RAPID FIRE!

German Landing at Georgioupolis (Hypothetical)

21st May 1941

SCENARIO FOR CRETE 1941

By Mark Piper

FOR USE WITH RAPID FIRE! FAST PLAY WWII WARGAMING RULES

GERMAN LANDING AT GEORGIOUPOLIS
21ST MAY 1941

WHAT REALLY HAPPENED

The 19th (Australian) Infantry Brigade, commanded by Brigadier George Vasey, was divided by geography on the north coast of Crete, into two separate locations. One force covered the beach at Georgioupolis (ORG-EE-O-POLEE), while another the stretch of coast including Rethymnon and the nearby airfield to the east.

At Georgioupolis, the Australians were tasked with preventing a German seaborne landing on the beach. The western exit to the beach, was sealed by a towering mass of rock. Two roads led west to Hania and third road east to Rethymnon. The Australian plan was to hold until reinforced.

Vasey deployed his HQ, two infantry battalions and supporting units at the beach near the small fishing village of Georgioupolis.

On the morning of the 20th May 1941, the Germans landed airborne troops to the west and east of Georgioupolis. Ship based reinforcements were carried in two flotillas (1st and 2nd Motor Sailing Flotillas), of mostly captured Greek fishing boats (caïques) and some other boats.

In reality both flotillas were intercepted, and badly mauled by the Royal Navy, on the night of the 20th and the morning of the 21st May 1941. But what if both flotillas survived and attempted to land at Georgioupolis as expected ?

This scenario assumes a greater German air cover presence (this did not happen until 23rd May 'Black Thursday') with both flotillas concentrating for a single daytime landing, in the vicinity of Georgioupolis, on the morning of the 21st May.

THE GAME
This represents a hypothetical beach landing by a German flotilla at Georgioupolis. The game is played on a 7' x 6' table. We suggest a maximum of 12 moves

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GERMAN DEPLOYMENT

- German forces start afloat or off-board. No preliminary bombardment.
- I Bataillon /Gebirgsjäger Regiment 85 at **G1** on move 1.
- II Bataillon / Gebirgsjäger Regiment 85 at **G3** on move 1.
- I Bataillon / Fallschirmjäger Regiment 3 at **DZ A** on move 1.

GERMAN REINFORCEMENTS

- III Bataillon / Gebirgsjäger Regiment 85 at **G2** on move 3.
- 13 and 14 Komp at **G1** or **G2** on move 3.
- 1. Kompanie / Panzer Regiment 31 at **G1** or **G2** on move 4.
- Stabs / Regiment 85 at **G2** on move 5.

ALLIED DEPLOYMENT

- Allied troops deploy in or around buildings or dug-in (hard cover), as shown on the battle map.
- Bofors AA gun can engage ground targets.

COMMONWEALTH REINFORCEEMENTS
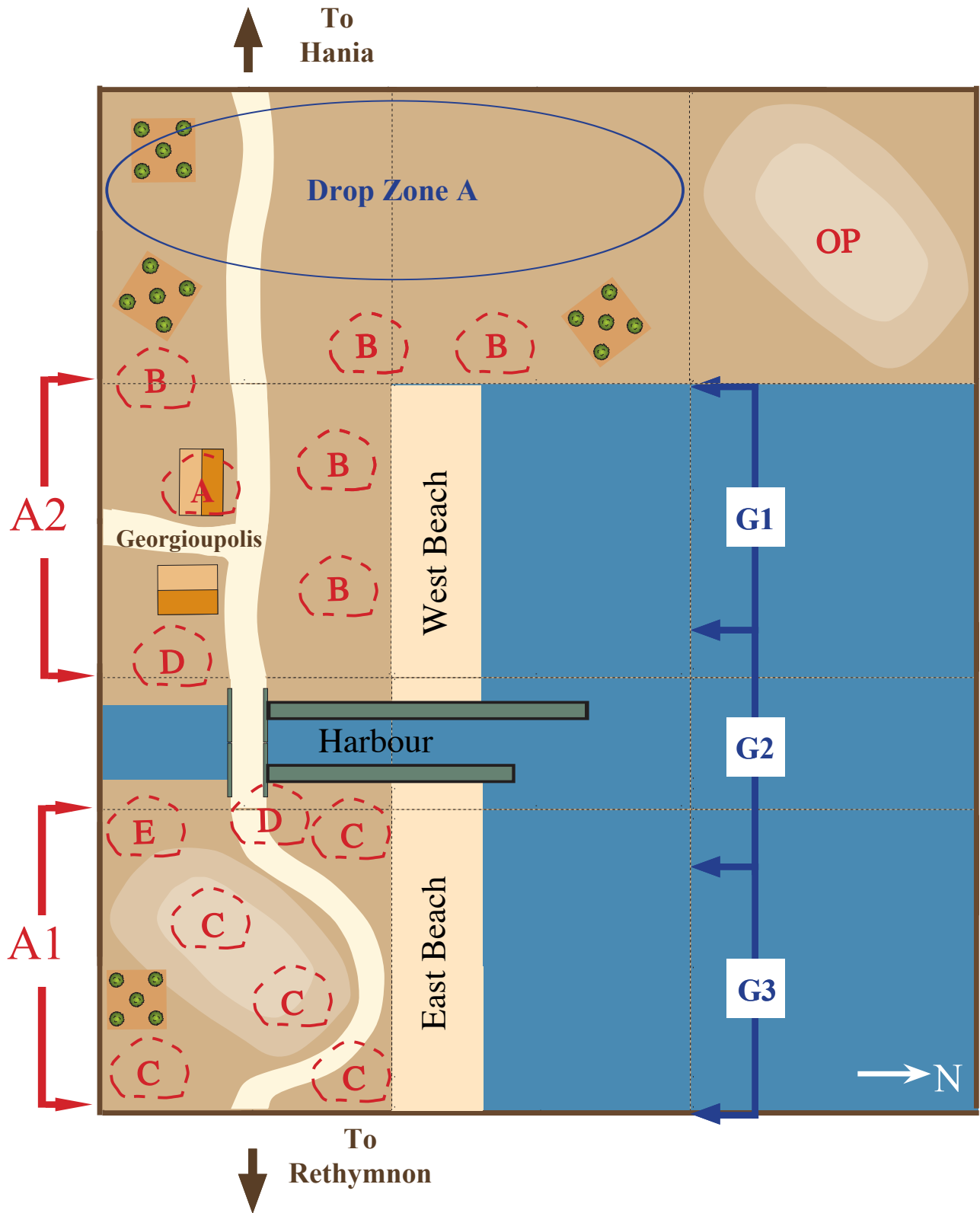
- Available from move 6 at **A1** or **A2**.

