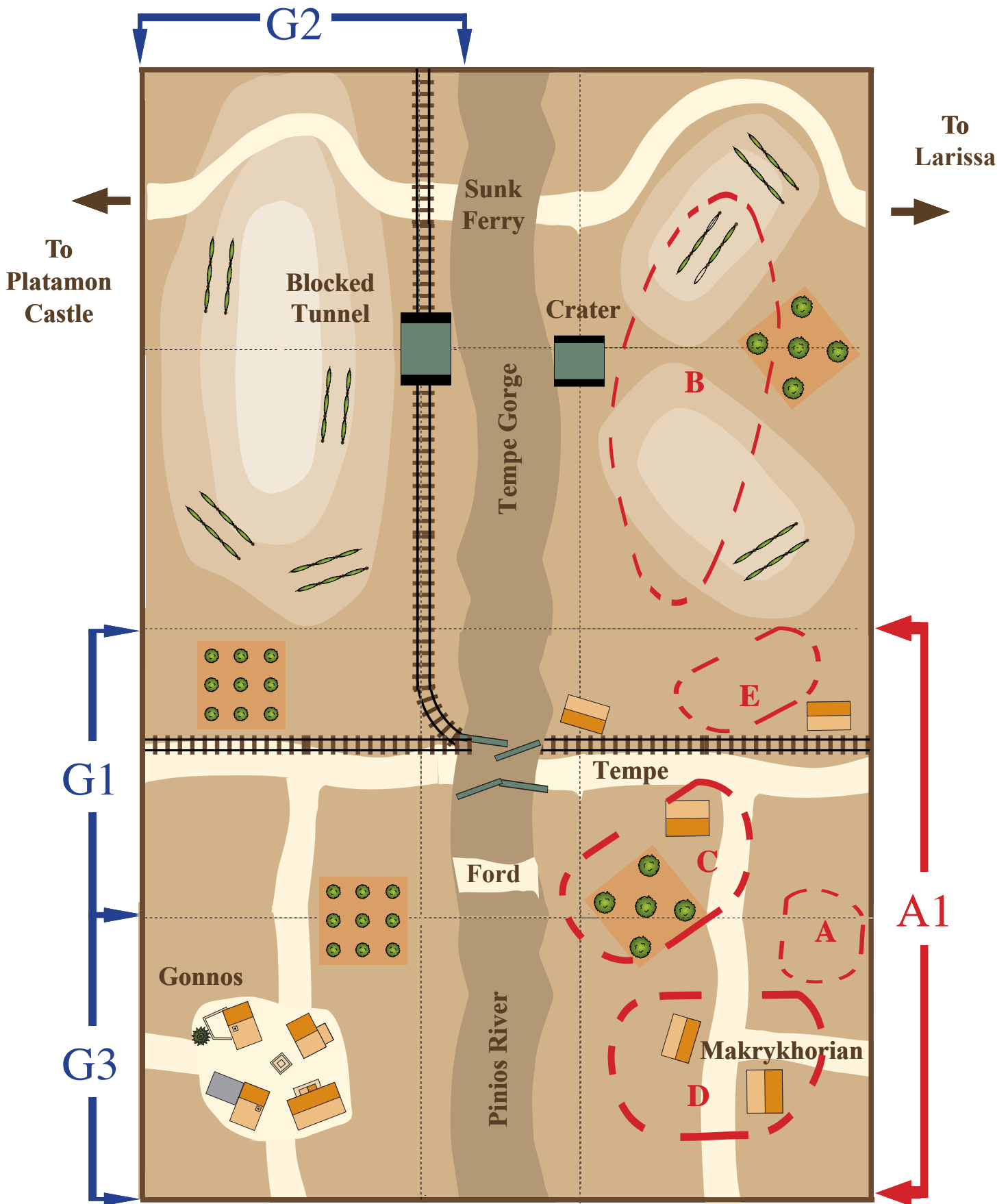
- Allied forces are deployed on the table as shown on the battle map at **A-F**.
- Allied troops and vehicles start the game dug-in (hard cover) and concealed.
- German Move 1 - Ambush fire is available.

