

RAPID FIRE!

OPERATION 'LUSTRE'

by Mark Piper



DEFENCE OF THE PASSES

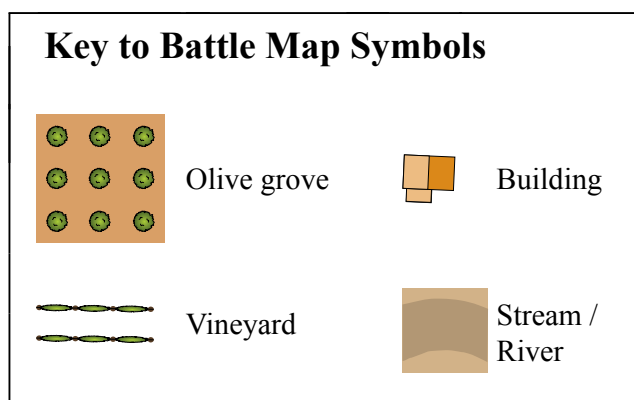
GREECE 1941

FOR USE WITH RAPID FIRE ! FAST PLAY WWII WARGAMING RULES

CONTENTS

DEFENCE OF THE PASSES 15TH - 18TH APRIL 1941

Operation 'Lustre' - Greece April 1941	3
Where to Find Out More	4
The Tables	5
Scenario Special Rules	6
Scenario 1 - Defence of Servia Pass (15th April 1941)	7
Scenario 2 - Defence of Olympus Pass (16th April 1941)	17
Scenario 3 - Rearguard at Elevation (18th April 1941)	27
Greece 1941 Scenario Locations	34



Acknowledgements: Many thanks to Colin Rumford, Richard Marsh, Alan McCoubrey, Scott Robertson, Phil Portway 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 and Mark Piper 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.

Defence of the The Passes

This 'mini-campaign' includes three actions in the central part of Greece, from the 15th - 18th April, culminating in the rearguard action at Elevetherokhorian.

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.

See 'Greece 1941 - Campaign Rules' PDF - available <https://www.rapid-fire-uk.com/free-downloads/>

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, 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 or modify !

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)

WHERE TO FIND OUT MORE

Rapid Fire

- 'Rapid Fire! Reloaded & Reloaded Extra' - (Colin Rumford & Richard Marsh)
- 'Rapid Fire! - Guide to the North African Campaign - February to June 1941' (Colin Rumford)
- 'Rapid Fire! - Blitzkrieg Battlegroups' (Richard Marsh & Colin Rumford)
- 'Rapid Fire! - Blitzkrieg Battlegames' (Richard Marsh & Colin Rumford)

General Accounts

- 'Australia in the War of 1939 -1945 - Greece , Crete and Syria' (Gavin Long)
- 'Panzer Commander - Hermann Balck - Germany's Master Tactician' (Stephen Robinson)
- 'Greece 1941 - Death Throes of Blitzkrieg' (Jeffrey Plowman)
- 'New Zealand Infantryman versus German Motorcycle Soldier' (David Greentree)
- 'Swastikas Over the Acropolis' (Craig Stockings and Eleanor Hancock)
- 'The Balkans 1940-41 (2)' (Pier Paolo Battistelli)
- '2nd New Zealand Divisional Cavalry - Men with No1 Troop and B Squadron 1939 - 1942 Mediterrean' (Phillip Deed)

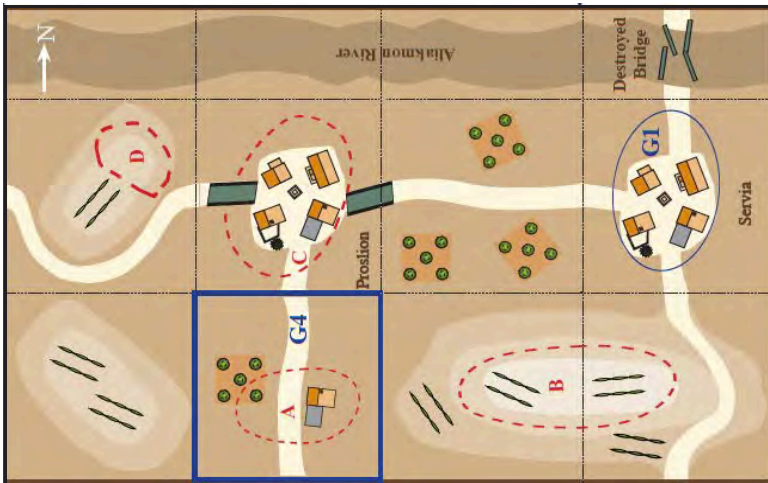
New Zealand Official History (hyperlinks)

- 'To Greece' (Chapter 12 - The Defence of the Passes)
<https://nzetc.victoria.ac.nz/tm/scholarly/tei-WH2Gree.html>
- 'To Greece' (Chapter 13 - The Critical Days, 17-18 April)
<https://nzetc.victoria.ac.nz/tm/scholarly/tei-WH2Gree.html>
- 18th (New Zealand) Infantry Battalion (Chapter 7 - The First Encounter)
<https://nzetc.victoria.ac.nz/tm/scholarly/tei-WH2-18Ba-c7.html>
- 19th (New Zealand) Infantry Battalion (Chapter 8 - Campaign in Greece)
<https://nzetc.victoria.ac.nz/tm/scholarly/tei-WH2-19Ba-c8.html#name-001184-mention>
- 20th (New Zealand) Infantry Battalion (Chapter 4 - The Campaign in Greece)
<https://nzetc.victoria.ac.nz/tm/scholarly/tei-WH2-20Ba-c4.html#name-001184-mention>
- 22nd (New Zealand) Infantry Battalion (Chapter 1 - These were the Men)
<https://nzetc.victoria.ac.nz/tm/scholarly/tei-WH2-22Ba-c1.html#name-001184-mention>
- 23rd (New Zealand) Infantry Battalion (Chapter 4 - Campaigning in Greece)
<https://nzetc.victoria.ac.nz/tm/scholarly/tei-WH2-23Ba-c4.html#name-001184-mention>
- 28th (Maori) Infantry Battalion (Chapter 4 - The Campaign in Greece)
<https://nzetc.victoria.ac.nz/tm/scholarly/tei-WH2Maor-c4.html#name-001184-mention>
- 27 (Machine Gun) Battalion (Chapter 4 - Withdrawal from Greece)
<https://nzetc.victoria.ac.nz/tm/scholarly/tei-WH2-27Ba-c4.html>
- 2nd New Zealand Divisional Cavalry Regiment (Chapter 5 - Greece)
<https://nzetc.victoria.ac.nz/tm/scholarly/tei-WH2DiCa-c5.html>
- 2nd New Zealand Divisional Artillery (Chapter 2 - Greece: The Gunner's Campaign')
<https://nzetc.victoria.ac.nz/tm/scholarly/tei-WH2Arti-c2-0.html>
- New Zealand Engineers, Middle East (Chapter 4 - The Campaign in Greece)
<https://nzetc.victoria.ac.nz/tm/scholarly/tei-WH2Engr-c4.html>