GERMAN VICTORY CONDITIONS TO WIN
Capture and **Hold** both ends of the bridge at Georgioupolis (does not need to be intact).

ALLIED VICTORY CONDITIONS TO WIN
Prevent the German player from achieving both objectives. The result is a draw if the Germans only achieve one objective.

GERMAN LANDING AT GEORGIOUPOLIS BATTLE MAP

To
Hania

Drop Zone A

OP

B

B

B

A2

A

B

Georgioupolis

West Beach

G1

B

D

Harbour

G2

E

D

C

A1

C

East Beach

C

G3

C

C

N

To
Rethymnon

TERRAIN

- **High Ground** is a continuous obstacle for troops, impassable to all vehicles, and provides soft cover.

- **Olive Groves** provide soft cover, are a continuous obstacle for movement and block LOS (4" shadow from higher ground).

- **Walls** (12" to 18") provide hard cover to troops and partial concealment to vehicles immediately behind, and on the same level. No more than 12" length.

- **Harbour** is impassable to all troops and vehicles except when using an intact bridge or on board a boat.

- **Bridge** has been set for demolition. If stationary Commonwealth troops are within 6" of either end, roll a D6. On anything but a 1 or 2, the bridge is demolished. If unsuccessful can be rolled for again in subsequent moves. Any troops or vehicles (both sides) on the bridge are lost and the landline cable to the OP is cut. Roll as per 'call for fire' (Reloaded p12) for remainder of game.

- **Buildings** start intact and may hold up to 11 figures.

- **Roads** provide benefit for troops and vehicles moving along them.

Tactical Tips

ALLIED

You cannot prevent a landing of German troops but instead must hold both road exits to Hania and await reinforcements.

Revealing your position too early will only draw German naval gun fire or air attack.

Look for opportunities to counter attack. Prepare a force to hit the Germans once they have landed and before they consolidate their position.

GERMAN

Your force is not properly equipped or trained to carry out an opposed amphibious assault. Try to capture both sides of the entrance to the harbour so that you can safely land your heavy equipment.

Once ashore plan for the inevitable counter attack.

Whatever happens you must push on, and capture the bridge, to allow your troops to get off the beach, and also to prevent further Commonwealth reinforcements.