ALLIED REINFORCEMENTS

- Move 6 at **A1** - B Squadron NZ Div Cavalry.
- Move 8 at **A1** - Combined carrier platoons.

DEFENCE OF PINIOS GORGE

BATTLE MAP





German Forces at Pinios Gorge

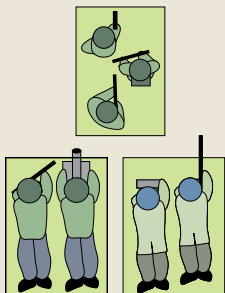
At Pinios Gorge German forces, that had been split by the extreme heights of Mount Olympus, joined up to assault the Allied defences deployed along the Pinios River.

From the east elements of the 2nd Panzer Division and, from the north lead elements of the 6th Mountain Division crossed the Pinios River and supported by ground attack aircraft, forced the 16th (Australian) Infantry Brigade to fall back.

MOVE 1 at G1

I Bataillon / Gebirgsjäger Regiment 143 Major Josphe Weiser

Stabs Kompanie
CO + 6 figures,
AT rifle, 50mm mortar



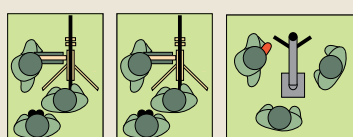
2. Kompanie 8
figures



3. Kompanie 8 figures
2nd Komp / Pz Regt 3 (Move 6)

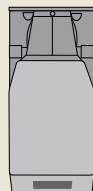
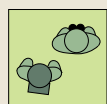
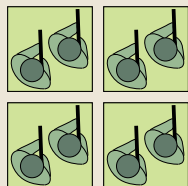


4. Kompanie
8 figures



Morale: CO + 41 figures (Regular)

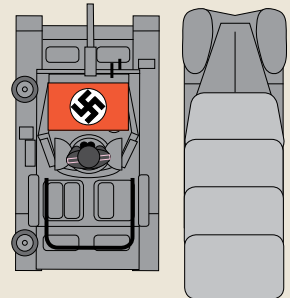
1. Kompanie
8 figures



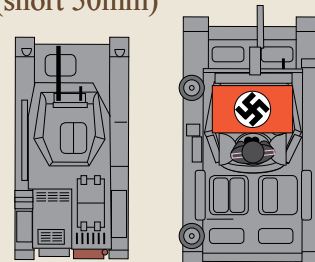
MOVE 1 and 6 at G2

Kampfgruppe 'Von Decker' Oberstleutnant Karl Von Decker

**Stabs. K. / I Bataillon
Panzer Regiment 3**
Panzer III Command
(VMG), Sdkfz 7
engineer vehicle



1. Komp. / Pz Regt 3
Panzer II (autocannon),
Panzer III (short 50mm)

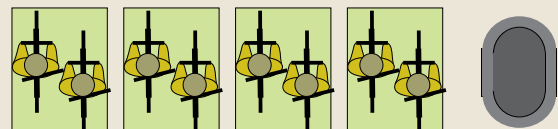


8. Kompanie * / Lehr Regt Brandenburg 800
8 figures, large inflatable

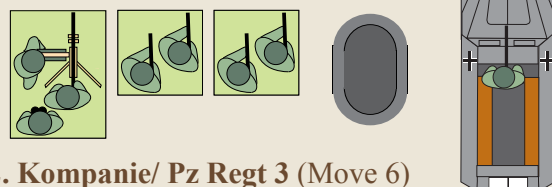


* Tank riders

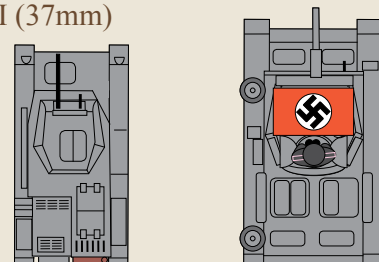
**Rhadfhar Schwadron /
Gebirgs Aufklärungs Abteilung 112**
8 figures, 50mm mortar, large inflatable