THE TABLES

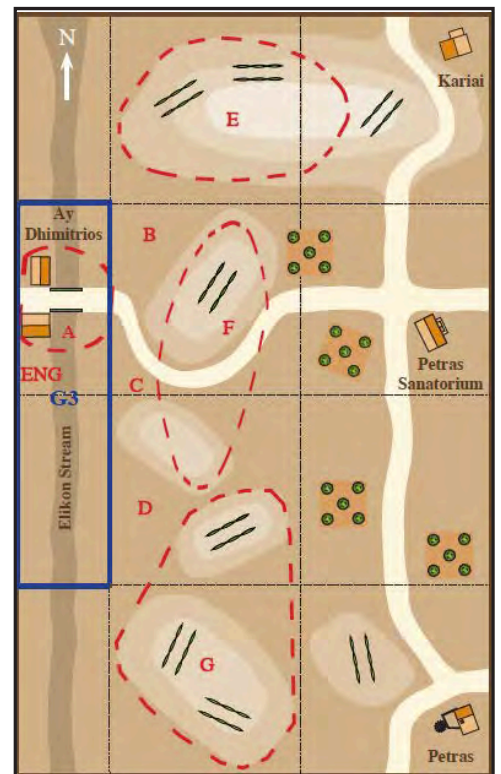
Scenario 1 Defence of Servia Pass

15th April 1941



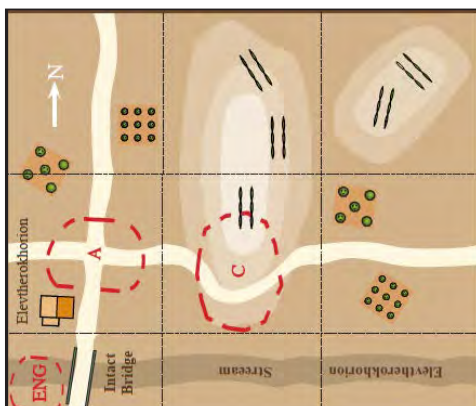
Scenario 2 Defence of Olympus Pass

16th April 1941



Scenario 3 Rearguard at Elevtherokhorian

18th April 1941



SCENARIO SPECIAL RULES

SCENARIOS 1-3

Scenario 1

German Air Support (Air OP available)

At the start of a German player turn, 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 2

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 3

German Air Support (Air OP NOT available)

At the start of a German player turn (from turn 4), 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 1

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) or**
- **6 (a Bristol Blenheim)**

Scenario 2

Allied Air Support

Allied air support is **NOT** available in this scenario.

Scenario 3

Allied Air Support

Allied air support is **NOT** available in this scenario.

Allied Minefields and Barbed Wire

In Scenarios 1 and 2, Allies have 4 marked minefields (each 4" x 4")
In Scenario 2, three x 6" lengths barbed wire placed, anywhere within 12" of an Allied position.

Cratered Roads

In Scenario 1, the roads east and west of Proslion have been cratered (each 2" x 4" sections).
All other roads are treated as normal.

River Crossings

In Scenario 1 large inflatable boats are available.

Bridges

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

SCENARIO 1 - DEFENCE OF SERVIA PASS

15TH APRIL 1941

WHAT REALLY HAPPENED

In April 1941, German forces invaded Greece as part of Operation Marita. Two 'thrusts', through the centre and a second down the east coast, crossed the border from Yugoslavia into Greece on the 6th April. The central 'thrust' broke through Vevi, Sotir and Ptolemais and then continued towards Servia, located south of the Aliákmon River. The 4th (New Zealand) Infantry Brigade, deployed south of the bridge at Servia, defending the high ground and the entrance to the Servia Pass. By the time the Germans arrived the New Zealanders were able to set up a solid defensive position. The German attack was repulsed.

GERMAN VICTORY CONDITIONS TO WIN

Reach the Servia Pass (**G4**) with a minimum of 16 figures by the end of the game **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** (24" to 36") provide hard cover to troops and partial concealment to vehicles immediately behind and on the same level.
- **Aliákmon River** is 9" wide and impassible to movement except using the destroyed bridge or river crossing rules.

THE GAME

This represents the attempt, by elements of the 9th Panzer Division, to cross the Aliakmon River and seize the entrance to the Servia pass, on 15th of April. The game is played on a 8' x 5' table. We suggest a maximum of 12 moves.

GERMAN DEPLOYMENT

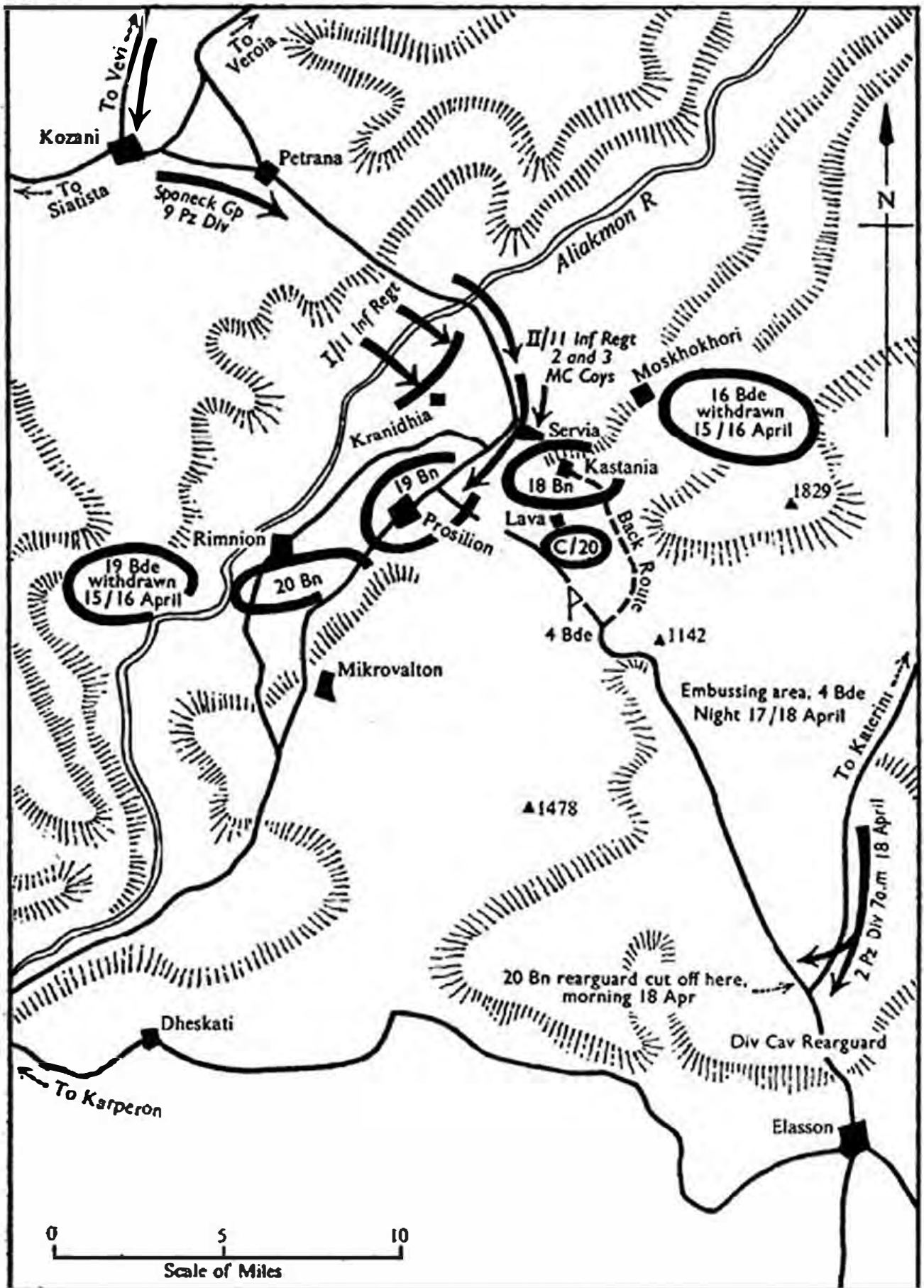
- *II Bataillon Schützen Regiment 11* at **G1**.
- Move 1 - Off-board artillery, Air OP and ground attack aircraft are available.
- German player moves second.

