

RAPID FIRE!

OPERATION 'LUSTRE'

by Mark Piper



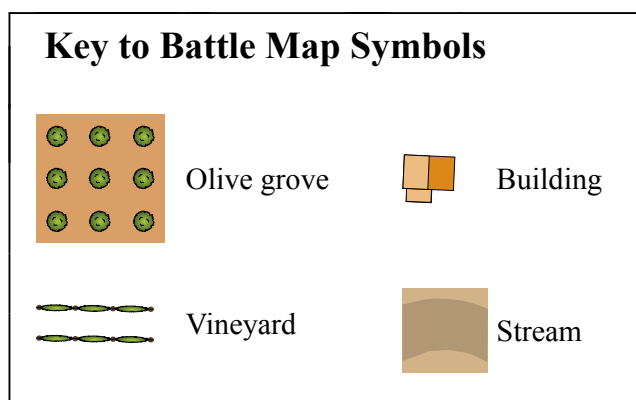
DEFENCE OF THE FLORINA VALLEY **GREECE 1941**

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 Mark Piper), 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'.

Defence of the Florina Valley

The mini-campaign includes three actions in the Florina Valley, on the 12th and 13th April, culminating in the only true tank versus tank battle, of the Greek campaign, at Ptolemais.

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"

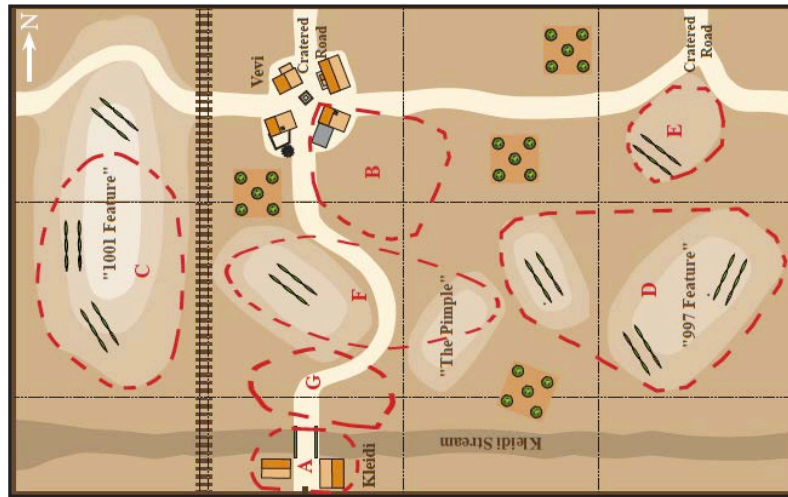
German Army Documents on the Campaign in Greece (Notes on English Methods of Fighting).

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

THE TABLES

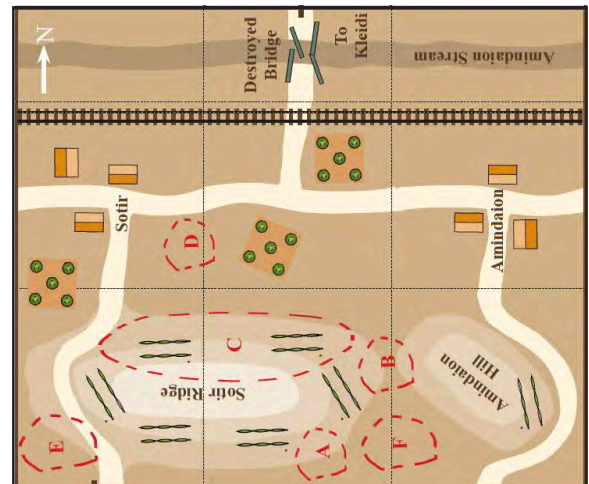
Scenario 1 Delaying Action at Vevi

12th April 1941



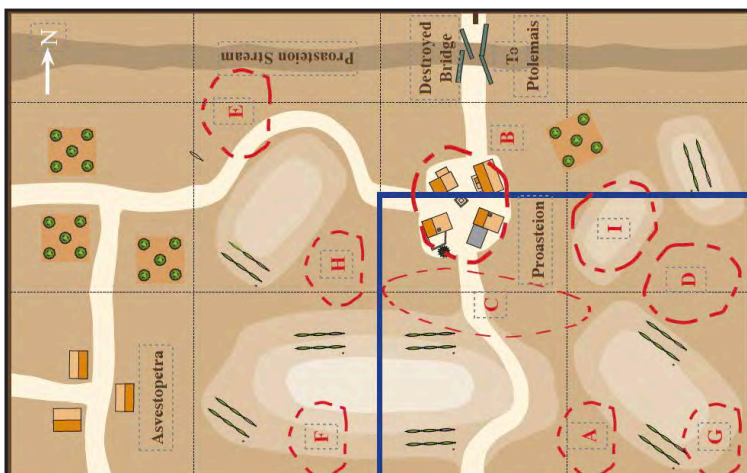
Scenario 2 1st Rearguard Action at Sotir

Morning,
13th April 1941



Scenario 3 2nd Rearguard Action at Ptolemais

Afternoon,
13th April 1941



SCENARIO SPECIAL RULES

SCENARIOS 1-3

Scenario 1

German Air Support (Air OP available)

At the start of a German player turn, 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 available)

At the start of a German player turn, 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)

Scenario 3

German Air Support (Air OP available)

At the start of a German player turn, 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)

Scenario 1

Allied Air Support

At the start of an Allied player turn, throw a D6 for air support:

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

Scenario 2

Allied Air Support

At the start of an Allied player turn, throw a D6 for air support:

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

Scenario 3

Allied Air Support

At the start of an Allied player turn, throw a D6 for air support:

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

Scenario 1

Allied Minefields

The Allies have 3 'live' marked minefields (each 4" x 4") placed anywhere within 12" of an Allied position.

Scenario 1

Cratered Roads

The roads north of Vevi have been cratered (2 x 4" sections).



Scenarios 1, 2 and 3 - Destroyed Bridges

The bridge is intact in Scenario 1 but destroyed in Scenarios 2 and 3.

SCENARIO 1 - DELAYING ACTION

AT VEVI - 12TH APRIL 1941

WHAT REALLY HAPPENED

In April 1941, German forces invaded Greece as part of Operation 'Marita'. An Allied battlegroup, consisting of Australian, New Zealand, British and Greek units, was deployed to fight a delaying action in the north. Part of the force faced an assault, by a German 'kampfgruppe' spearheaded by the elite Leibstandarte SS Adolf Hitler (LSSAH). The German assault mostly fell on the positions of the 1st Rangers and 2/8th (Australian) Infantry Battalions forcing the Allied battlegroup to withdraw prematurely.

GERMAN VICTORY CONDITIONS TO WIN

Capture and **Hold** two out of three features ('997', '1001' or 'The Pimple') **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 tracked vehicles trying to cross (impassable to wheeled vehicles) and provides soft cover to troops.
- **Buildings** start the game intact.
- **Olive Groves** provide soft cover, are a continuous obstacle for movement and block line of sight (4" shadow from higher ground).
- **Walls** (36" to 48") provide hard cover to troops and partial concealment to vehicles immediately behind and on the same level.
- **Kleidi Stream** is a linear obstacle to cross and a continuous obstacle to move along. The bridge starts intact.
- The **Railway** does not affect the game.
- **Roads** north of Vevi have been cratered.

THE GAME

This represents the attempt by Leibstandarte SS Adolf Hitler (LSSAH) to capture the Kleidi Pass on the morning of the 12th April. The game is played on an 8' x 5' table. We suggest a maximum of 12 moves.

GERMAN ARRIVALS

- Move 1 at **G1** - I Bataillon LSSAH and artillery OP team 1.
- Move 1 at **G1** or **G2** - Pionier Kompanie LSSAH.
- Move 1 - Off-board artillery, AOP and ground attack aircraft are available.
- Arrivals and reinforcements may not move more than 12" on the move they arrive but may fire.

GERMAN REINFORCEMENTS

- Move 2 at **G2** - II Bataillon LSSAH and artillery OP 2.
- Move 3 at **G1** - Panzerjäger Kompanie LSSAH.
- Move 3 at **G2** - Flak Kompanie LSSAH.
- Move 4 at **G1** - Aufklärungs Abteilung LSSAH.