7. Kompanie / II Bn / Schützen Regiment 304
7 figures, MMG, large inflatable,
Sdkfz 251 (VMG)



2. Kompanie/ Pz Regt 3 (Move 6)
Panzer II (autocannon),
Panzer III (37mm)

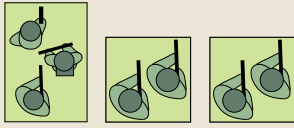


Morale: CO + 37 figures (Regular) with 5 AFVS

MOVE 4 at G1

Gebirgsjäger Regiment 143 Stabs Kompanie Oberst Georg Radziej

7 figures



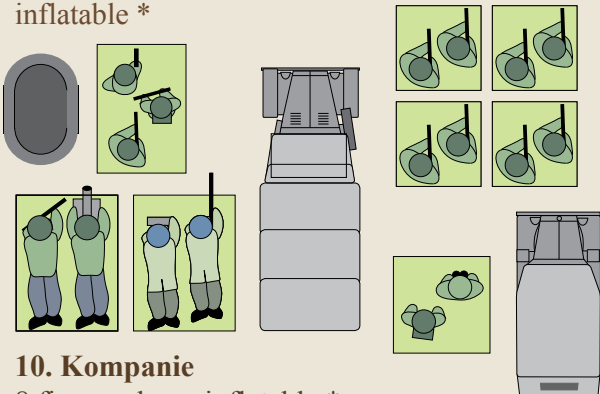
Morale: Higher level CO + 6 figures
(Gebirgsjäger Regiment 143 only)

MOVE 2 at G3

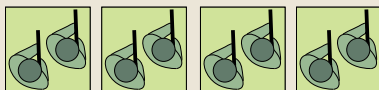
III Bataillon / Gebirgsjäger Regiment 143 Hauptmann Wetzel

Stabs Kompanie
CO + 6 figures,
AT rifle, 50mm mortar,
heavy truck, large
inflatable *

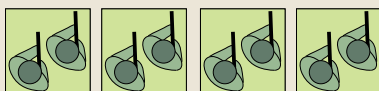
9. Kompanie
8 figures, large
inflatable *



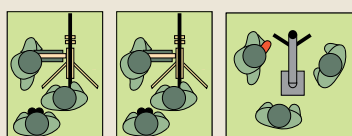
10. Kompanie
8 figures, large inflatable *



11. Kompanie
8 figures, large inflatable *



12. Kompanie
9 figures, 2 x MMGs, 81mm
mortar, 3 x large inflatable *



* Local boats found on the north shore

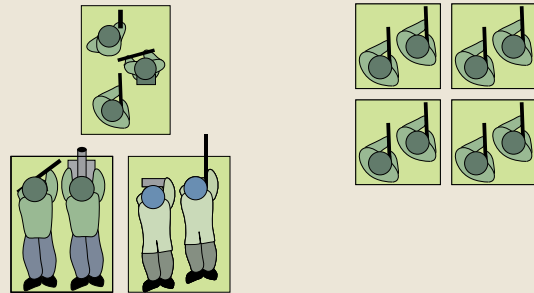
Morale: CO + 41 figures (Regular)

MOVE 5 at G1

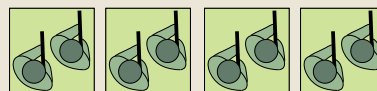
II Bataillon / Gebirgsjäger Regiment 143 Major Helmuth Raithel