GERMAN REINFORCEMENTS

- Arrivals and reinforcements may not move more than 12" on the turn they arrive but may fire.
- Move 1 at **G2** - *Stabs, 1. and 3. Kompanie Kradschützen Bataillon 59*.
- Move 2 at **G2** - *Aufklärung Zug Panzer Regiment 33, and 1. (Gepanzert) Kompanie Pionier Bataillon 86*.
- Move 3 at **G2** - *2. (Lichte) Kompanie Flak Abteilung 86 and 3. Kompanie Panzerjäger Abteilung 50*.
- Move 4 at **G3** - *Regimental Stabs Kompanie and I Bataillon Schützen Regiment 11*.

ALLIED DEPLOYMENT

- Allied forces are deployed on the table as shown on the battle map at **A-D**.
- Allied troops start the game in buildings or dug-in (hard cover).
- Move 1 - Off board artillery and ground attack aircraft are available.
- Allied player moves first.
- There are no Allied reinforcements.

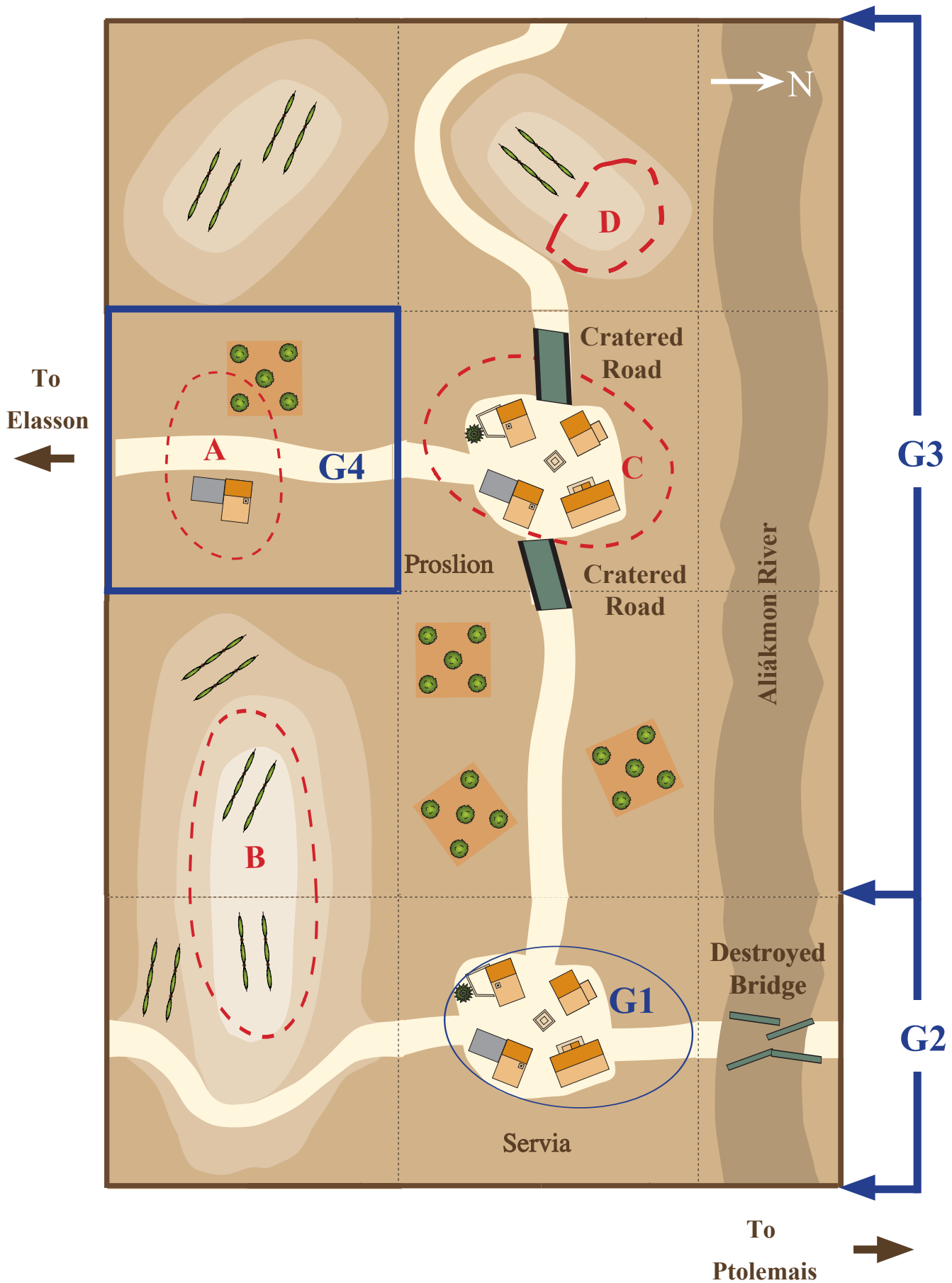


N.Z.M.S. 101/219

Drawn by Lands & Survey Dept., N.Z.