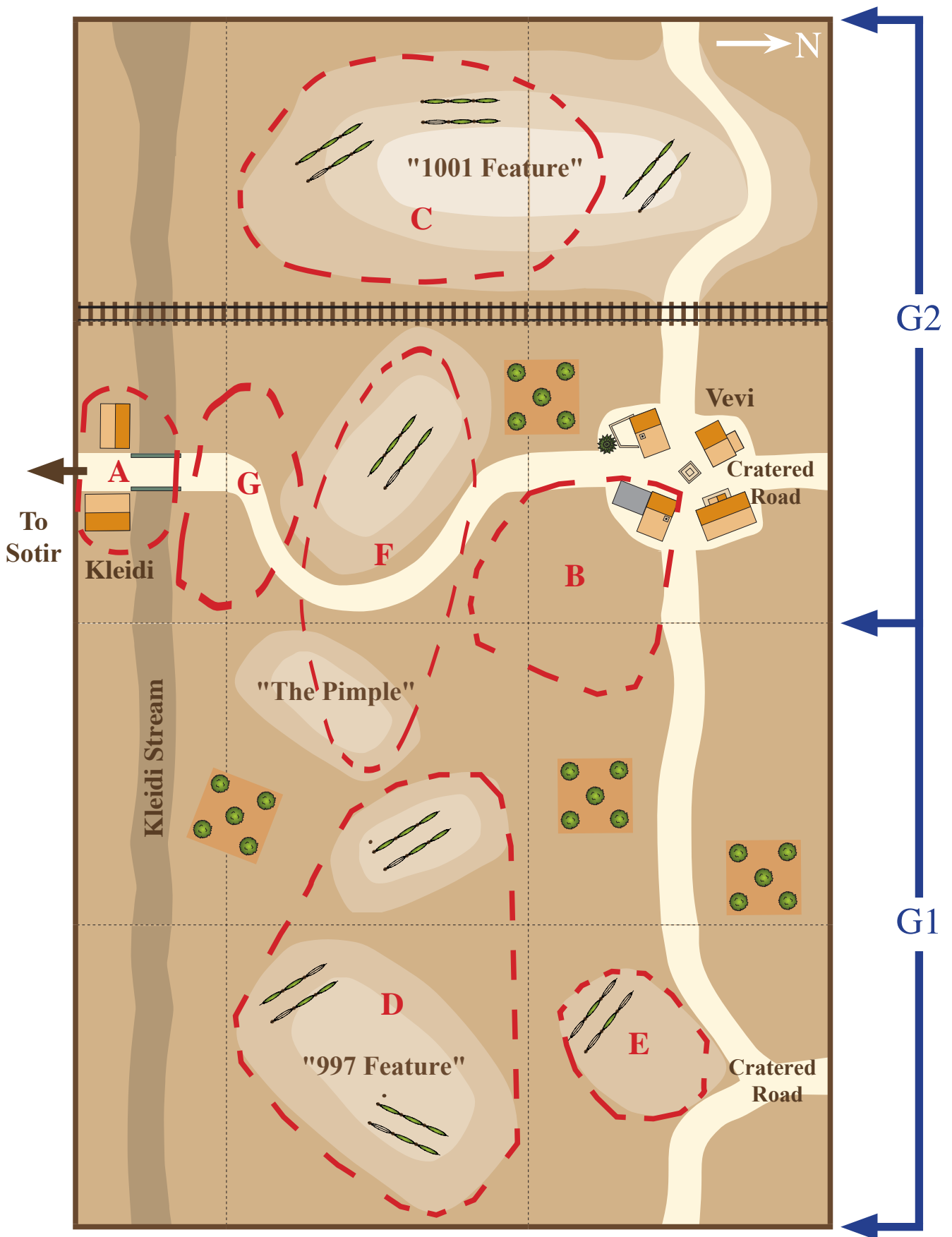
ALLIED DEPLOYMENT

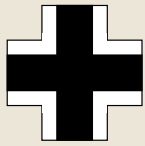
- Allied forces are deployed on the table as shown on the battle map at **A-G**.
- Allied troops start the game in buildings or dug-in (hard cover).
- Move 1 - Off board artillery and ground attack aircraft are available.
- German Move 1 - Ambush Fire is available.

ALLIED REINFORCEMENTS

- There are no Allied reinforcements.

DELAYING ACTION AT VEVI BATTLE MAP





German Forces at Vevi

The 1st Leibstandarte SS Adolf Hitler Regiment (LSSAH) was expanded to a fully independent motorized infantry regiment in 1940, with a Sturmgeschütz (assault gun) battery added to its establishment, prior to deployment to the Balkans in April 1941, as part of Operation 'Marita' (the German invasion of Greece).

At the time of Operation 'Marita' the LSSAH 'Regiment' was actually of brigade strength (approximately 6,500 men). A flak battery had been added to the order of battle and artillery was provided by the 9th Panzer Division.

The LSSAH was the spearhead crossing into Greece from Yugoslavia on the 10th of April, 1941. Initially skirmishing with outposts of the Allied forces defending the Kleidi Pass, near the village of Vevi, it was harassed by Allied Hurricanes and Bristol Blenheims (some of which were shot down by the LSSAH anti-aircraft unit).

On the morning of the 12th April 1941, the I Bataillon LSSAH (under the command of Major Fritz Witt), reinforced by the II Bataillon LSSAH and supporting arms, launched a mounted attack against the Allied centre and right flank in an attempt to clear the path for the following 9th Panzer Division troops.

MOVE 1 at G1 or G2

Pionier Kompanie Leibstandarte SS Adolf Hitler Regiment

8 figures, Henschel type 33 heavy truck



Morale: 8 figures (Elite)

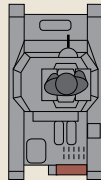
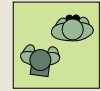
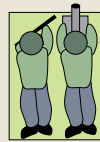
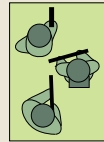
MOVE 1 at G1

I Bataillon / Leibstandarte SS Adolf Hitler Regiment SS-Sturmbannführer Fritz Witt

Stabs Kompanie

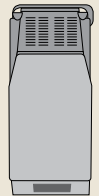
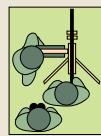
CO + 4 figures, 50mm mortar,
Steyr 1500 medium field car

Higher level CO



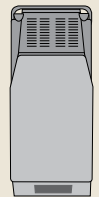
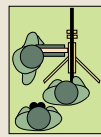
1. Kompanie

11 figures, MMG, 2 x Horch heavy field car



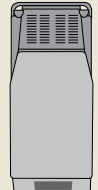
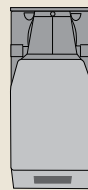
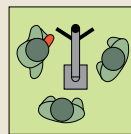
2. Kompanie

11 figures, MMG, 2 x Horch heavy field car



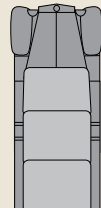
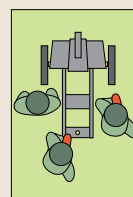
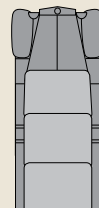
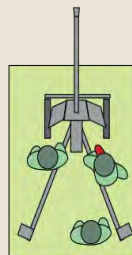
3. Kompanie

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



4. Kompanie

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



Morale: CO + 45 figures (Elite)

MOVE 2 at G2

II Bataillon / Leibstandarte SS Adolf Hitler Regiment SS-Hauptsturmführer Theodor Wisch

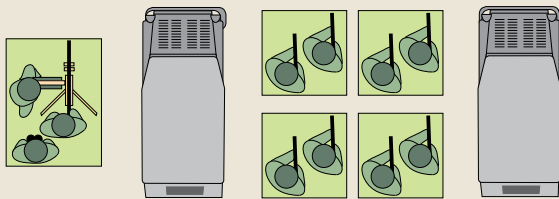
Stabs Kompanie

CO + 6 figures, 50mm mortar,
Steyr 1500 medium field car



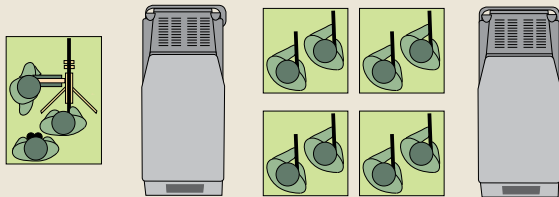
5. Kompanie

11 figures, MMG, 2 x Horch heavy field car



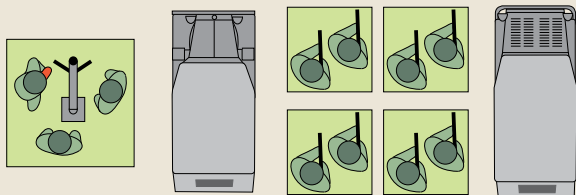
6. Kompanie

11 figures, MMG, 2 x Horch heavy field car



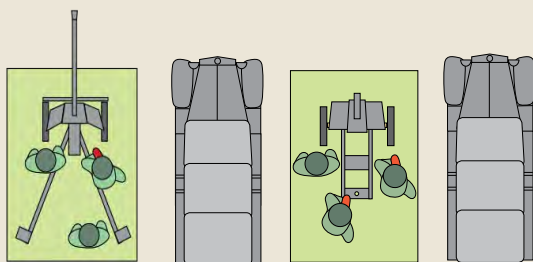
7. Kompanie

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



8. Kompanie

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

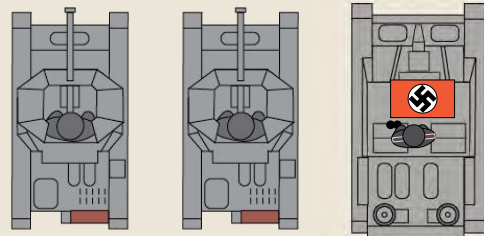


Morale: CO + 45 figures (Elite)

MOVE 3 at G1

Panzerjäger Kompanie Leibstandarte SS Adolf Hitler Regiment

2 x Panzerjäger IB (47mm),
Sturmgeschütz IIIA (short 75mm) *



Morale: 3 AFVs (Elite)

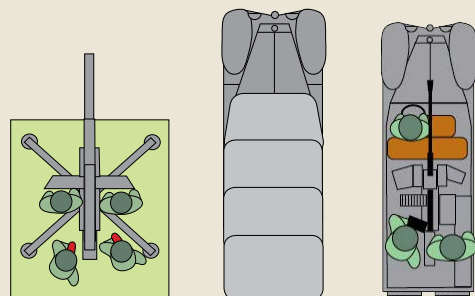
* **Michael Wittmann** was a junior sergeant during the invasion of Greece and commanded one of six newly arrived Sturmgeschütz IIIA self-propelled guns reinforced by nine Panzerjäger I self-propelled anti-tank guns.

The battery was an integrated part of the LSSAH and would form the core of the armoured element during further expansion to divisional size later in the war. At the Kleidi Pass, Wittmann provided direct fire support to the mounted assault by the I and II Bataillons LSSAH.

MOVE 3 at G2

Flak Kompanie Leibstandarte SS Adolf Hitler Regiment

7 figures, 88mm Flak 36/41 gun **,
8 ton tractor, Sdkfz 6/2 (37mm) SP AA gun



** May not target aircraft

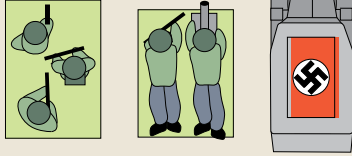
Morale: Artillery unit including an AFV

MOVE 4 at G1

SS Aufklärungs Abteilung / LSSAH Regiment
SS-Sturmbannführer Kurt Meyer #

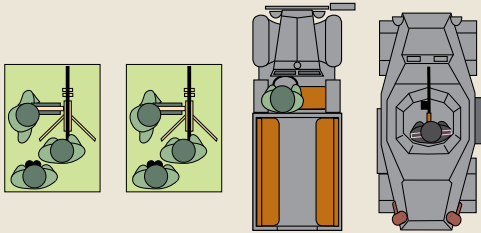
Stabs Kompanie

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



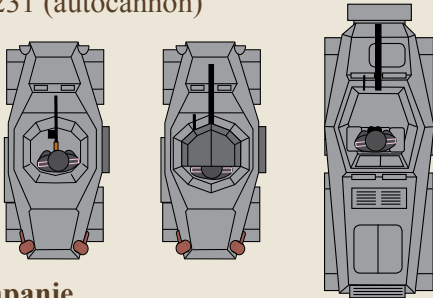
1. Kompanie

6 figures, 2 x MMG, light truck, Sdkfz 221 (VMG)



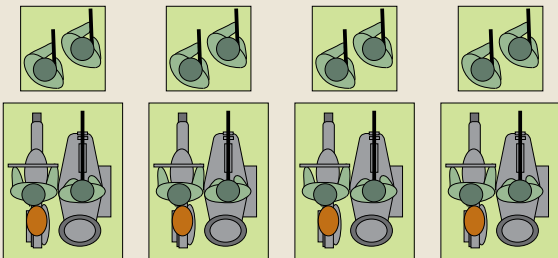
2. Kompanie

Sdkfz 221 (VMG), Sdkfz 222 (autocannon),
Sdkfz 231 (autocannon)