Below: Crete - Topography and Allied Dispositions, 20th May 1941

Georgioupolis

CRETE, Topography and Allied Dispositions, 20 May
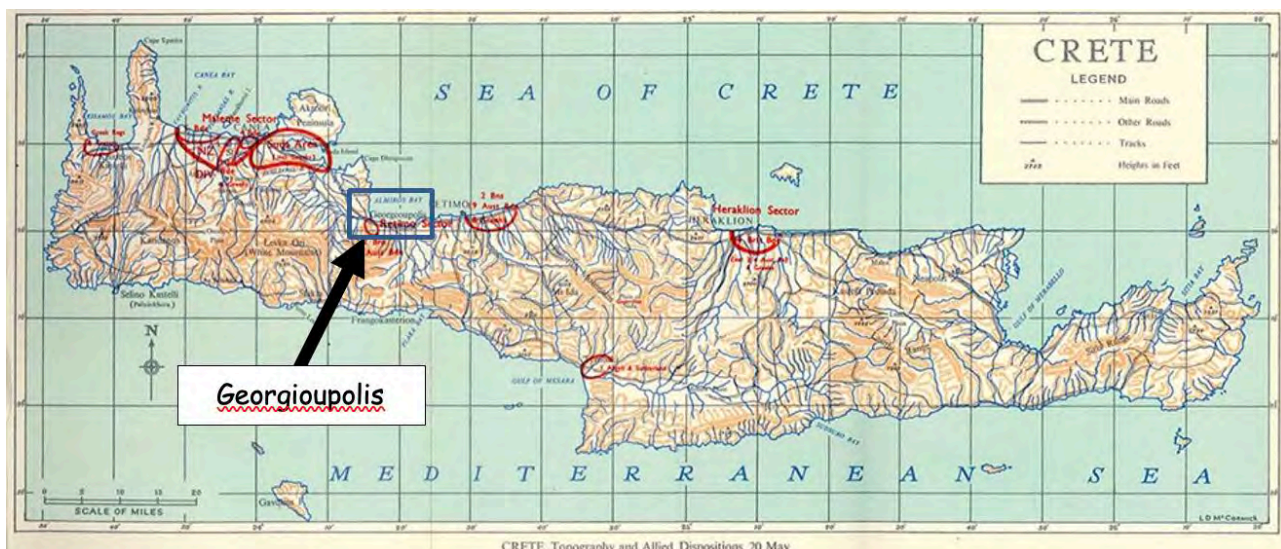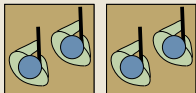
German Forces at Georgioupolis

MOVE 1 - G1 (5 x Caïques)

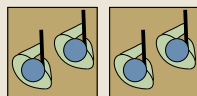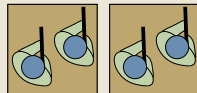**I Bataillon / Gebirgsjäger Regiment 85**
Major Dr Albin Treck

Stabs Kompanie
CO + 6 figures,
50mm mortar, AT rifle
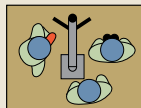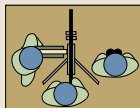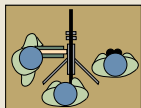
1. Kompanie
8 figures
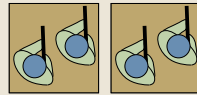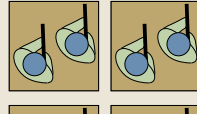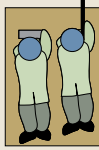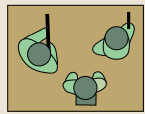
2. Kompanie
8 figures
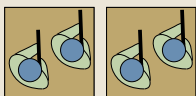
3. Kompanie
8 figures

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

Morale: CO + 39 figures (Elite)

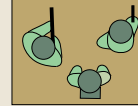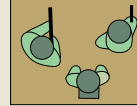### MOVE 5 - G2 (Sturmboot)

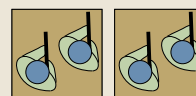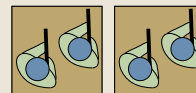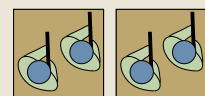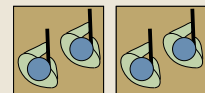**Stabs / Gebirgsjäger Regiment 85**

Regimental Stabs - Oberst August Krakau
6 figures + 2 figure observer team

Morale: Higher level CO + 7 figures

MOVE 1 - G3 (5 x Caïques)

II Bataillon / Gebirgsjäger Regiment 85
Major Albin Esch

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

5. Kompanie
8 figures
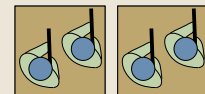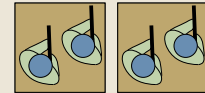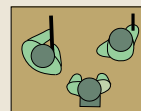
6. Kompanie
8 figures

7. Kompanie
8 figures

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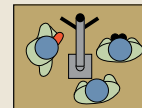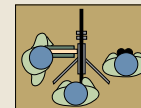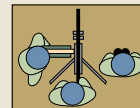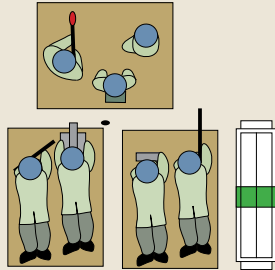

Morale: CO + 39 figures (Elite)

Left: Stream west of Georgioupolis (2014)