Stabs Kompanie
CO + 6 figures,
AT rifle, 50mm mortar

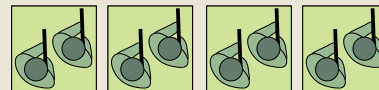
5. Kompanie
8 figures



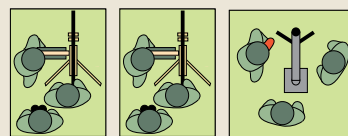
6. Kompanie
8 figures



7. Kompanie
8 figures

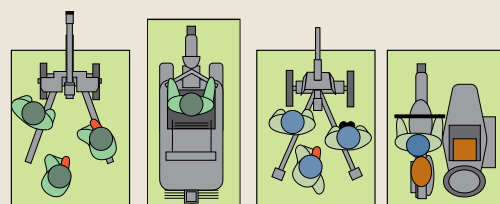


8. Kompanie
9 figures, 2 x MMGs, 81mm mortar



Elements of 13. and 14. Kompanien

6 figures, 75mm infantry gun, Kettenkrad tow,
37mm AT gun, motorcycle combo tow



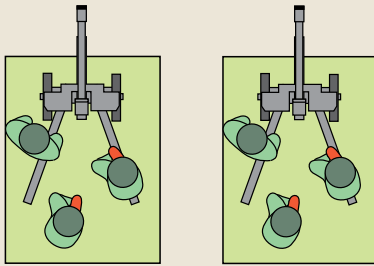
Morale: CO + 45 figures (Regular)

Available from MOVE 1 - Off board

Gebirgsjäger Artillery Regiment 118

I (Lichte) Abteilung

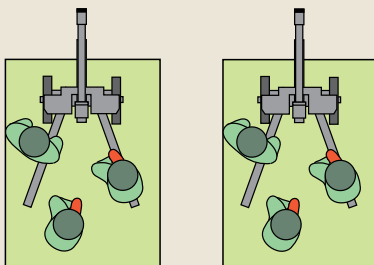
2 x 75mm mountain gun,
2 figure OP team 1 [Move 1 at G2] *,
medium car



* Attached to I Bn / Gebirgsjäger Regt 143

II (Schwere) Abteilung

2 x 75mm mountain gun,
2 figure OP team 2 [Move 3 at G2] **,
medium car



** Attached to III Bn / Gebirgsjäger Regt 143

Morale: N/A

Right: German armoured units of the 2nd Panzer Division crossing Pinios River in the Tempe Gorge (Scott Robertson / Mark Piper)

The 4th Gebirgsjäger Division was the only formation from XIV Panzer-Korps that lacked combat experience. For this reason, and based on actual performance during the campaign in the Balkans, even though mountain troops would normally be rated elite, they are rated as regular for this scenario.

As a special rule for this scenario, any German tank that attempts to cross the Pinios River throws a D6 as normal. On a 6 result the tank moves a maximum of 6" and is marked as damaged. A morale test is not required but on a second damage it is destroyed.





Allied Forces at Pinios Gorge

'Allen Force' was based on the 16th (Australian) Infantry Brigade but reinforced with the 21st (New Zealand) Battalion.

Allen dispersed his force and positioned units along the high ground on the southern slopes of the Pinios River. The 2/2nd (Australian) Infantry Battalion held the centre, while the 2/3rd (Australian) and 21st (New Zealand) Infantry Battalions were dug in on the flanks and in depth.

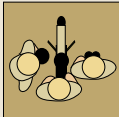

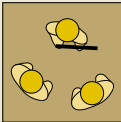
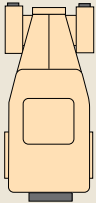
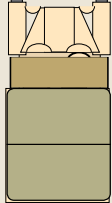
Despite reinforcements from elements of the New Zealand Divisional Cavalry and the combined carrier platoons of the 2/5th and 2/11th (Australian) Infantry Battalions, the Allied position unraveled as German Armoured elements emerged from the gorge and Mountain troops crossed the Pinios River.

The Allied units had been badly depleted by the German attacks, but managed to hold their ground for the day, allowing the main forces to escape through Larissa. The Australians and New Zealanders moved throughout the night, with elements fighting further delaying actions as they withdrew, and by dawn on the 19th of April occupied a new defensive position around Thermopylae.