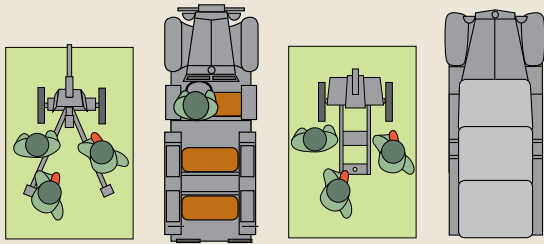
3. Kompanie

8 figures, 4 x motorcycle combination (VMG) *



4. Kompanie

6 figures, 37mm AT gun, Kfz 69 tow,
75mm infantry gun, Sdkfz 10 tow



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

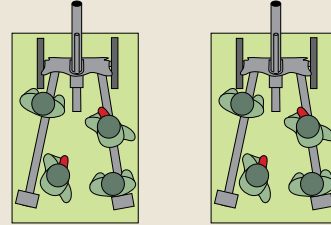
Morale: CO + 36 figures (Elite)
including 4 AFVs

Available from MOVE 1 - Off board

Artillerie Regiment 102 / 9th Panzer Division

I (Lichte) Abteilung

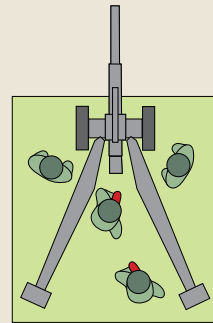
2 x 105mm howitzer,
2 figure OP team 1 [Move 1 at G1],
Sdkfz 265 Panzerbefehlswagen OP **



** Attached to I / LSSAH

II (Schwere) Abteilung

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



*** Attached to II / LSSAH

Morale: N/A

Kurt Meyer commanded the LSSAH's Aufklärungs Abteilung (Reconnaissance Battalion) at the Battle of Vevi.

Involved with earlier skirmishes with Allied outposts, on the 10th and 11th April, the role of the battalion was to follow the mounted assault and to break through to the Allied rear.

The battalion was equipped with a variety of lightly armoured and motorised vehicles (including a company of Kradschützen - motorcycle troops) which made this unit ideal for the rugged terrain of the northern part of Greece.

After the action at Vevi, Kurt Myer's unit moved south and west against dug in Greek units before heading down the west coast of Greece. Eventually they crossed to the Peloponnese peninsula.

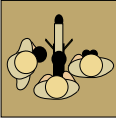

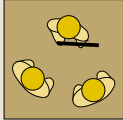
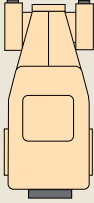
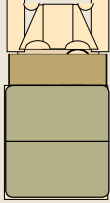


Allied Forces at Vevi

Deployed at **A**

19th (Australian) Infantry Brigade HQ
Brigadier George Vasey

9 figures, AAMG, saloon car, light truck


Morale: Higher level CO + 5 figures

The Allied defence at Vevi was spread over an eight kilometer front with little or no depth and wide gaps between units. The three infantry units (2/4th, 2/8th Australian Infantry and the 9th King's Royal Rifle Corps Motor Battalions) formed a line with no supporting units, except the 2pdr guns of the 2/1st (Australian) Antitank Regiment, deployed across the floor of the pass. The guns of the 2/3rd (Australian) Artillery Regiment provided direct and indirect support. Some Commonwealth air support was also available but had minimal effect on the battle.



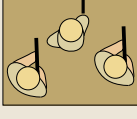
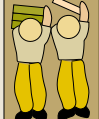
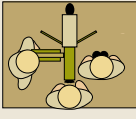

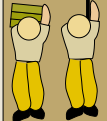
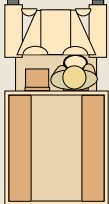
Above: Allied Bristol Blenheim provides ground attack support to the defence of the Vevi - Klieidi Pass (Corgi 1:72 diecast model - Mark Piper)

Deployed at **B**



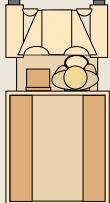
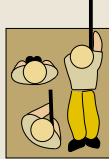
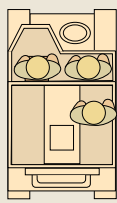


9th Battalion (The Rangers) / King's Royal Rifle Corps
Lt Colonel George Ashburner



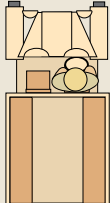


<p>HQ CO + 6 figures, 2" mortar, AT rifle, light truck</p>	<p>Elements 2nd Coy / 27th (NZ) MG Bn 3 figures, Vickers MMG, light truck</p>
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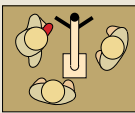
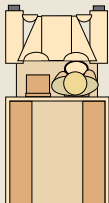
A Company
9 figures, AT rifle, light truck, carrier *

C Company
9 figures, AT rifle, light truck, carrier *

Mortar Platoon
3 figures, 3" mortar, light truck

* If carrying passengers can use a VMG

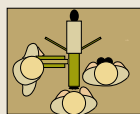
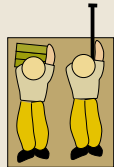
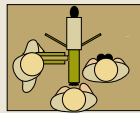
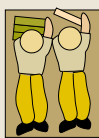
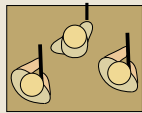
Morale: CO + 30 figures (Regular)

Deployed at **C**

2/4th (Australian) Infantry Battalion Lt Colonel Ivan Dougherty

HQ

CO + 6 figures,
2" mortar, AT rifle

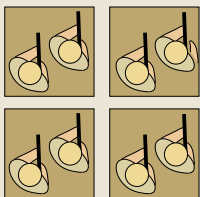


1st Company /

27th (NZ) MG Bn
6 figures, 2 x
Vickers MMG

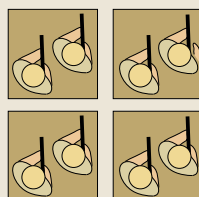
A Company

8 figures



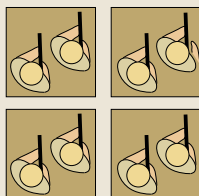
B Company

8 figures



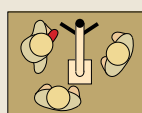
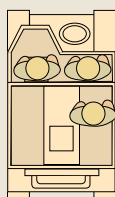
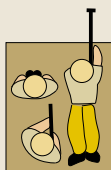
D Company

8 figures



Headquarter Company

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



* If carrying passengers can use a VMG

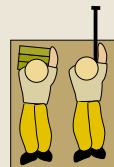
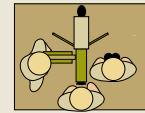
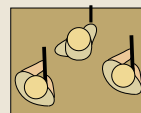
Morale: CO + 42 figures (Regular)

Deployed at **D**

2/8th (Australian) Infantry Battalion Lt Colonel John Mitchell

HQ

CO + 6 figures,
2" mortar, AT rifle

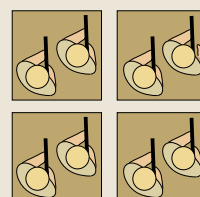


Elements 3rd Coy /

27th (NZ) MG Bn
3 figures, Vickers
MMG

A Company

8 figures



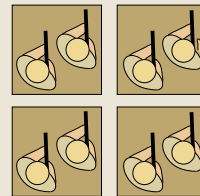
B Company

8 figures



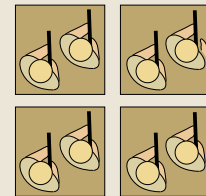
C Company

8 figures



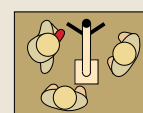
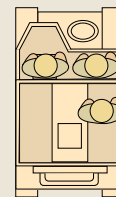
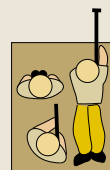
D Company

8 figures



Headquarter Company

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



* If carrying passengers can use a VMG

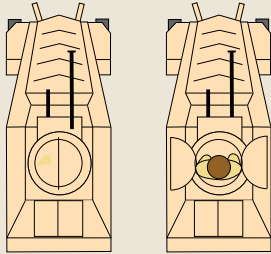
Morale: CO + 47 figures (Regular)

Deployed at **E**



Elements C Squadron / New Zealand Divisional Cavalry

2 x Marmon-Herrington Mk II (ATR/VMG) #



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

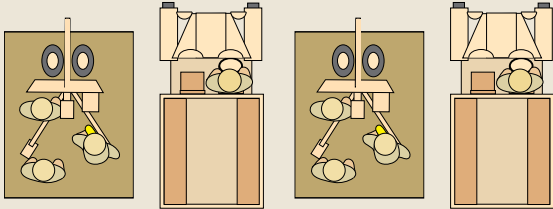
Morale: 2 AFVs (Elite)

Deployed at **F**

2/1st (Australian) Anti Tank Regiment

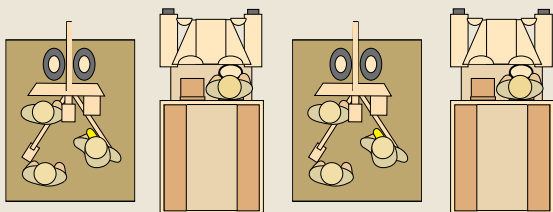
1st Battery

6 figures, 2 x 2 pdr guns, 2 x light truck tow



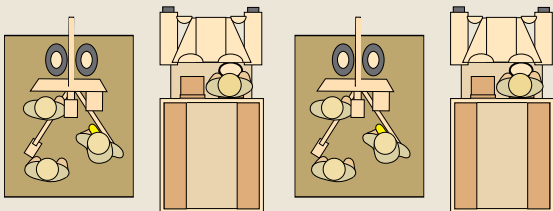
2nd Battery

6 figures, 2 x 2 pdr guns, 2 x light truck tow



3rd Battery

6 figures, 2 x 2 pdr guns, 2 x light truck tow



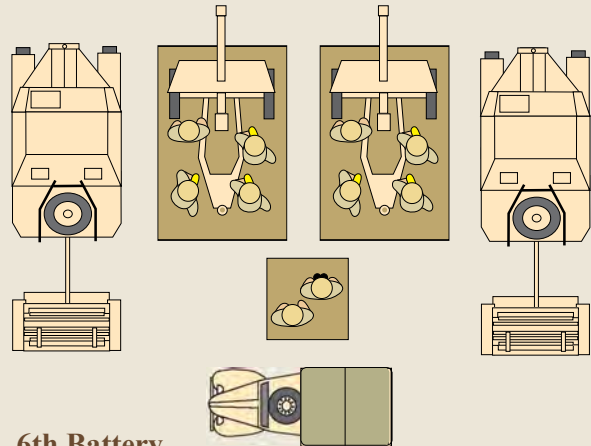
Morale: 3 x Artillery units

Deployed at **G**

2/3rd (Australian) Field Regiment

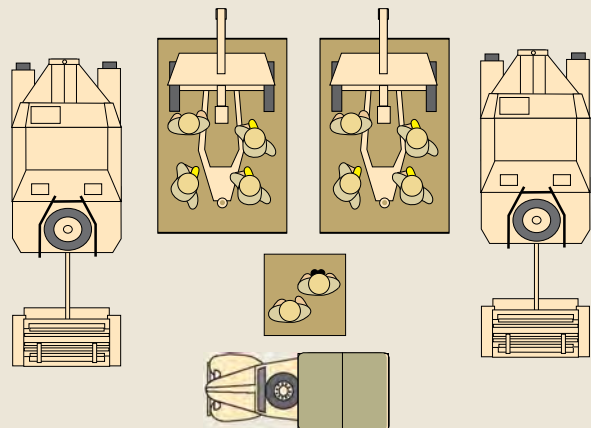
5th Battery

8 figures, 2 x 18/25 pdr guns,
2 x Morris Quad tow, 2 figure OP team 1,
Austin Tilly light truck