MOVE 1 - Drop Zone A

I Bataillon / Fallschirmjäger Regiment 3
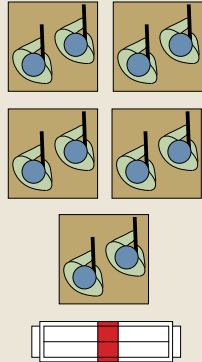**Major Friedrich Von der Heydte**

Stabs Kompanie
CO + 5 figures,
AT rifle, 50mm mortar,
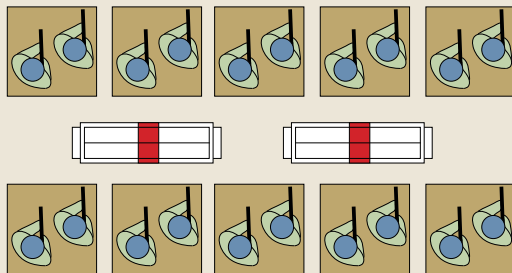rifle grenade launcher,
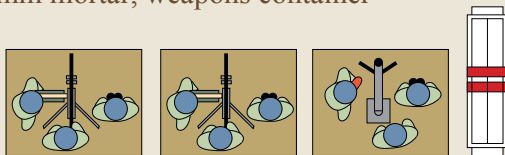weapons container

1. Kompanie
10 figures,
weapons container

2. and 3. Kompanien
20 figures, 2 x weapons containers

4. Kompanie
9 figures, 2 x MMGs,
81mm mortar, weapons container

Alternate Parachute Landing Rules

As an alternative, to the standard rules for parachute landings found in Reloaded Extras, use the following. Place a parachute marker for each company in DZ A (no closer than 6" to a Commonwealth position or building and no further than 12" from any other company).

Throw a D6 for "drift". On a 1-4 - move marker 6" North, East, South, or West). On a 5 or 6 (on target). Throw an additional D6 per company. Result = # casualties

MOVE 5 - G2 (Trawler)

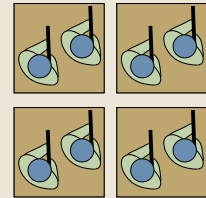**III Bataillon / Gebirgsjäger Regiment 85**
Major Hans Fett
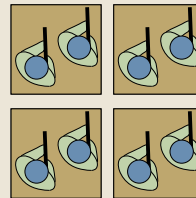
Stabs Kompanie
CO + 6 figures, 50mm
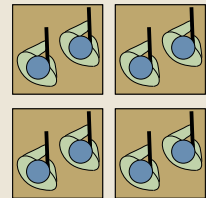mortar, AT rifle
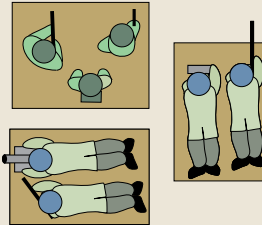
9. Kompanie
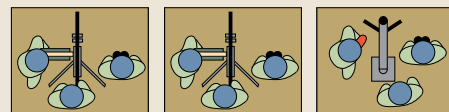8 figures

10. Kompanie
8 figures

11. Kompanie
8 figures

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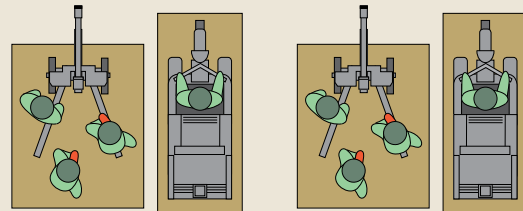9 figures, 2 x MMGs, 81mm mortar

Morale: CO + 39 figures (Elite)
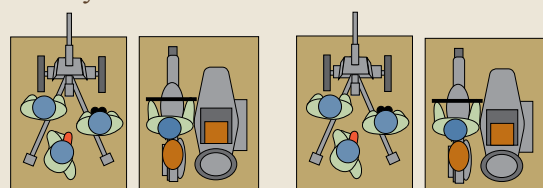
MOVE 3 - G1 or G3 (Landing Craft)

13. Kompanie
6 figures, 2 x 75mm mountain gun,
2 x Kettenkrad tow

14. Kompanie
6 figures, 37mm AT gun,
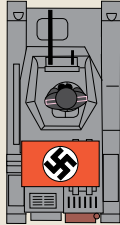2 x motorycle combo tow

Morale: 12 figures (Elite)

Move 4 - G1 or G3 (Landing Craft)

1. Komp. / II Abteilung / Panzer Regiment 31

Panzer II (autocannon)

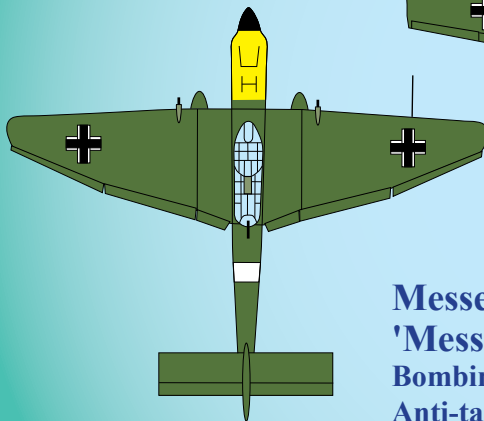Morale: AFV (Regular) - counts as 3 figures