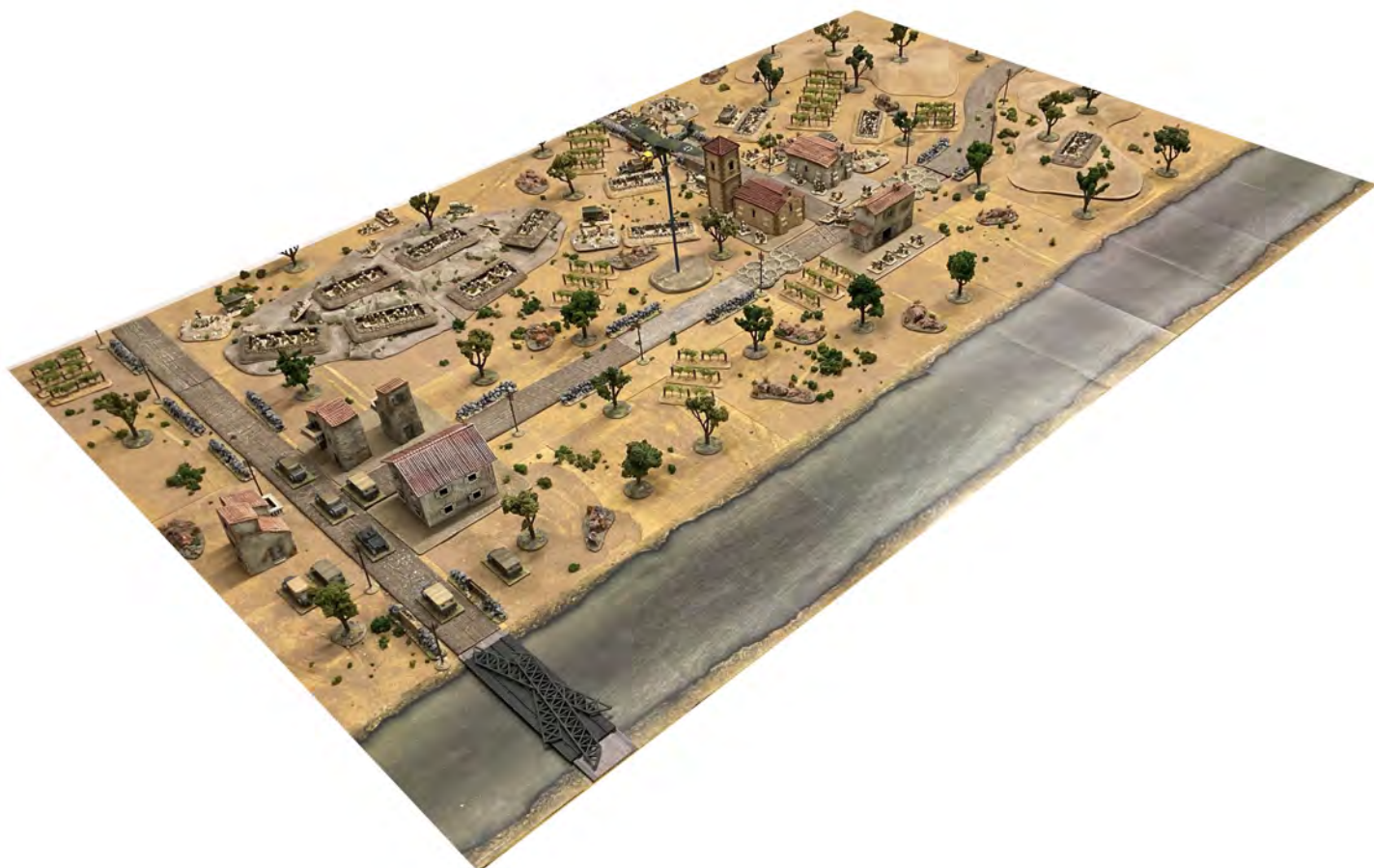
4 BRIGADE AT SERVIA, 15-18 APRIL 1941

DEFENCE OF SERVIA PASS BATTLE MAP



DEFENCE OF SERVIA PASS

TABLE SETUP



Right: *I Bataillon Schützen Regiment 11*, under the command of Hauptman Franz Eckinger, cross the Aliákmon river in 'large inflatables' - *Britannia* 20mm Germans (painted by Scott Robertson) with 3D printed inflatable boats on *Battlefront* river bases.





German Forces at Servia Pass

After the successes at Vevi (12th April) and Sotir and Ptolemais (13th April), the leading elements of the 9th Panzer Division were organised under the command of Colonel Graf von Sponeck.

Kampfgruppe 'Sponeck' was a mixed arms group with two *bataillon*en of motorised infantry, part of a motorcycle *bataillon*, self propelled anti-tank guns and artillery. Only a small numbers of light tanks were available to support the attack.

Despite the partial destruction of the bridge across the Aliákmon River, and lack of time to bring up the divisional engineers to build an alternative crossing, von Sponek decided to 'force' a crossing, in a bid to take the vital pass above the village of Proslion.

The *II Bataillon Schützen Regiment 11* was the first to cross at the bridge and quickly moved through Servia and then onto the pass. The following motorcycles of *Kradschützen Bataillon 59*, under command of Major Wilhelm Schmalz, moved to assault the entrenched 18th (New Zealand) Infantry Battallion, overlooking Servia.

Finally a river crossing using large inflatables was attempted, to support the attack on the area of the pass. Ultimately, the German attack failed and the entrance to the pass remained in Allied hands.



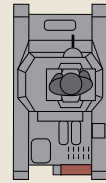
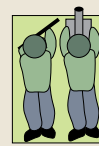
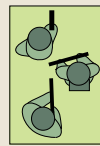
Above: German advance guard, having just crossed the partially destroyed bridge at Servia, move into the town (Mark Piper)

Deployed at G1

II Bataillon / Schützen Regiment 11 Hauptman Reinisch

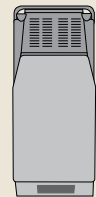
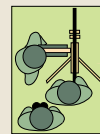
Stabs Kompanie

CO + 4 figures, 50mm mortar,
Steyr 1500 medium field car,
+ 2 figure OP team (105mm),
Sdkfz 265 Panzerbefehlswagen OP



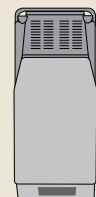
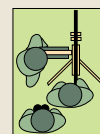
6. Kompanie

11 figures, MMG, 2 x Horch heavy field car



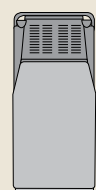
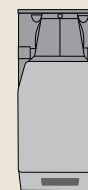
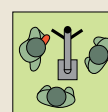
8. Kompanie

11 figures, MMG, 2 x Horch heavy field car



9. Kompanie / III Bataillon / Schützen Regiment 11

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



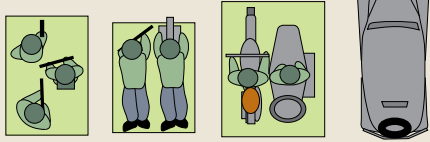
Morale: CO + 39 figures (Regular)

Move 1 at G2

Kradschützen Bataillon 59
Major Wilhelm Schmalz

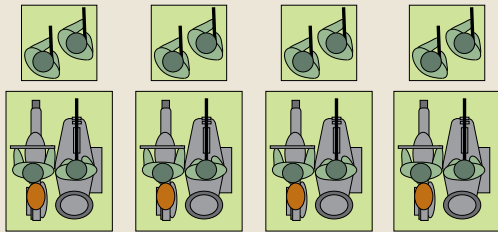
Stabs Kompanie

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



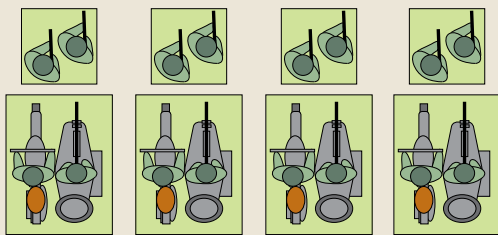
1. Kompanie

8 figures, 4 x motorcycle combinations (VMG) *



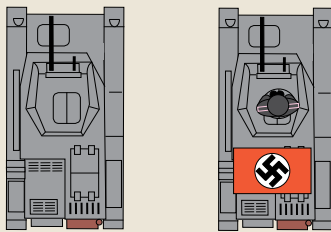
3. Kompanie

8 figures, 2 x motorcycle combinations (VMG) *



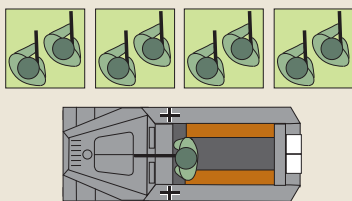
Move 2 at G2

Aufklärung Zug / Panzer Regiment 33
2 Panzer II (autocannon)



1. (Gepanzert) Kompanie / Pionier Bataillon 86

8 figures, flamethrower, Sdkfz 251 (VMG) *



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

Morale: CO + 34 figures (Regular)
including 2 AFVs

Move 3 at G2

2. (Lichte) Kompanie /
Flak Abteilung 86

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

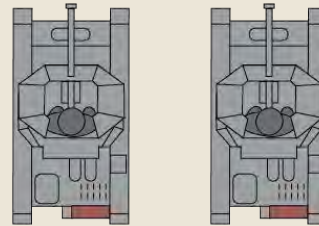


Morale: 1 AFV (Regular)

Move 3 at G2

3. Kompanie /
Panzerjäger Abteilung 50

2 x Panzerjäger IB (47mm)