6th Battery

8 figures, 2 x 18/25 pdr guns,
2 x Morris Quad tow, 2 figure OP team 2,
Austin Tilly light truck

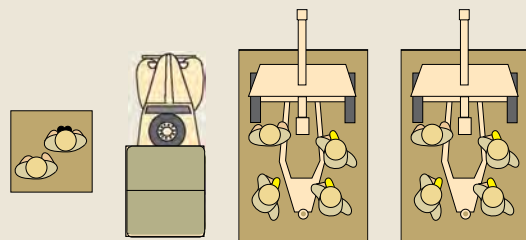


Morale: 2 x Artillery units

Available from Move 1 - **Off board**

211th Battery / 64th Medium Regiment (RA)

2 x 4.5" howitzer,
2 figure OP team 3, Austin Tilly light truck



Morale: N/A

SCENARIO 2 - 1ST REARGUARD ACTION AT SOTIR - MORNING 13TH APRIL 1941

WHAT REALLY HAPPENED

A reinforced battlegroup from the elite Leibstandarte SS Adolf Hitler (LSSAH) broke through the Allied defence of the Kleidi Pass on the 12th April 1941.

Initially a small Allied rearguard was established in the vicinity of Sotir Ridge on the morning of the 13th April. A brief action in this area allowed other Allied forces to withdraw to the south. A second rearguard position was established in the afternoon by the 1st (UK) Armoured Brigade south of Ptolemais.

GERMAN VICTORY CONDITIONS TO WIN
Capture and Hold Sotir Ridge 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 tracked vehicles trying to cross (impassable to wheeled vehicles) and provides soft cover to troops.
- **Buildings** start the game intact.
- **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.
- **Amindaion Stream** is a linear obstacle to cross and a continuous obstacle to move along. The bridge is destroyed.
- The **Railway** does not affect the game.

THE GAME

This represents the attempt by elements of the LSSAH and 9th Panzer Division to capture the Sotir Ridge on the morning of the 13th April. The game is played on a 6' x 5' table. We suggest a maximum of 12 moves.

GERMAN ARRIVALS

- Move 1 at **G1** - I Bataillon LSSAH and artillery OP 1.
- Move 1 at **G3** - Kradschützen Battalion 59 and artillery OP 2.
- Move 1 - Off-board artillery, AOP and attack aircraft are available.
- Arrivals and reinforcements may not move more than 12" on the move they arrive but may fire.

GERMAN REINFORCEMENTS

- Move 2 at **G2** - Flak Kompanie LSSAH.
- Move 3 at **G2** - Stabs, Aufklärung Zug, 1. Kompanie Panzer Regiment 33.
- Move 5 at **G2** - 3. Kompanie Panzer Regiment 33.

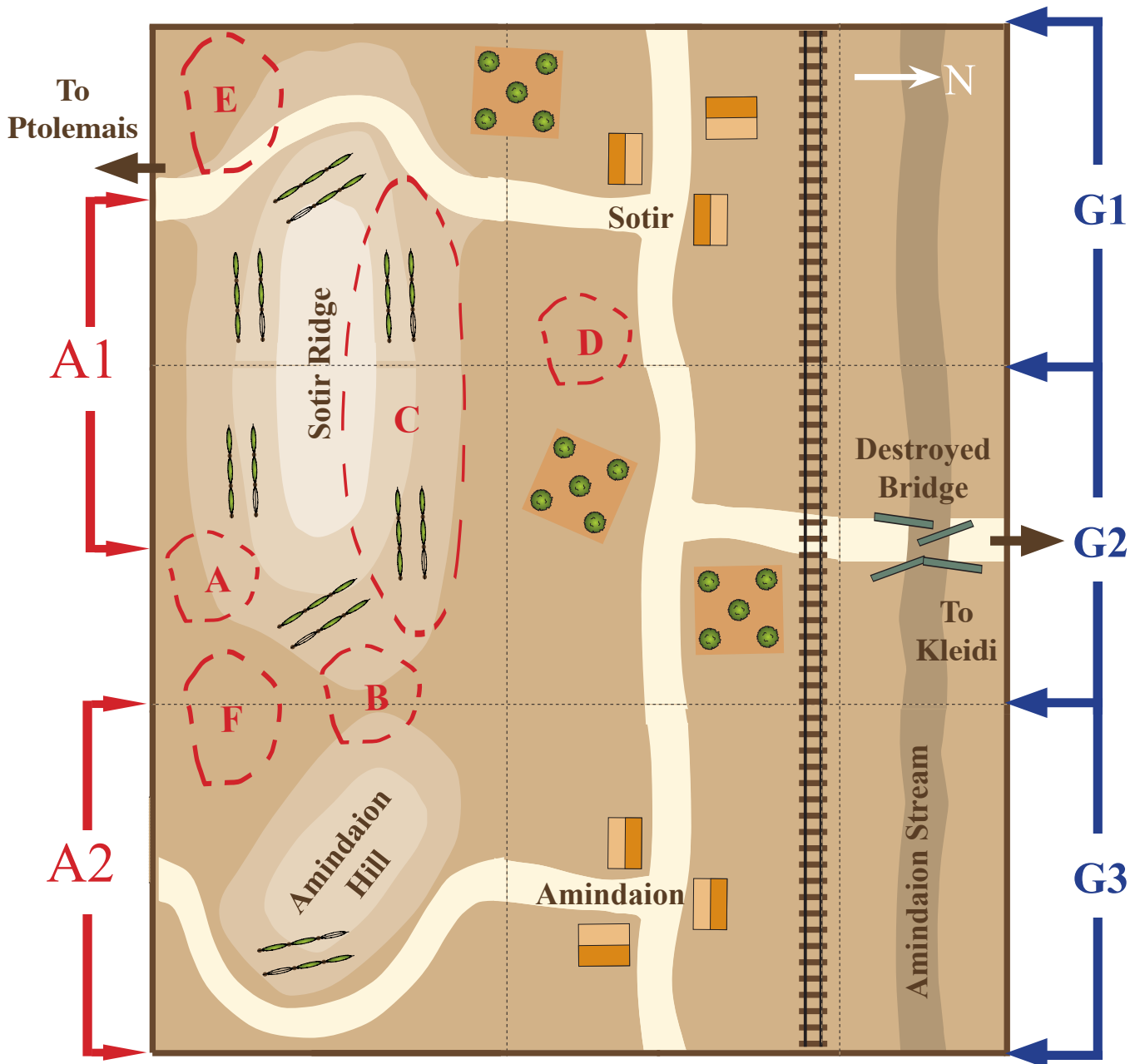
ALLIED DEPLOYMENT

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

ALLIED REINFORCEMENTS

- Move 2 at **A1** - HQ and Recce / 3RTR
- Move 3 at **A1** - B Squadron / 3RTR
- Move 3 at **A2** - C Squadron / 4th Hussars

1ST REARGUARD ACTION AT SOTIR BATTLE MAP





German Forces at Sotir

MOVE 3 at G2

I Abteilung / Panzer Regiment 33

SS-Standartenführer

Hans-Joachim Koeppen #

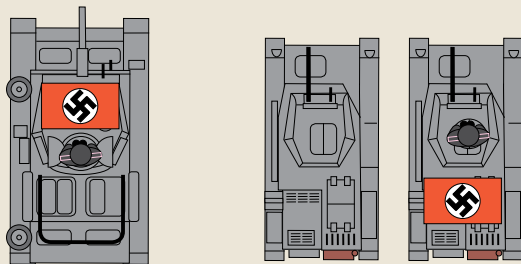
Stabs Kompanie

Panzer III Command
(VMG)

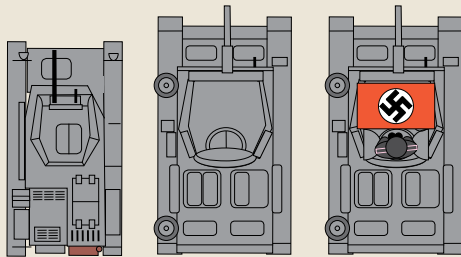
Higher level CO

Aufklärung Zug

2 x Panzer II
(autocannon)



1. Kompanie * AFV unit morale applies
Panzer II (autocannon), Panzer III (37mm),
Panzer III (short 50mm)



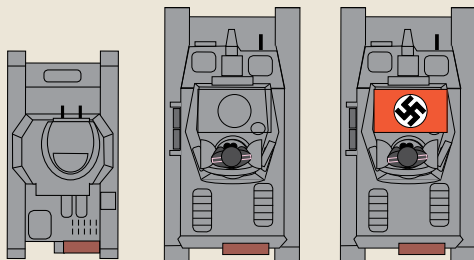
Morale: 1, 2 or 3 AFVS (Regular)

MOVE 5 at G2

3. Kompanie * / I Abteilung / Panzer Regiment 33

Panzer I (2 x VMG),

2 x Panzer IV (short 75mm)



* AFV unit morale applies

Morale: 3 AFVs (Regular)

MOVE 1 at G1

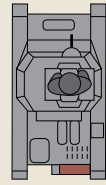
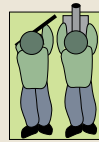
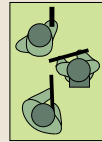
I Bataillon /