Above: Road west to Hania (2014)

Junkers JU 87 B 'Stuka'
Bombing capability: Heavy bomb (6 x D6)
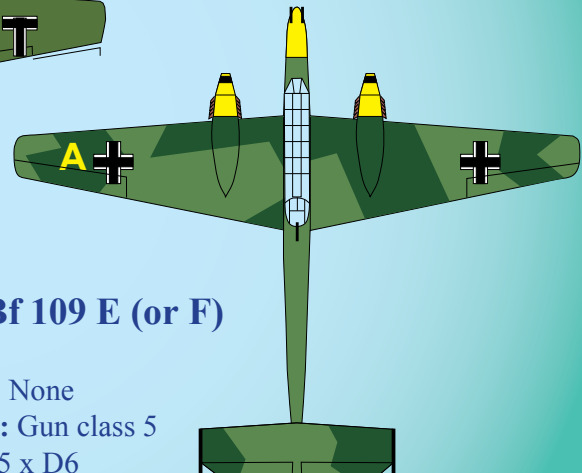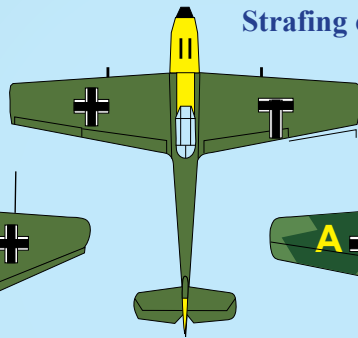**Anti-tank capability:** Bomb only
Strafing capability: None

Messerschmitt Bf 110 'Destroyer'
Bombing capability: Heavy bomb (6 x D6)
Anti-tank capability: Gun class 5 (or bomb)
Strafing capability: 6 x D6

Messerschmitt Bf 109 E (or F) 'Messer'
Bombing capability: None
Anti-tank capability: Gun class 5
Strafing capability: 5 x D6

Above: Arado AR 196 Seaplane -
AOP for naval gun fire (1/76 Oxford diecast)

German Air Support
(Air OP available)

At the start of each 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)

7

Above: Italian Torpedo Boat 'Lupo' - Spica Class torpedo boat
(1/72 Airfix German E-boat 'proxy')

German Landing Force Special Rules

Caïques / Landing Craft - each carries troops and/or vehicles as indicated. Use the Amphibious Landing rule (Reloaded Extra pages 11-13). Caiques would have used large inflatable boats to unload troops on the beach. When placing the large inflatables against the beach on the 2nd move throw a D6. On a 1 is sunk - roll for number of casualties.

Trawler - carries III Bataillon / Gebirgsjäger Regiment 85. May only unload troops at the dock at Georgeoupolis.

- Takes 2 turns to unload (either side - German player's choice) i.e. two or three companies per turn.

German Vessels - can only be engaged by indirect HE fire by the two Italian 75mm guns or 3" mortars.

Off Board Naval Support - 2 x 100mm guns representing the combined available support.

- Naval support is directed by the Arado AR 196 Seaplane or Regimental Stabs (once landed).

Beach Team Morale (Reloaded Extra page 11) - There are two 'Beach Teams', each based on the I Bataillon / Gebirgsjäger Regiment 85 - Western Beach (**G1**) and II Bataillon / Gebirgsjäger Regiment 85 - Eastern Beach (**G3**).

- Some troops may land at either **G1** or **G3**. The German player should decide which prior to the commencement of the game and calculate the Beach Team Morale Value e.g. CO + 39 figures + attachment (tank counts as 3 figures).

Above: The German landing flotilla forms up off Georgioupolis

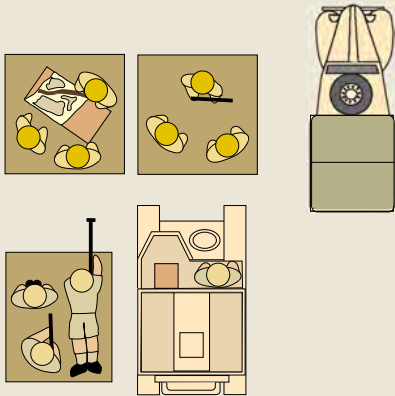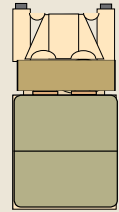**Above:** Stuka ground attack aircraft support the landing

Allied Forces at Georgioupolis

2/7th (Australian) Infantry Battalion
Lt Colonel Gordon Walker

HQ
CO + 2 figures, 15wt truck
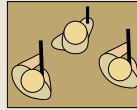
Deployed in Georgioupolis at A