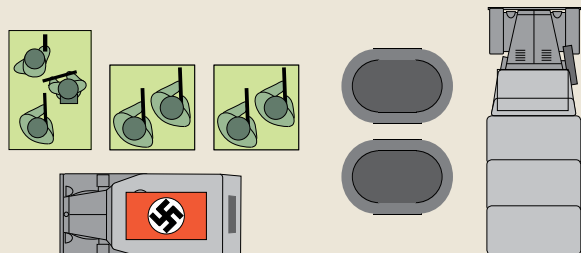


Morale: 2 AFVs (Regular)

Move 4 at G3

Shützen Regiment 11 Stabs Kompanie
Oberst Theodore Graf von Sponeck

7 figures, Steyr 1500 medium field car,
2 x large inflatables,
Henschel type 33 heavy truck



Morale: Higher level CO + 6 figures

Move 4 at G3

I Bataillon / Schützen Regiment 11 *Hauptman Franz Eckinger*

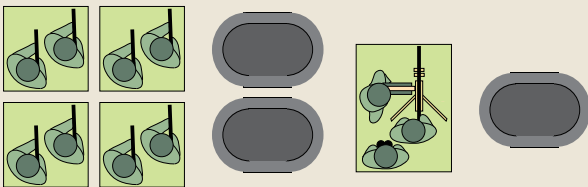
Stabs Kompanie

CO + 4 figures, 50mm mortar,
2 x large inflatable,
Henschel type 33 heavy truck
+ 2 figure OP team (150mm),
Sdkfz 265 Panzerbefehlswagen OP



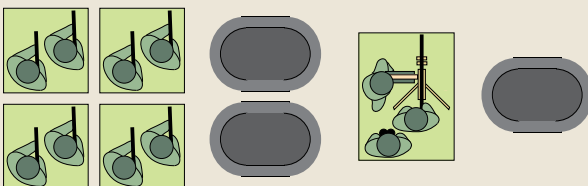
1. Kompanie

11 figures, MMG, 3 x large inflatables



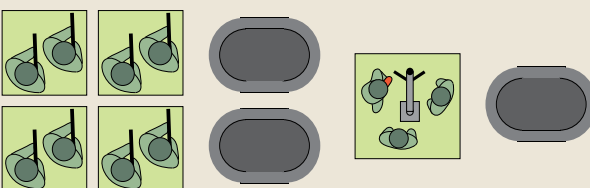
2. Kompanie

11 figures, MMG, 3 x large inflatables



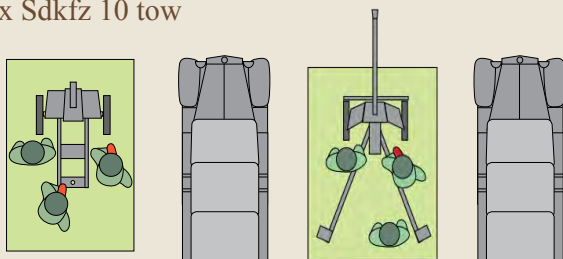
3. Kompanie

11 figures, 81mm mortar, 3 x large inflatables



4. Kompanie

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



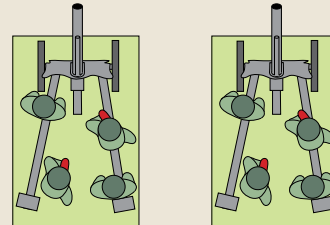
Morale: CO + 45 figures (Regular)

Available from Move 1 - Off board

elements Artillerie Regiments 77 and 102

I (Lichte) Abteilung / Artillerie Regiment 77 *

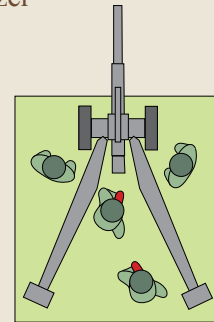
2 x 105mm howitzer



* Dedicated support to *II / Schützen Regiment 11*

II (Scwhere) Abteilung / Artillerie Regiment 102

150mm howitzer



** Dedicated support to *I / Schützen Regiment 11*

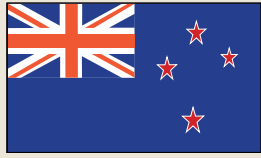
Morale: N/A

Henschel HS 126-A Air OP (AOP)

A Henschel HS 126 Air OP is available from German move 1 and may observe for either off board artillery battalion (but not both) or ground attack aircraft, as per Rapid Fire Reloaded Extra page 9 (or if using Rapid Fire 2 page 98).

Below: *Oxford* diecast Henschel AOP (Mark Piper)



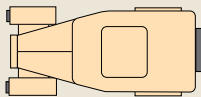
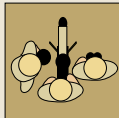
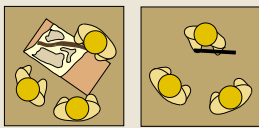


Allied Forces at Servia Pass

Deployed at A

4th (New Zealand) Infantry Brigade HQ Brigadier Edward Puttick

9 figures, AAMG,
saloon car, light truck



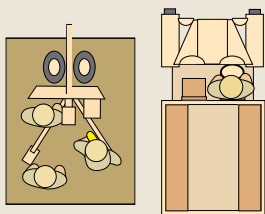
Morale: Higher level CO + 8 figures

Deployed at B and C

31 Battery / 7th (New Zealand) Antitank Regiment

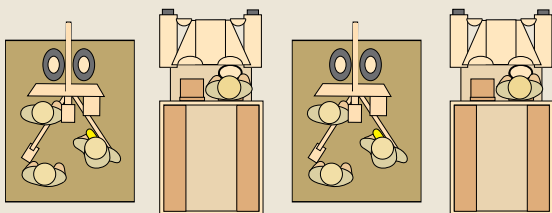
A Troop at B

3 figures, 2 pdr gun, light truck tow



B and C Troops at C

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

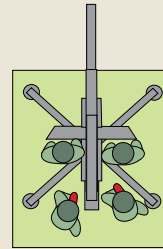


Morale: 2 x Artillery units

Deployed at A

Yugoslav Anti-Aircraft Battery

4 figures, 90mm Skoda gun *, no tow



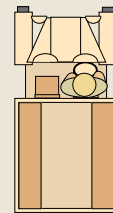
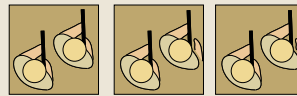
* See VMG chart page 15

Morale: Artillery unit

Deployed at A

No. 1 Section / 6th (New Zealand) Field Company

6 figures, light truck



Morale: N/A (Regular)

Deployed at A

C Company / 20th (New Zealand) Infantry Battalion

8 figures, light truck



Morale: N/A (Regular)

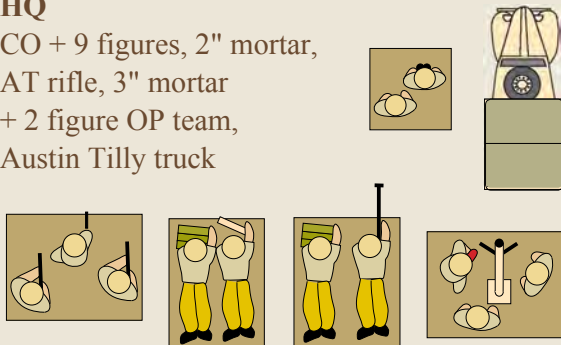
New Zealand troops occupied the high ground south of the pass and the area around Proslion, that blocked the entrance to the pass as well as overlooking the river itself. As each German assault was made the Allies were able to defeat each in turn. Ultimately, the 4th (NZ) Infantry Brigade was forced to withdraw south after imposing a delay on the advancing German forces.