Leibstandarte SS Adolf Hitler Regiment

SS-Sturmbannführer Fritz Witt

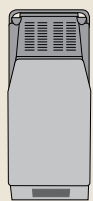
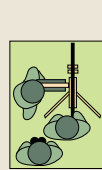
Stabs Kompanie

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



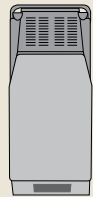
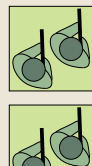
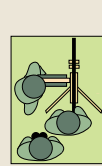
1. Kompanie

11 figures, MMG, 2 x Horch heavy field car



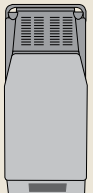
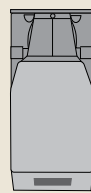
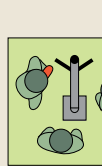
2. Kompanie

11 figures, MMG, 2 x Horch heavy field car



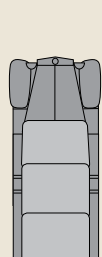
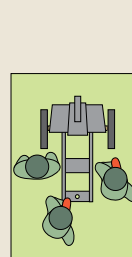
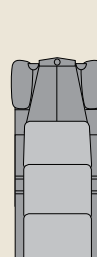
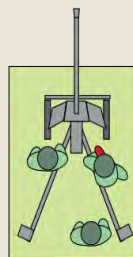
3. Kompanie

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



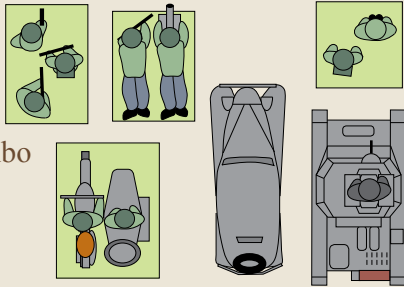
Morale: CO + 45 figures (Elite)

MOVE 1 at G3

Kradshützen Bataillon 59 SS-Sturmpannführer Wilhelm Schmalz

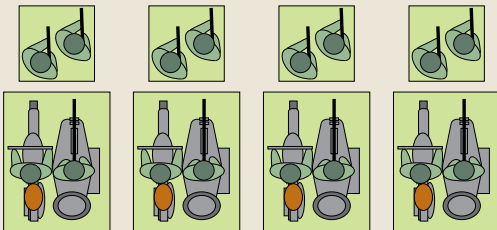
Stabs Komp.

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



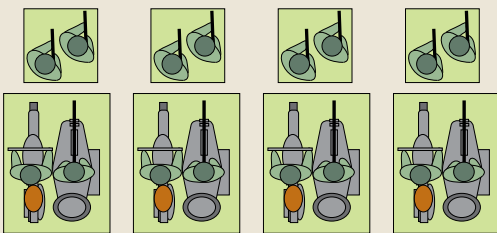
1. Kompanie

8 figures, 4 x motorcycle combinations (VMG) **



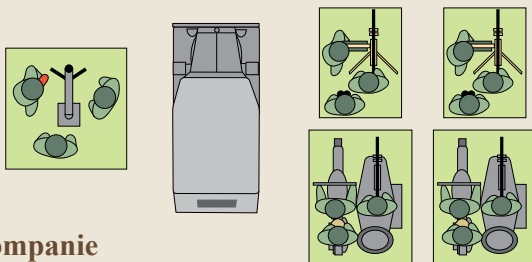
3. Kompanie

8 figures, 4 x motorcycle combinations (VMG) **



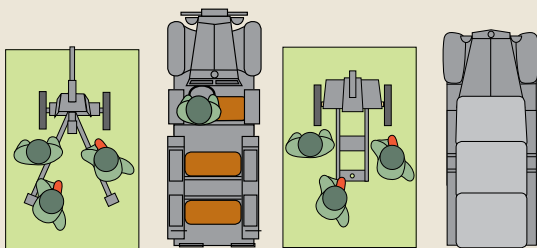
4. Kompanie

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)

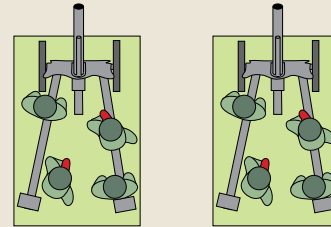
Morale: CO + 37 figures (Regular)

Available from MOVE 1 - Off board

Artillerie Regiment 102 / 9th Panzer Division

I (Lichte) Abteilung

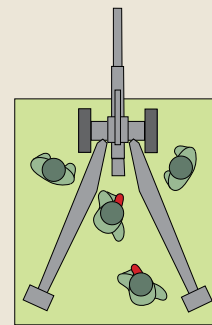
2 x 105mm howitzer,
2 figure OP team 1 [Move 1 at G1],
Sdkfz 265 Panzerbefehlswagen OP **



** Attached to I / LSSAH

II (Schwere) Abteilung

150mm howitzer,
2 figure OP team 2 [Move 1 at G3],
Sdkfz 265 Panzerbefehlswagen OP ***



*** Attached to Kradshützen Bataillon 59

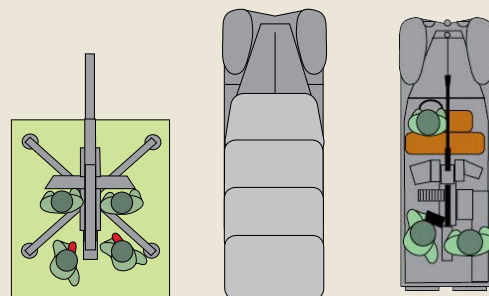
Morale: N/A

MOVE 2 at G2

Flak Kompanie

Leibstandarte SS Adolf Hitler Regiment

7 figures, 88mm Flak 36/41 dual purpose gun #,
8 ton tractor, Sdkfz 6/2 (37mm) SP AA gun



May not target aircraft

Morale: Artillery unit including an AFV



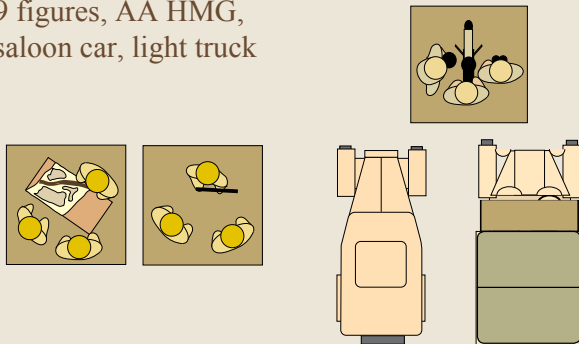
Allied Forces at Sotir

Deployed at **A**

1st (UK) Armoured Brigade HQ
Brigadier Harold Charrington

19th (Australian) Infantry Brigade HQ
Brigadier George Vasey

9 figures, AA HMG,
saloon car, light truck

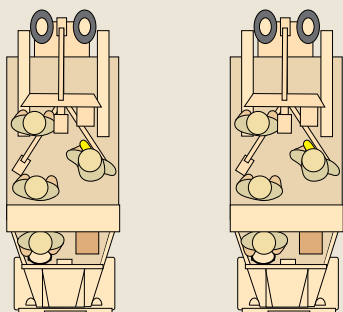


Morale: Higher level CO + 8 figures

Deployed at **B**

**C Battery / 102nd Anti Tank
Regiment (Northumberland Hussars)**

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



Morale: Artillery unit

The Allied rearguard at Sotir was formed by the two remaining companies of the 2/4th (Australian) Infantry Battalion and B company of 1st Rangers (not present at Vevi), positioned on the forward slopes of Sotir Ridge. Two squadrons of 3 RTR and a squadron from the 4th Hussars were located on the reverse slope of the ridge.

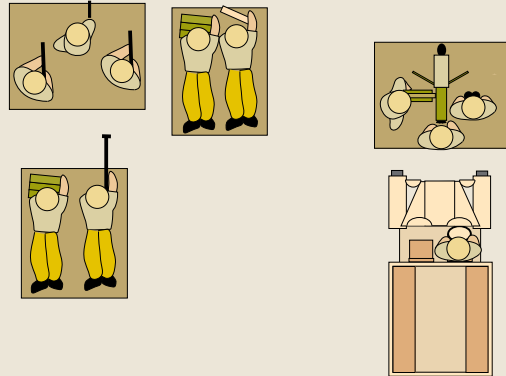
Deployed at **C**



2/4th (Australian) Infantry Battalion
Lt Colonel Ivan Dougherty

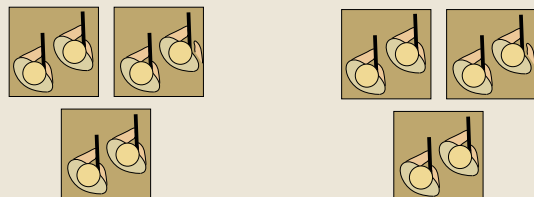
HQ
CO + 6 figures,
2" mortar, AT rifle

**elements 2nd Coy /
27th (NZ) MG Bn**
3 figures, Vickers
MMG, light truck

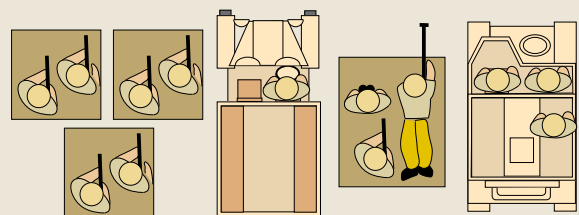


A Company
6 figures

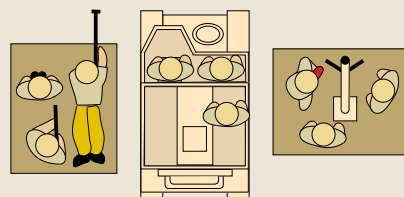
B Company
6 figures



B Company / 9th Battalion KRRC
9 figures, AT rifle, light truck, carrier *



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



* If carrying passengers can use a VMG

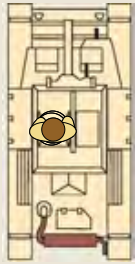
Morale: CO + 36 figures (Poor)

Move 2 at A1

3rd Battalion, Royal Tank Regiment (3 RTR) Lt Colonel Reggie Keller

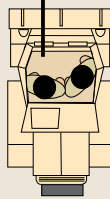
HQ

Cruiser Mk II A10CS
(3.7" howitzer)



Recce Troop

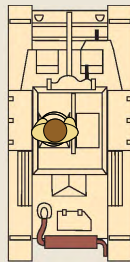
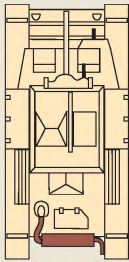
Dingo Scout Car
(VMG)



Move 3 at A1

B Squadron **

2 x Cruiser Mk II A10 (2 pdr)

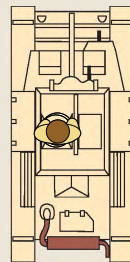
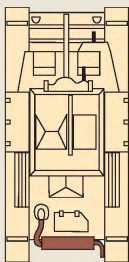


** AFV unit morale applies

Deployed at D

C Squadron **

2 x Cruiser Mk II A10 (2 pdr)



** AFV unit morale applies

Morale: 1, 2 or 3 AFVS (Regular)

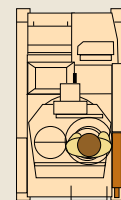
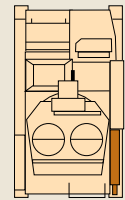
At this stage of the campaign the British armoured force had not been committed to battle in a significant way. Any casualties to this point had been mostly caused by fatigue and damage to the tanks as they maneuvered over the rugged Greek terrain. Spare parts when they arrived were for A13 and A15 tanks not the A10 Cruiser that the brigade was actually equipped with.