19th (Australian) Infantry Brigade HQ
Brigadier George Vasey

HQ
9 figures, AT rifle, Car, Bren Carrier *

* If the crew is in the Bren Carrier the vehicle can use a vehicle machine gun (VMG)

Morale: Higher level CO + 8 figures

A Company
6 figures

B Company
6 figures

C Company
6 figures

D Company
6 figures

Support Company
6 figures, MMG, 3" mortar, 2 x 15cwt trucks

Morale: CO + 32 figures (Regular)

Left: Rocky foreshore west of Georgioupolis (2014)
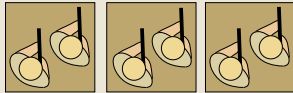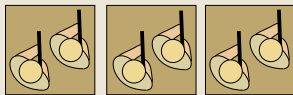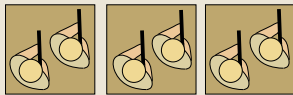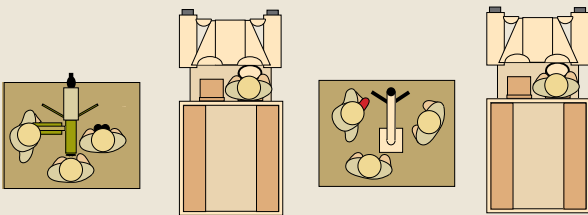
Deployed East of Georgioupolis at C	Deployed near Georgioupolis at D, E & OP

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

HQ
CO + 2 figures, 15wt truck

A Company
6 figures

B Company
6 figures

C Company
6 figures

D Company
6 figures

Support Company
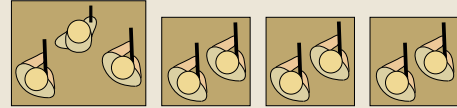
6 figures, MMG, 3" mortar, 2 x 15cwt trucks

Morale: CO + 32 figures (Regular)

19th (Australian) Infantry Brigade
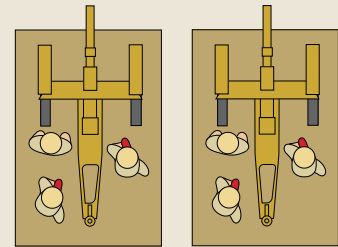**Support Units**

Engineer Detachment
CO + 8 figures

6th Battery - 2/3rd Aust Field Art Regiment

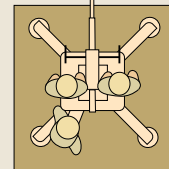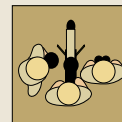6 figures, 2 x Italian 75mm guns,

2 figs OP team*

* OP is connected to battery by cable. No die roll to connect required.