Deployed at **B**

18th (New Zealand) Infantry Battalion Lt Colonel John Gray

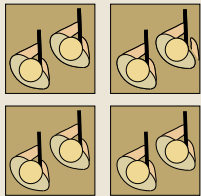
HQ

CO + 9 figures, 2" mortar,
AT rifle, 3" mortar
+ 2 figure OP team,
Austin Tilly truck



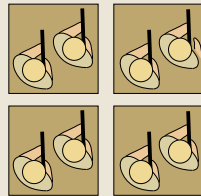
A Company

8 figures



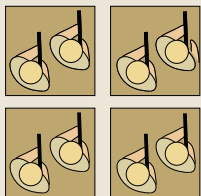
B Company

8 figures



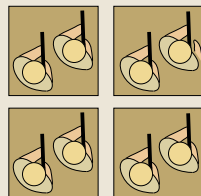
C Company

8 figures



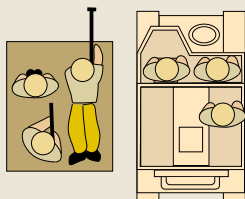
D Company

8 figures



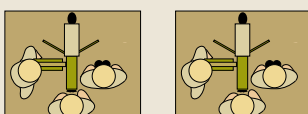
Carrier Platoon

3 figures, AT rifle, carrier *



5 and 6 Platoons / B Company / 2/1 (Australian) MG Battalion

6 figures, Vickers MMG



* If carrying passengers can use a VMG

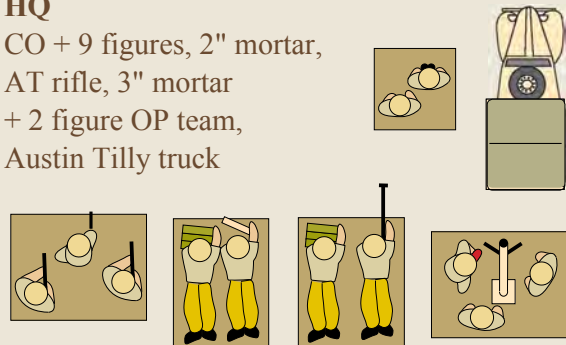
Morale: CO + 52 figures (Regular)

Deployed at **C and D**

19th (New Zealand) Infantry Battalion Lt Colonel Frederick Varnham

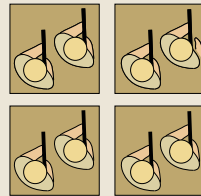
HQ

CO + 9 figures, 2" mortar,
AT rifle, 3" mortar
+ 2 figure OP team,
Austin Tilly truck



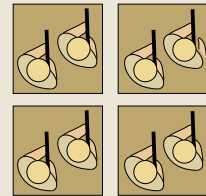
A company

8 figures



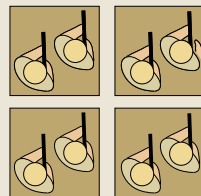
B company

8 figures



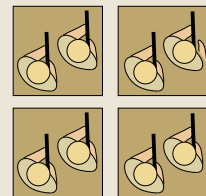
C Company at **D**

8 figures



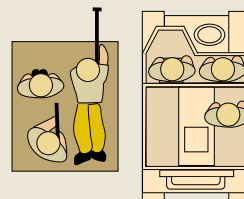
D company

8 figures



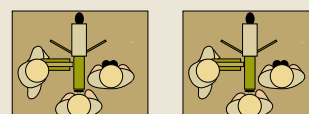
Carrier Platoon

3 figures, AT rifle, carrier *



7 and 8 Platoons / B Company / 2/1 (Australian) MG Battalion

6 figures, Vickers MMG



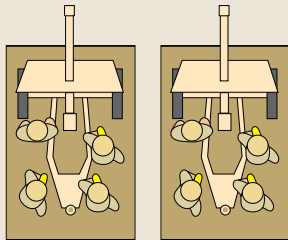
* If carrying passengers can use a VMG

Morale: CO + 52 figures (Regular)

Available from Move 1 - Off board

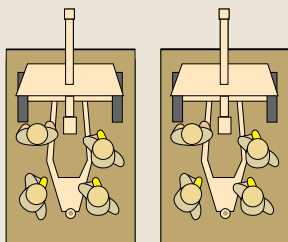
6th (New Zealand) Field Regiment

29 Battery *
2 x 25 pdr guns



* Dedicated support to 18 (NZ) Battalion.

30 Battery **
2 x 25 pdr guns



** Dedicated support to 19 (NZ) Battalion.

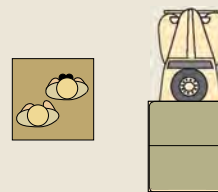
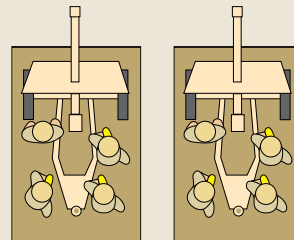
Morale: N/A

Available from Move 1 - Off board

7th Medium Regiment (RA) less one battery

A Battery ***
2 x 4.5" howitzer

2 figure OP team,
Austin Tilly light truck



*** General support to 4th (NZ) Brigade.

Morale: N/A

Yugoslav 90mm Anti-Aircraft Gun

On the 12th April a Yugoslav battery of 90mm AA guns were placed under command 6th (NZ) Field regiment in an anti-tank role. They may have been in use if the Germans had broken into the Servia pass.

VEHICLE AND GUN CHART

Skoda 90mm AA dual purpose	AT class 2 / HE 5 x D6	AT ranges 0 - 12", 12 - 36", 36 - 60". HE bands 6 x 10"
----------------------------	------------------------	---



Left: 19th (New Zealand) Infantry Battalion supported by anti-tank guns and artillery defend the approaches to the village of Proslion, at the entrance to the Servia pass - *Britannia* infantry, *Hovels* buildings, *Gale Force Nine* roads and various scatter terrain (Mark Piper)

SCENARIO 2 - DEFENCE OF OLYMPUS PASS

16TH APRIL 1941

WHAT REALLY HAPPENED

On the 15th April, the German 2nd Panzer Division reorganized into two kampfguppen. The first battlegroup was ordered to attack Olympus Pass and advance to Larissa via Elasson. The second battlegroup was ordered to advance along the coastal route towards the 21st (New Zealand) Infantry Battalion at Platamon. The 5th (New Zealand) Infantry Brigade, supported by anti-tank guns and artillery, was well established at the Olympus pass. Minefields and barbed wire had been setup and the position was strong.

GERMAN VICTORY CONDITIONS TO WIN
Reach the Olympus Pass (**G3**) with a minimum of 16 figures by the end of the game **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.
- **Elikon Stream** is a linear obstacle to cross and a continuous obstacle to move along. The bridge starts intact.

THE GAME

This represents the attempt by elements of the German 2nd Panzer and 72nd Infantry Divisions to capture the Olympus Pass on the morning of the 16th April. The game is played on a 8' x 5' table. We suggest a maximum of 12 moves.