Deployed at **A**

16th (Australian) Infantry Brigade HQ
'Allen Force'
Brigadier Arthur Allen

9 figures, AA HMG, saloon car, light truck

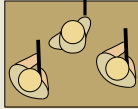

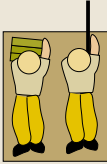






Morale: Higher level CO + 8 figures




Deployed at **B**

21st (New Zealand) Infantry Battalion
Lt Colonel Neil Macky




HQ
CO + 6 figures, 2" mortar, AT rifle




A Company
6 figures




B Company
6 figures

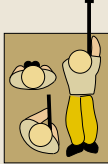
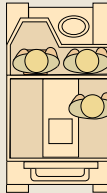
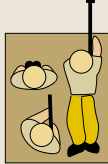
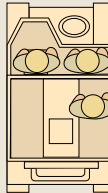
C Company
6 figures

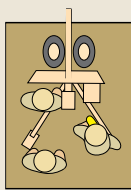
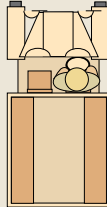
D Company
6 figures

Carrier Platoon
6 figures, 2 x AT rifle, 2 x carrier *

L Troop / 7th (New Zealand) AT Regiment
3 figures, 2 pdr gun, light truck tow

* If carrying passengers can use a VMG

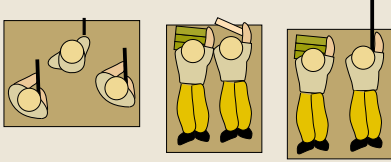
Morale: CO + 39 figures (Regular)

Deployed at C

2/2nd (Australian) Infantry Battalion
Lt Colonel Frederick Chilton

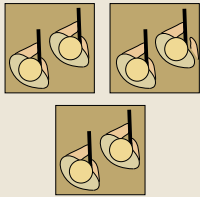
HQ

CO + 6 figures, 2" mortar, AT rifle



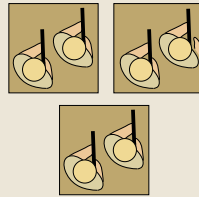
A Company

6 figures



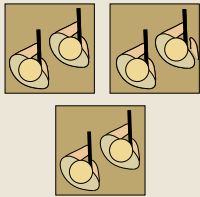
B Company

6 figures



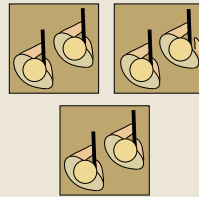
C Company

6 figures



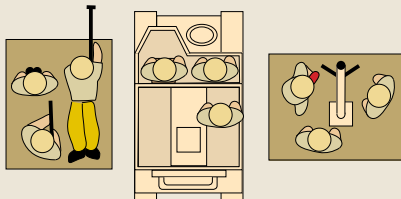
D Company

6 figures



Headquarters Company

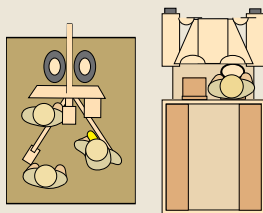
6 figures, AT rifle, 3" mortar, carrier *



A Troop /

2/1st (Australian) Anti Tank Regiment

3 figures, 2 pdr gun, light truck tow



* If carrying passengers can use a VMG

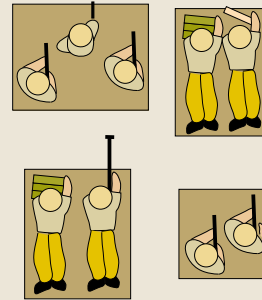
Morale: CO + 39 figures (Regular)