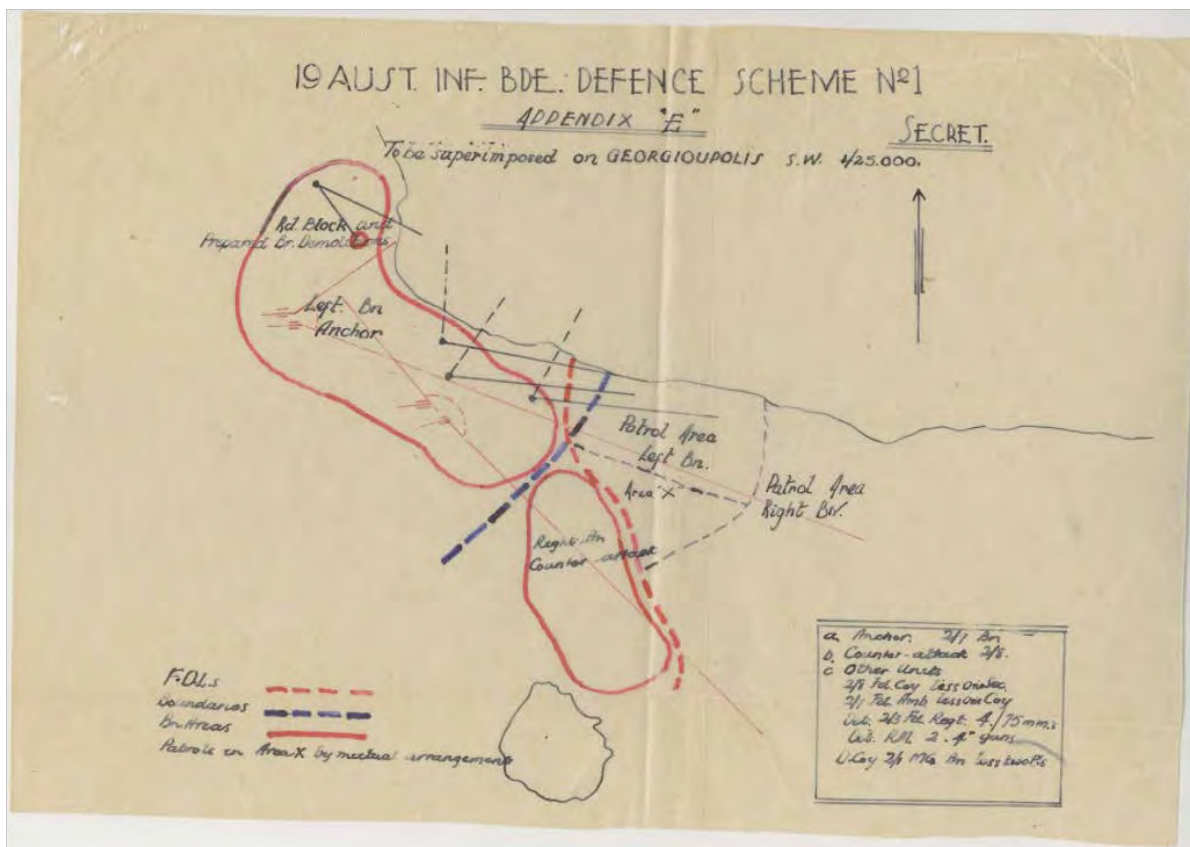**7th Australian Light AA Battery**
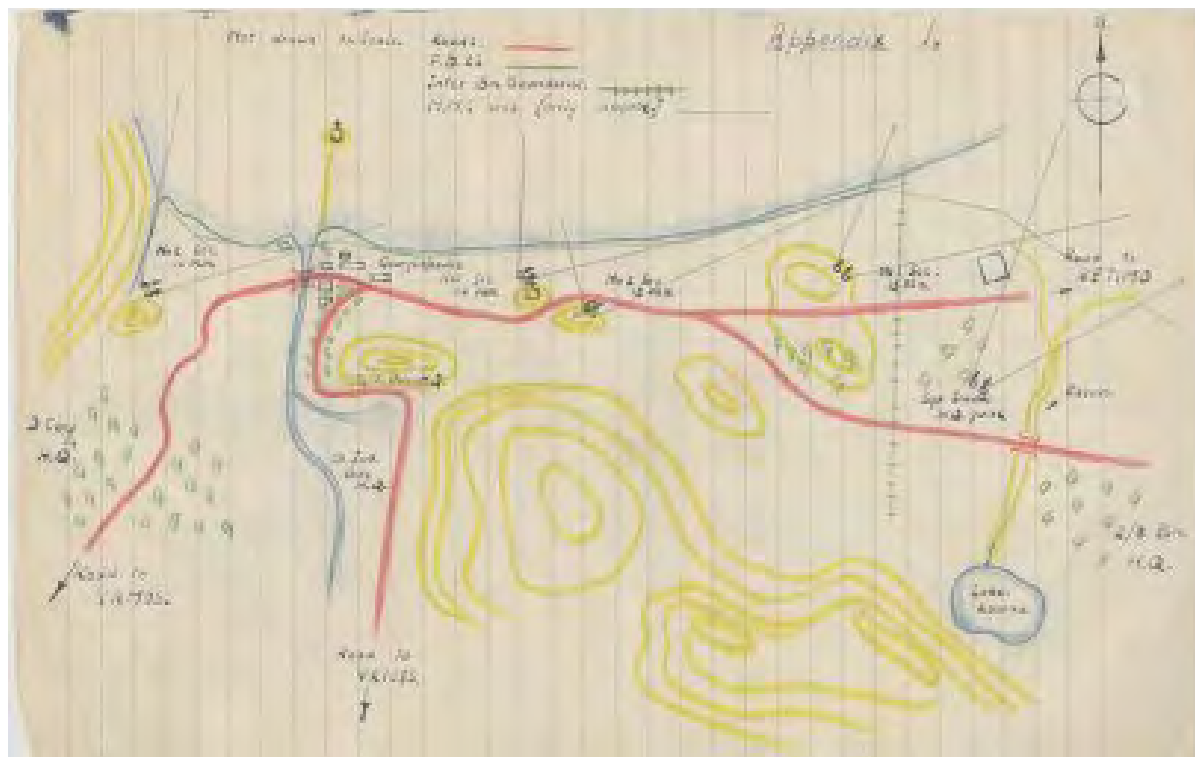6 figures, 1 x anti-aircraft MG,
1 x Bofors anti-aircraft gun

Morale: CO + 22 figures (Regular)

Left: Georgioupolis Harbour (2014)

Above: AWM, 19th Infantry Brigade War Diary - May 1941
https://www.awm.gov.au/collection/RCDIG1026836

Above: AWM52 8/5/3/9-2/3 Machine Gun Battalion War Diary - May 1941
https://www.awm.gov.au/collection/RCDIG1026836

From move 6 at A1 (roll 1-3)