A 'strange' swap was made with the 2nd (New Zealand) Division. Seven A13 tanks from the 1st Armoured Brigade protective group were detached in exchange for two troops of Marmon-Herrington armoured cars.

Move 3 at A2

C Squadron ** / 4th Queen's Own Hussars (4th Hussars)

2 x Mk VIB (HMG/VMG)



** AFV unit morale applies

Morale: 2 AFVs (Regular)

The 3rd Battalion, Royal Tank Regiment was formed in 1917 and was deployed to France in 1940. Here it fought in the four day siege of Calais and part of the Battle of France. All its tanks were lost, and the men were evacuated from Calais before the port fell.

It was rebuilt and shipped to the Middle East and then to Greece (having swapped its A13s and A15s for worn out A10 tanks that were mechanically unsound and suffered badly in the rugged off road terrain in Greece) where it suffered heavy casualties both in men and tanks. Poorly armed and armoured it was no match for German tanks.

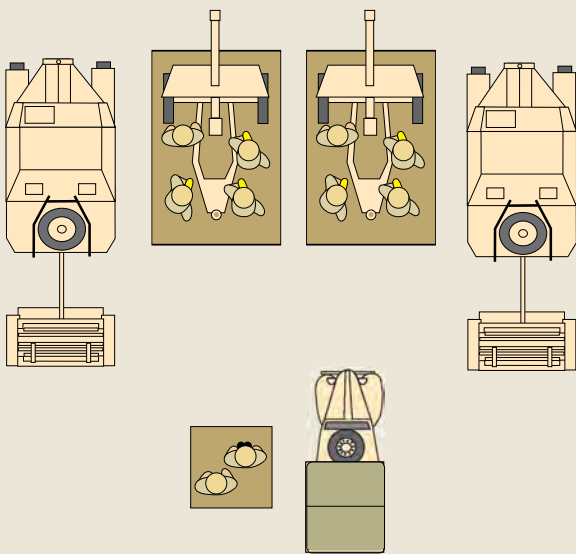
Only involved in two significant actions once again its tanks were abandoned and the men evacuated from the south of Greece to Egypt for reorganisation.

Deployed at E

2nd Royal Horse Artillery (RHA)

H/I Battery

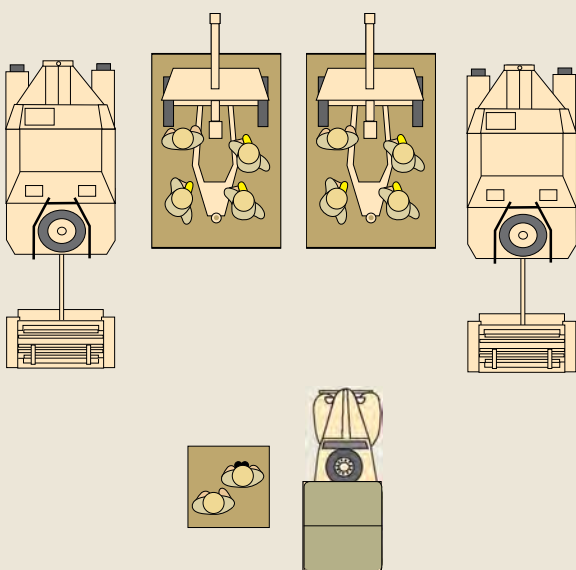
8 figures, 2 x 25 pdr guns,
2 x Morris Quad tow,
2 figure OP team 1, Austin Tilly light truck



Deployed at F

L/M Battery

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



Morale: 2 x Artillery units

The Allied forces in Greece (as in the desert) lacked proper anti-tank guns capable of taking on German tanks in a defensive battle. The 2 pdr guns, of the antitank units, simply did not have the suitable 'punch' required to properly defend against anything except lightly armoured vehicles.

By necessity the 25 pdr guns were used both as artillery and as anti-tank guns (a role that they were very effective in).

At Vevi, Sotir and Ptolemais they were sited in depth which meant they were only able to provide direct anti-tank fire against German armour once they had broken through or outflanked the main defensive positions.

Allied artillery provided good support to the infantry and were trained to withdraw by bounds, as the Germans advanced, and forced the successive withdrawal of each rearguard position. Artillery observation teams were well sited to cover likely avenues of German advance.

Allied aircraft, that could have provided much needed tactical support to the rearguards, were quickly degraded, after some initial success against the advance guard of the German forces as they crossed the border from Yugoslavia into the northern part of Greece.

The superior designed and flown German aircraft were easily able to outmatch the older Allied aircraft and tactics. By the end of the campaign Allied aircraft were no longer present over the battlefield and this was to be repeated in Crete in May 1941.



Above: German Kradschützen troops dismount near Amindaion (Scott Robertson)

SCENARIO 3 - 2ND REARGUARD ACTION AT PTOLEMAIS - AFTERNOON 13TH APRIL 1941

WHAT REALLY HAPPENED

In April 1941, German forces invaded Greece as part of Operation Marita. A reinforced battlegroup from the elite Leibstandarte SS Adolf Hitler (LSSAH) broke through the Allied defence of the Kleidi Pass on the 12th of April. Initially a small Allied rearguard was fought in the vicinity of Sotir. A second rearguard position was established by the 1st (UK) Armoured Brigade south of Ptolemais. Rather than a frontal assault, the Germans sent a strong armoured force around the Allied left flank. This became the only significant tank versus tank battle of the campaign, and having caused another delay on the advancing German forces Allied forces south of Ptolemais continued to withdraw.

GERMAN VICTORY CONDITIONS TO WIN

Reach the blue line **G-G** with a minimum of 8 infantry 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 (impassable to wheeled vehicles) trying to cross and provides soft cover to troops.
- **Buildings** start the game intact.
- **Olive Groves** provide soft cover, are a continuous obstacle for movement and block line of sight (4" shadow from higher ground).
- **Walls** (36" to 48") provide hard cover to troops and partial concealment to vehicles immediately behind and on the same level.
- The **Stream** is a continuous obstacle to movement. The bridge is destroyed.

THE GAME

This represents the attempt by elements 9th Panzer Division to outflank the Allied position at Ptolemais on the afternoon of the 13th of April. The game is played on a 8' x 5' table. We suggest a maximum of 12 moves.

GERMAN ARRIVALS

- Move 1 at **G1** - Stabs Kompanie, Aufklärung Zug, & 1. Komp, Panzer Regt 33, and artillery OP 1.
- Move 1 at **G3** - Kradschützen Bn 59 and artillery OP 2.
- Move 1 - Off-board artillery, AOP and ground attack aircraft are available.
- Arrivals and reinforcements may not move more than 12" on the move they arrive but may fire.

GERMAN REINFORCEMENTS

- Move 2 at **G2** - 2. and 3. Kompanie Pz Regt 33 and 1. Komp Gepanzert Bn 86.
- Move 2 at **G3** - 6. Komp. Panzer Regt 33.
- Move 3 at **G3** - 2. Kompanie Flak Kompanie 86 and 3. Komp PzJäger Bn 50.