Deployed at D

2/3rd (Australian) Infantry Battalion
Lt Colonel Donald Lamb

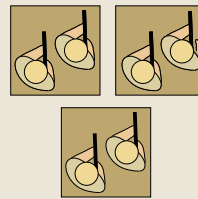
HQ

CO + 8 figures, 2" mortar, AT rifle



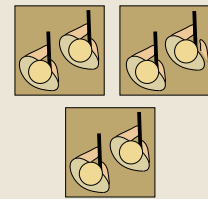
B Company

6 figures



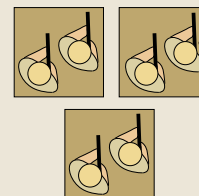
C Company

6 figures



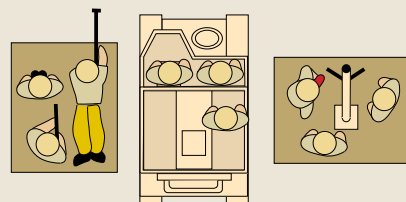
D Company

6 figures



Headquarter Company

6 figures, AT rifle, 3" mortar, carrier *



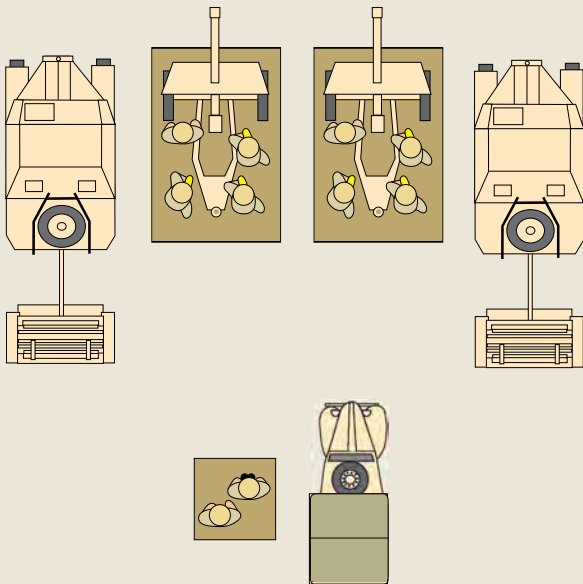
* If carrying passengers can use a VMG

Morale: CO + 32 figures (Regular)

Deployed at E

26th Battery, 4th (New Zealand) Field Regiment

8 figures, 2 x 25 pdr guns,
2 x Morris Quad tow,
2 figure OP team 1, Austin Tilly light truck

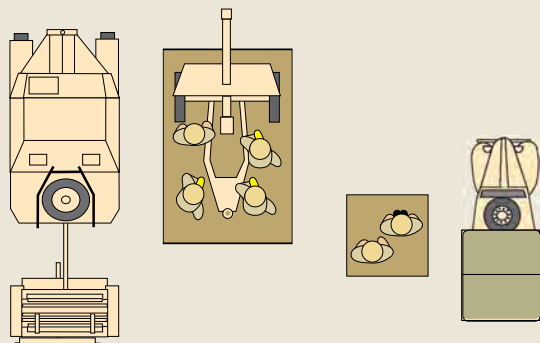


Morale: Artillery unit

Deployed at E

A Troop / 27 Battery / 5th (New Zealand) Field Regiment

4 figures, 25 pdr gun,
Morris Quad tow,
2 figure OP team 2, Austin Tilly light truck

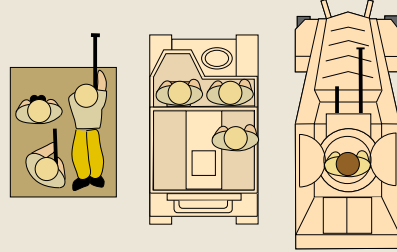


Morale: Artillery unit

Move 6 at A1

B Squadron / New Zealand Divisional Cavalry Regiment

3 figures, ATR, carrier *,
Marmon-Herrington MkII (ATR/VMG) #



* If carrying passengers can use a VMG

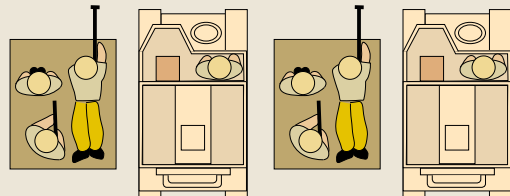
Throw a D6 for AA effect if an armoured car is stationary and targeted by attack by aircraft

Morale: Elite including 1 AFV

Move 8 at A1

Combined Carrier Platoons / 2/5th and 2/11th (Australian) Infantry Bns

6 figures, 2 x ATR, 2 x carrier *



* If carrying passengers can use a VMG

Morale: Regular

Allied forces were rushed to the area of Pinios Gorge just in time to defend against the German advance from the north and east. The 16th (Australian) Infantry Brigade and the 21st (NZ) Infantry battalion were supported by elements of AT guns, artillery, armored cars, and additional carrier platoons. Lack of defence stores meant that mines and barbed wire were not able to be deployed. Pinios Gorge was a natural barrier and heavily restricted movement whereas the ground between Gonnos and Tempe was extremely open.