GERMAN ARRIVALS

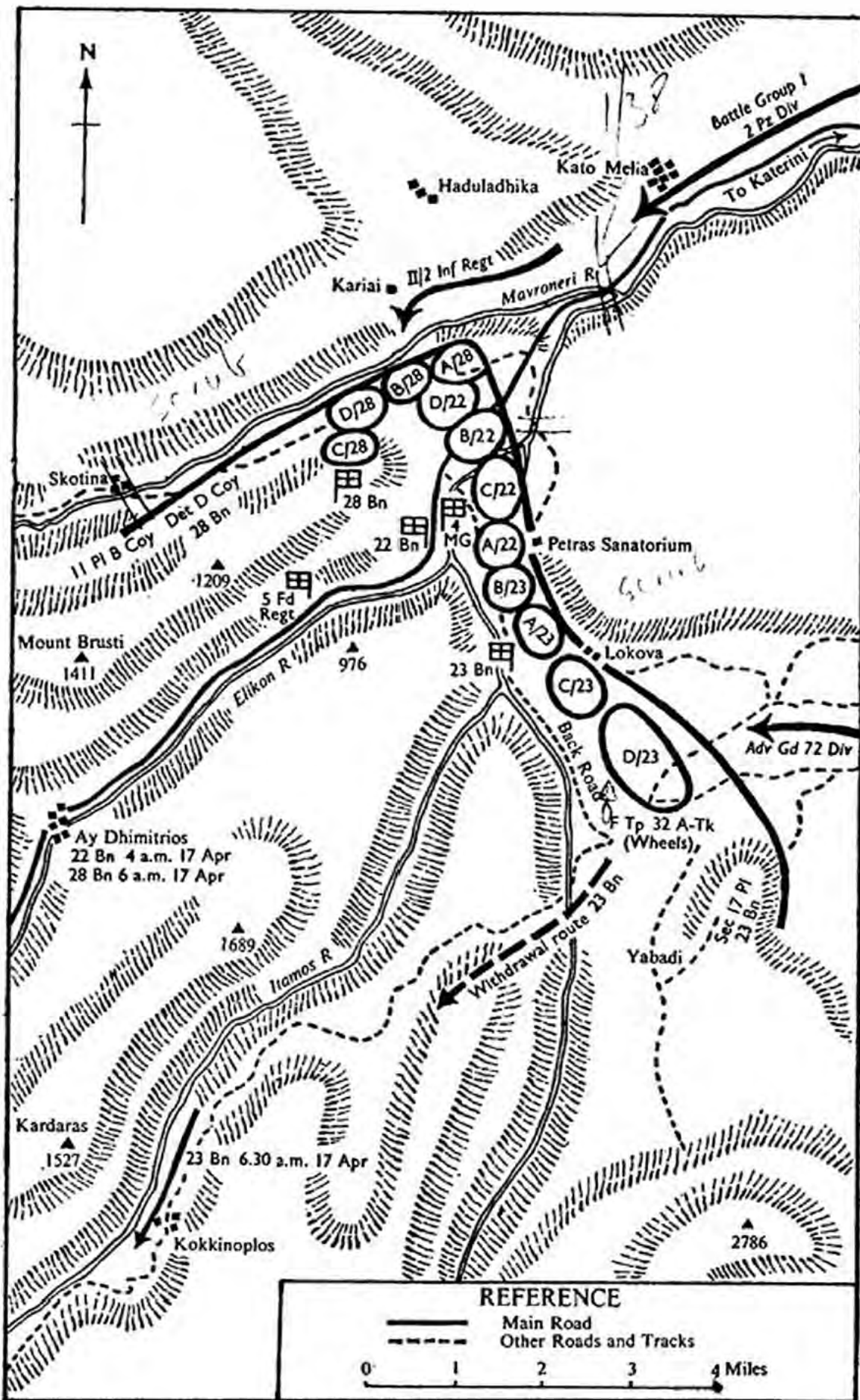
- Move 1 at **G1** - *II Bataillon Schützen Regiment 2.*
- Move 1 - Off-board artillery (2nd Panzer), AOP and attack aircraft are available.
- Arrivals and reinforcements may not move more than 12" on the turn they arrive but may fire.
- German player moves second.

GERMAN REINFORCEMENTS

- Move 2 at **G1** - *1. Kompanie Panzerjäger Abteilung 38.*
- Move 3 at **G2** - *III Bataillon Schützen Regiment 124.*
- Move 3 at **G1** - *5. Kompanie II Abteilung Panzer Regiment 3.*
- Move 5 at **G2** - *6. Kompanie II Abteilung Panzer Regiment 3.*
- Move 7 at **G1** - *Stabs, Aufklärung Zug and 4. Kompanie II Abteilung Panzer Regiment 3.*

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). Allied player moves first.
- There are no Allied reinforcements.

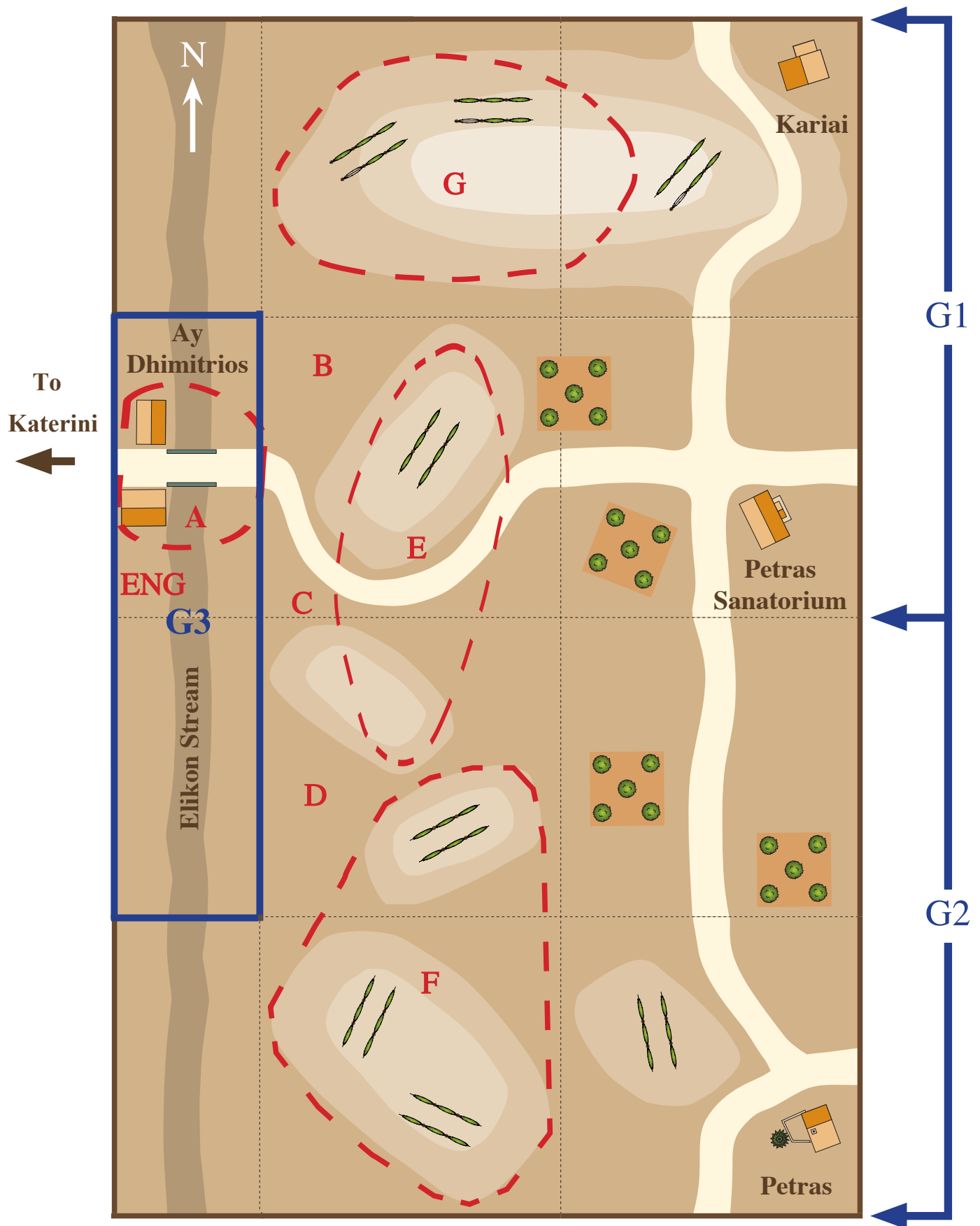


N.Z.M.S. 101/224

Drawn by Lands & Survey Dept. N.Z.