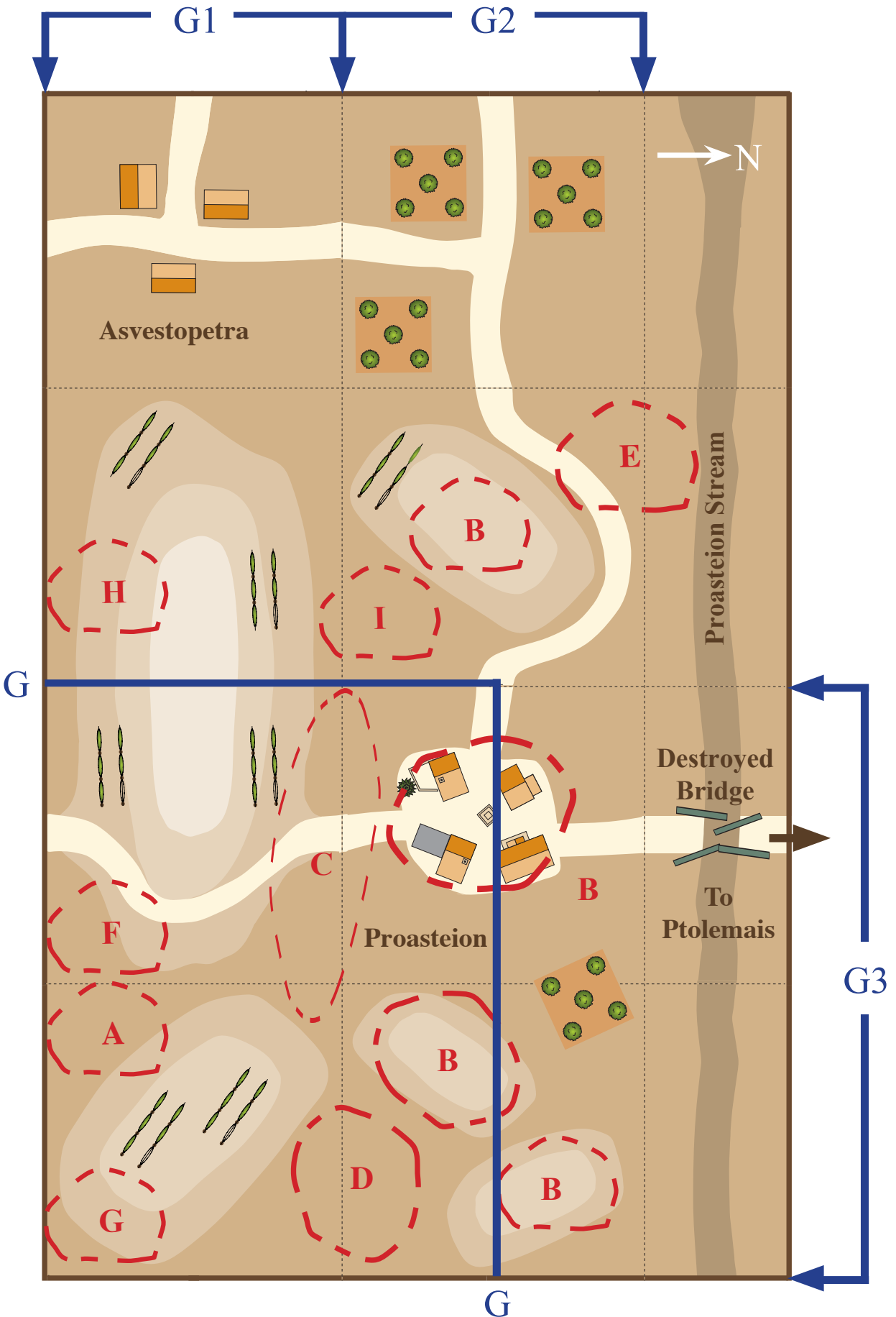
ALLIED DEPLOYMENT

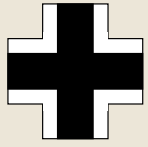
- Allied forces are deployed on the table as shown on the battle map at **A-I**.
- Allied troops start the game in buildings or dug-in (hard cover).
- Move 1 - Off board artillery and ground attack aircraft are available.
- German Move 1 - Ambush fire is available.

ALLIED REINFORCEMENTS

- There are no Allied reinforcements.

2ND REARGUARD ACTION AT PTOLEMAIS BATTLE MAP





German Forces at Ptolemais

Early on the morning of the 13th April the forward units of the 9th Panzer Division approached the Allied position south of Ptolemais. An infantry force mounted on motorcycles supported by Panzer IV tanks crossed the Proasteion stream while elements of Panzer Regiment 33 moved around the left flank of the Allied position.

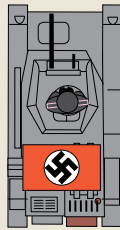
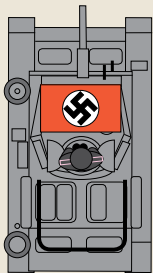
The attack was supported by artillery and ground attack aircraft as well as attached anti-aircraft and anti-tank units. Allied infantry were well positioned in and around the village of Proasteion and was a hard position to break through.

MOVE 1 at G1

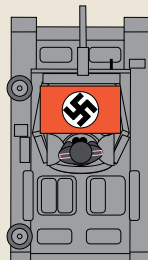
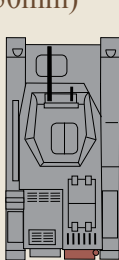
I Abteilung / Panzer Regiment 33
SS-Standartenführer
Hans-Joachim Koeppen #

Stabs Kompanie #
Panzer III Command
(VMG)
Higher level CO

Aufklärung Zug
Panzer II
(autocannon)



1. Kompanie * Panzer
II (autocannon), Panzer
III (short 50mm)



* AFV unit morale applies

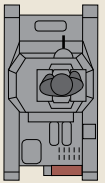
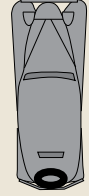
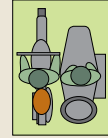
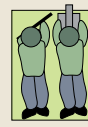
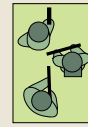
Morale: 1 or 2 AFVs (Regular)

MOVE 1 at G3

Kradshützen Bataillon 59
SS-Sturmbannführer Wilhelm Schmalz

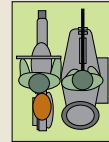
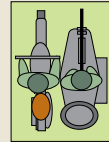
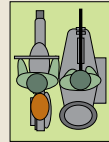
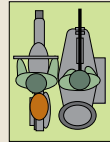
Stabs Komp.

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



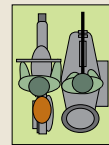
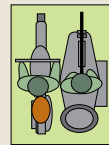
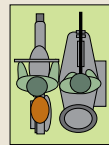
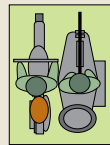
1. Kompanie

8 figures, 4 x motorcycle combinations (VMG) **



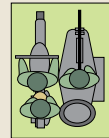
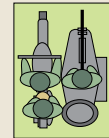
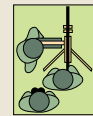
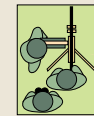
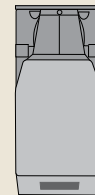
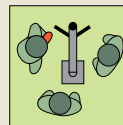
3. Kompanie

8 figures, 2 x motorcycle combinations (VMG) **



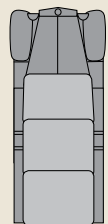
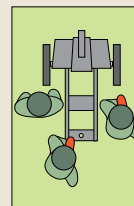
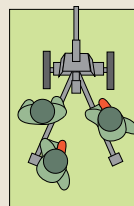
4. Kompanie

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)

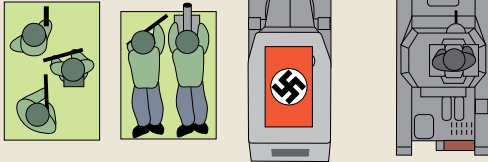
Morale: CO + 37 figures (Regular)

MOVE 2 at G1

II Abteilung / Schützen Regiment 11 SS-Hauptsturmführer Franz Eckinger

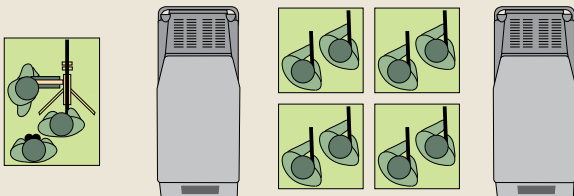
Stabs Kompanie

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



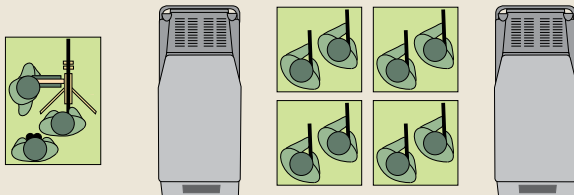
5. Kompanie

11 figures, MMG, 2 x Horch heavy field car



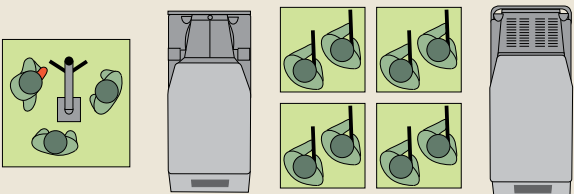
6. Kompanie

11 figures, MMG, 2 x Horch heavy field car



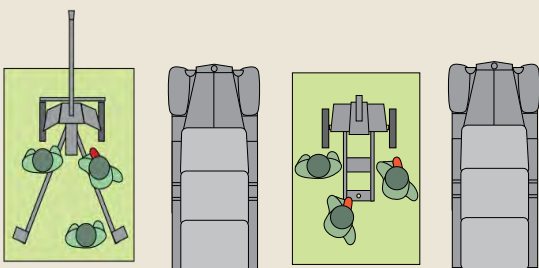
7. Kompanie

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



8. Kompanie

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

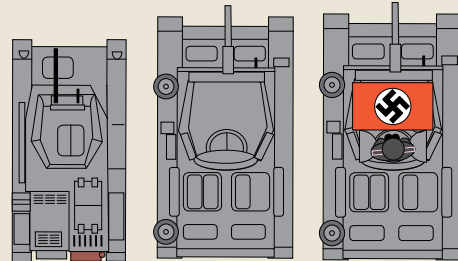


Morale: CO + 45 figures (Regular)

MOVE 2 at G2

2. Kompanie * / I Abteilung / Panzer Regiment 33

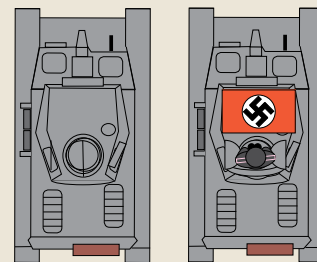
Panzer II (autocannon), Panzer III (37mm),
Panzer III (50mm)



* AFV unit morale applies

3. Kompanie * / I Abteilung / Panzer Regiment 33

2 x Panzer IV (short 75mm)



* AFV unit morale applies

Morale: 2 or 3 AFVS (Regular)

MOVE 2 at G2

1. (Gepanzert) Kompanie / Pionier Bataillon 86

8 figures, flamethrower, Sdkfz 251 (VMG) **



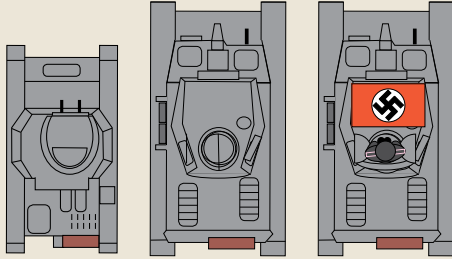
** If carrying passengers can use a VMG

Morale: 8 figures (Regular)

MOVE 2 at G3

6. Kompanie * / II Abteilung / Panzer Regiment 33

Panzer I (2 x VMG)
2 x Panzer IV (short 75mm)



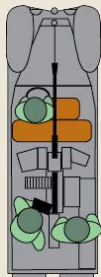
* AFV unit morale applies

Morale: 3 AFVs (Regular)

MOVE 3 at G3

2. (lichte) Kompanie / Flak Abteilung 86

3 figures, Sdkfz 6/2 (37mm) SP AA

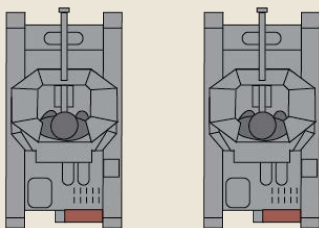


Morale: 1 AFV (Regular)

MOVE 3 at G3

3. Kompanie * / Panzerjäger Abteilung 50

2 x Panzerjäger IB (47mm)



* AFV unit morale applies

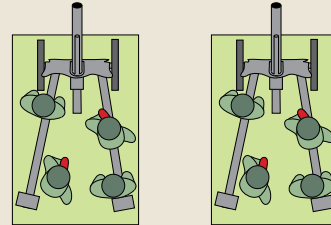
Morale: 2 AFVs (Regular)