5th Greek Regiment
Lt Colonel Louis Serbos

HQ and MG Companies	1st Company
CO + 5 figures, MMG	6 figures
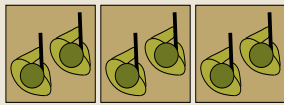
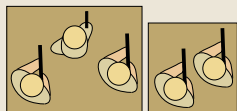| 2nd Company	3rd Company
6 figures	6 figures

Morale: CO + 23 figures (Poor)

From move 6 at A2 (roll 1-2)
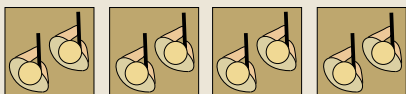
Divisional Cavalry (Russell Force) Major John Russell

HQ	Cavalry Squadron
CO + 4 figures	8 figures
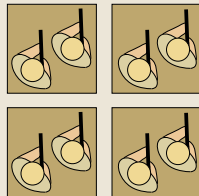
Petrol Company
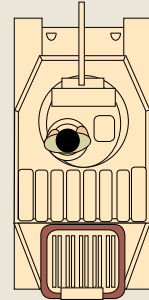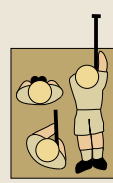8 figures

Morale: CO + 20 figures (Regular)

Commonwealth Reinforcements.

Roll a D6 for each entry point (A1 or A2) at the start of each Commonwealth turn from move 4. On a 4+, **one** unit, arrives at that location and may move up to 6". Re-roll each turn after that for any units that have not yet arrived on table.

From move 6 at A1 (roll 4-6)
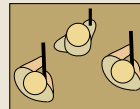
Tank detachment
7th Royal Tank Regiment
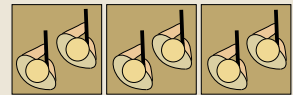Matilda (2 pdr)

Morale: Regular (including an AFV)

From move 6 at A2 (roll 3-4)

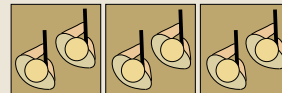**New Zealand Composite Battalion**
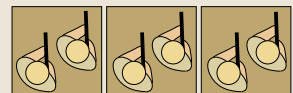**Lt Colonel Howard Kippenberger**

HQ	A Company
CO + 2 figures	6 figures

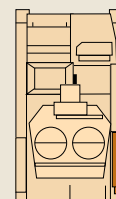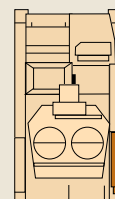| B Company	C Company
6 figures	6 figures

Morale: CO + 20 figures (Regular)

From Move 6 at A2 (roll 5-6)

3rd Hussars
Lt Roy Farran

2 x Vickers MkVIB (HMG / VMG)

Morale: 2 AFVs (Regular)

VEHICLE AND GUN AND STATISTICS

GERMAN

Vehicle	Speed	Target Class	Weapon
Motorcycle* combination	30 / 15	6	special rule below
M/C* combination towing	24 / 12	6	-
Panzer II (20mm)	24 / 12	5	AT 5 / autocannon

Guns	
100mm gun	HE 5 x D6
75mm mountain gun	Gun class 5 / HE 4 x D6
37mm AT gun	Gun class 5 / HE 2 x D6
50mm mortar	HE 2 x D6
81mm mortar	HE 4 x D6
MMG	4 x D6
Autocannon	4 x D6 (1 x D6)
AT rifle	Gun class 6

* Motorcycle or Kettenkrad

ALLIED

Guns	
Italian 75mm	HE 4 x D6
Bofors 40mm AA gun	Gun class 5 / autocannon
3" mortar	HE 4 x D6
Boys AT rifl	Gun class 6

| Vehicle	Speed	Target Class	Weapon
Matilda	18 / 9	2	Gun class 4 or VMG
Vickers MkVIB	30 / 15	5	HMG / VMG **
Bren Carrier	30 / 15	5	Gun class 6 or VMG
15 cwt truck	30 / 15	6	-

** AT class 6 / Stationary HMG (5 x D6) **OR** moving VMG (1 x D6)
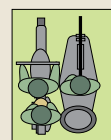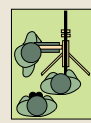
Motorcycles (including Kettenkrad):
- are soft-skin transports
- treated as individual targets for firing
- first 2 casualties will destroy the motorcycle and the passengers must dismount
- if carrying infantry passengers throw 1 x D6 per motorcyle model moving **or** stationary.
- If carrying a MMG & crew as passengers throw 1 x D6 per motorcycle model moving **or** 3 x D6 per motorcycle model stationary.
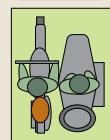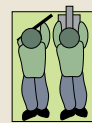
Must dismount to fire
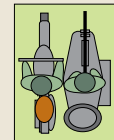
1 x D6 moving **or** stationary

1 x D6 moving **or** 3 x D6 stationary