Available from MOVE 1 - Off board

Artillerie Regiment 102

I (Lichte) Abteilung

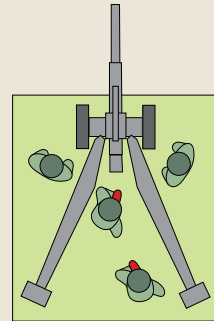
2 x 105mm howitzer,
2 figure OP team 1 [Move 1 at G1],
Sdkfz 265 Panzerbefehlswagen OP **



** Attached to Kradschützen Abteilung 59

II (Schwere) Abteilung

150mm howitzer,
2 figure OP team 2 [Move 2 at G3],
Sdkfz 265 Panzerbefehlswagen OP ***



*** Attached to II / Schützen Regiment 11

Morale: N/A



Above: German armour outflanks the Allied position at Ptolemais (Scott Robertson / Mark Piper)

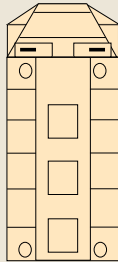
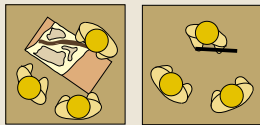


Allied Forces at Ptolemais

Deployed at **A**

1st (UK) Armoured Brigade HQ Brigadier Harold Charrington

6 figures,
Dorchester ACV



Morale: Higher level CO + 5 figures

At Ptolemais the original constituent parts of the 1st Armoured (UK) Brigade fought together in the first and last tank battle of the campaign. Rather than holding back as an armoured counter attack force British tanks were deployed as a traditional cavalry screen reacting piecemeal to reports of German breakthrough of the main position. After the battle 3 RTR was reduced to 16 operational tanks (from the original 52) and formed into a composite squadron. 4th Hussars suffered as well and remnants were involved in the action against the Fallschirmjäger landing at Corinth Canal on the 26th April.



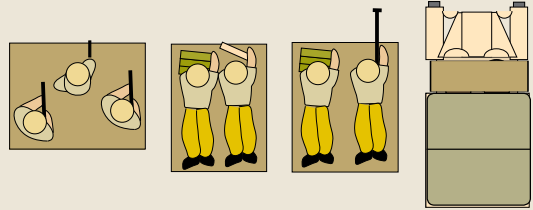
Above: Cruiser Mk II A10 tanks defend at Ptolemais (Mark Piper)

Deployed at **B**

9th Battalion (The Rangers) / King's Royal Rifle Corps Major Richard Boileau

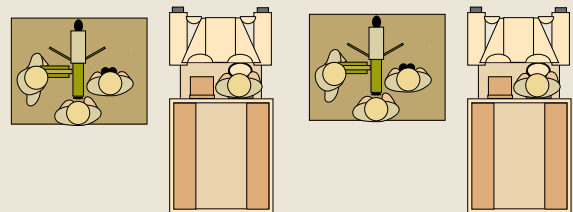
HQ

CO + 6 figures, 2" mortar, AT rifle, light truck



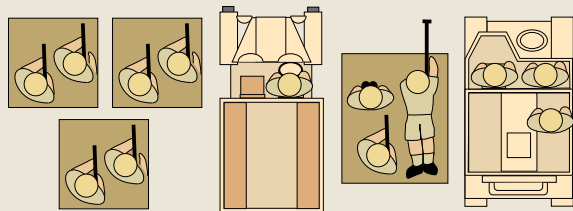
4th Company / 27th (NZ) MG Regiment

6 figures, 2 x MMG, 2 x light truck



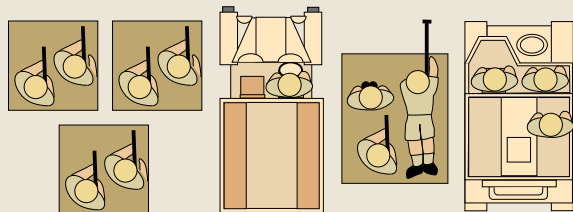
A and C (composite) Company

9 figures, AT rifle, light truck, carrier *



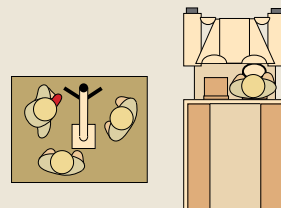
B Company

9 figures, AT rifle, light truck, carrier *



Mortar Platoon

3 figures, 3" mortar, light truck



* If carrying passengers can use a VMG

Morale: CO + 33 figures (Regular)

Deployed at **C**

3rd Battalion Royal Tank Regiment (3 RTR)
Lt Colonel Reggie Keller

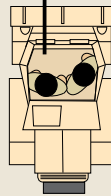
HQ

Cruiser Mk II A10CS
 (3.7" howitzer)



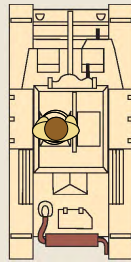
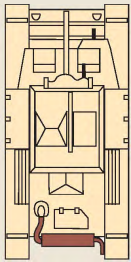
Rece Troop

Dingo Scout Car
 (VMG)



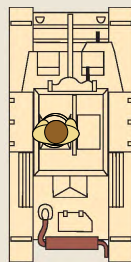
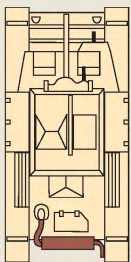
A Squadron **

2 x Cruiser Mk II A10 (2 pdr)



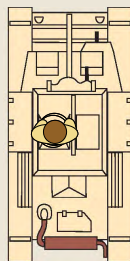
B Squadron **

2 x Cruiser Mk II A10 (2 pdr)



C Squadron

Cruiser Mk II A10 (2pdr)



** AFV unit morale applies

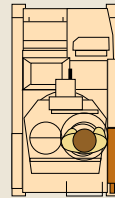
Morale: 1 or 2 AGVs (Regular)

Deployed at **D**

4th Queen's Own Hussars (4th Hussars)
Lt Colonel Edward Lilington

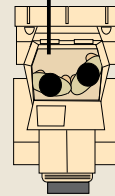
HQ

Mk VIB (HMG/VMG)



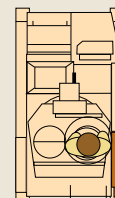
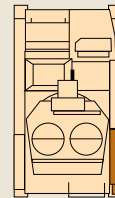
Rece Troop

Dingo Scout Car
 (VMG)



B Squadron **

3 x Mk VIB (HMG/VMG)

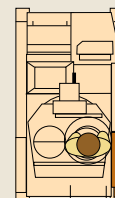
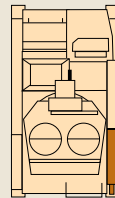


** AFV unit morale applies

Deployed at **E**

C Squadron *

2 x Mk VIB (HMG/VMG)



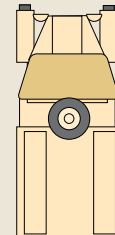
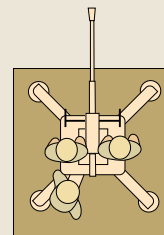
** AFV unit morale applies

Morale: 1 or 2 AFVs (Regular)

Deployed at **F**

155th Light Anti-Aircraft Battery

3 figures,
 Bofors AA gun,
 tractor tow



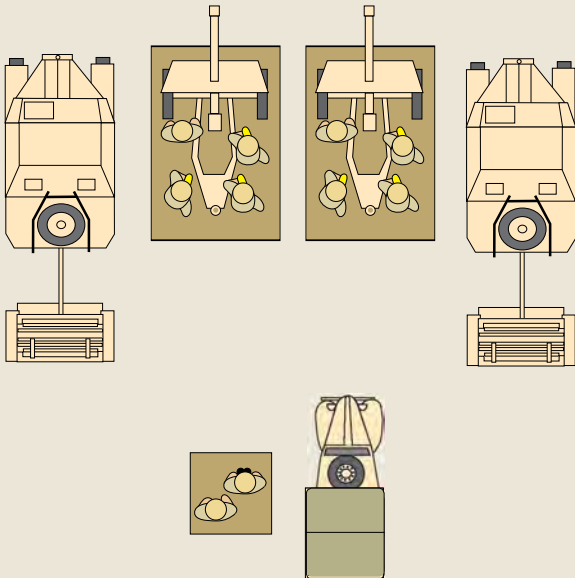
Morale: Artillery unit

Deployed at G

2nd Royal Horse Artillery (RHA)

H/I Battery

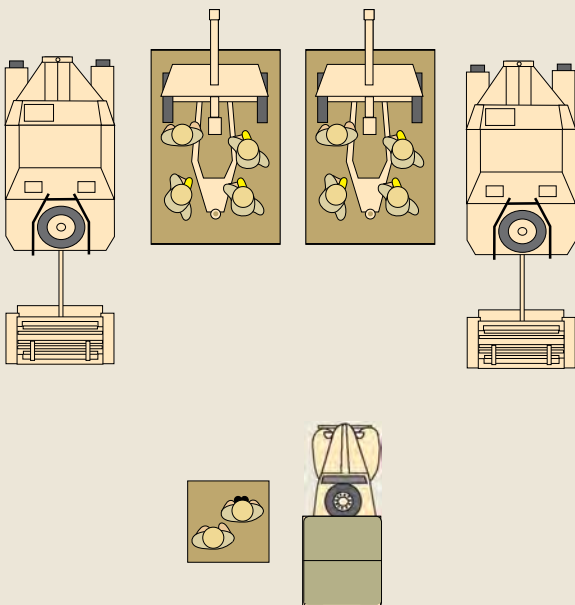
8 figures, 2 x 25 pdr guns,
2 x Morris Quad tow,
2 figure OP team 1, Austin Tilly light truck



Deployed at H

L/M Battery

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

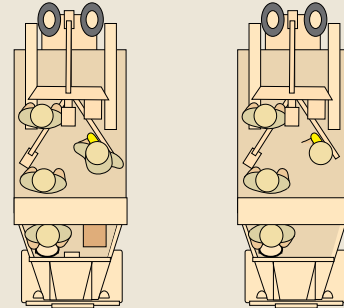


Morale: 2 x Artillery units

Deployed at I

C Battery / 102nd Anti Tank Regiment (RA) (Northumberland Hussars)

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



Morale: Artillery unit

The Allied force that went to Greece was for the most part well equipped but its weaknesses were found in poor organisational arrangements and lack of training. The creation of specialised machine-gun battalions equipped with the Vickers gun was one example of the former.

The 6th (Australian) and 2nd (New Zealand) Divisions both had such units, but neither could usually find a tactical opportunity to employ, in the one position, the 36 Vickers guns with which they were armed. In an age of mobile warfare, the only way to employ those units was to break them up into companies and platoons, and to parcel these sub-sections out to infantry battalions.



Above: 4th Company / 27th (New Zealand) Machine Gun Regiment at Proasteion (Mark Piper)