5 BRIGADE HOLDS THE OLYMPUS PASS, 14-17 APRIL 1941

DEFENCE OF OLYMPUS PASS BATTLE MAP

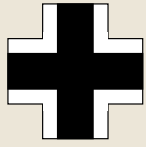


DEFENCE OF OLYMPUS PASS

TABLE SETUP



Left: 23rd (New Zealand) Infantry Battalion deployed on the high ground defending the right flank of the New Zealand defensive position at Olympus Pass - *Britannia* infantry in scratch built dug in positions and hills, *Gale Force Nine* streams, miscellaneous scatter terrain (Mark Piper)



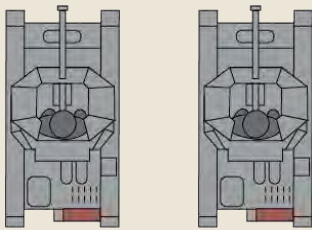
German Forces at Olympus Pass

Having successfully crossed the Aliákmon River, on the 13th April, the second battlegroup, from the 2nd Panzer Division, moved against Olympus Pass. First in action were the motorised infantry of *I Bataillon Schützen Regiment 2*, supported by the self-propelled anti-tanks guns of *1. Kompanie Panzerjäger Abteilung 38*. German armoured elements, with air support, were then sent forward to support a renewed attack. Meanwhile, further south, the advanced guard of the 72 Infantry Division, launched a supporting attack to the south.

Move 2 at G1

1. Kompanie * / *Panzerjäger Abteilung 38*

2 x Panzerjäger IB (47mm)



* AFV unit morale applies

Morale: 2 AFVs (Regular)

Below: German tanks advance on Olympus Pass (Scott Robertson)

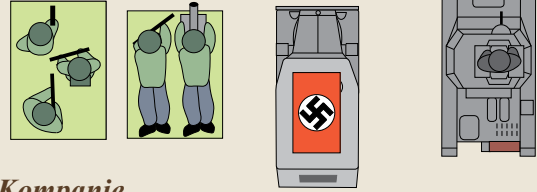


Move 1 at G1

II Bataillon / Schützen Regiment 2

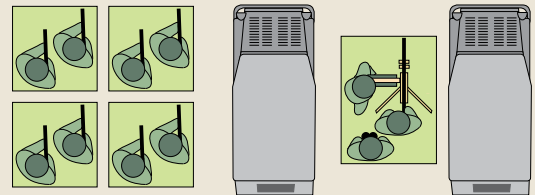
Stabs Kompanie

CO + 4 figures, 50mm mortar,
Steyr 1500 medium field car,
2 figure OP team (105mm),
Sdkfz 265 Panzerbefehlswagen OP



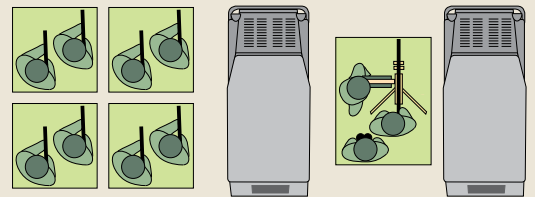
5. Kompanie

11 figures, MMG,
2 x Horch heavy field car



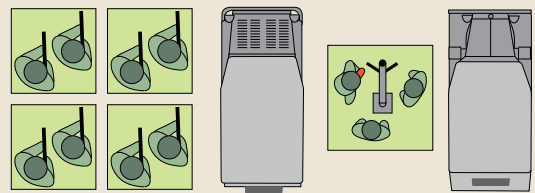
6. Kompanie

11 figures, MMG,
2 x Horch heavy field car



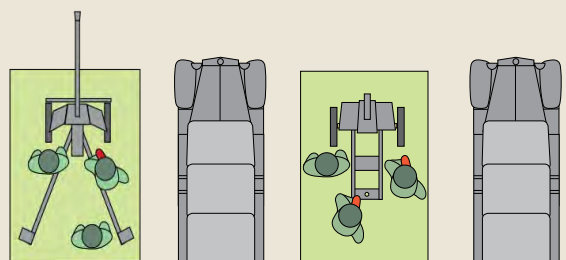
7. Kompanie

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



8. Kompanie

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



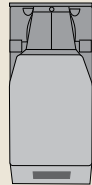
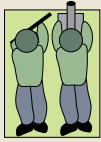
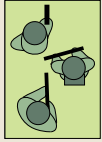
Morale: CO + 45 figures (Regular)

Move 3 at G2

III Bataillon / Schutzen Regiment 124 / Infanterie Division 72

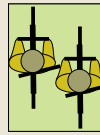
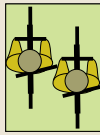
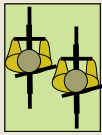
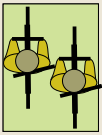
Stabs Kompanie

CO + 4 figures, 50mm mortar,
Steyr 1500 medium field car,
+ 2 figure OP team, Steyr
1500 medium field car



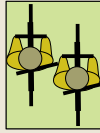
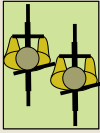
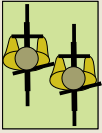
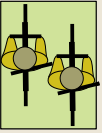
9. Radfahr (cycle) Kompanie

8 figures



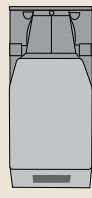
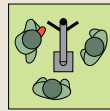
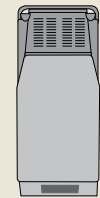
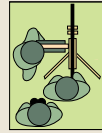
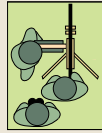
11. Radfahr (cycle) Kompanie

8 figures



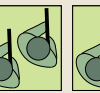
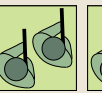
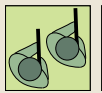
12. Maschinengewehr Kompanie

9 figures, 2 x MMG, 81mm mortar, Steyr
1500 medium field car, Horch heavy field car



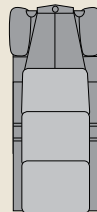
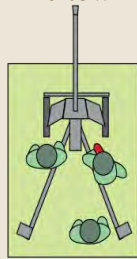
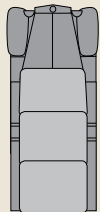
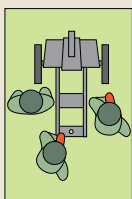
8. Kompanie / Lehr Regt Brandenburg 800

8 figures, Steyr 1500 medium field car



Panzerjäger Kompanie

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

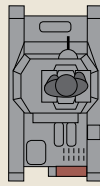
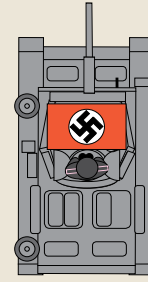
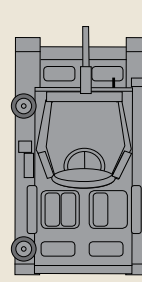
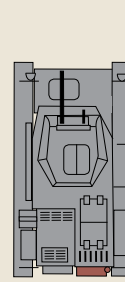


Morale: CO + 45 figures (Regular)

Move 3 at G1

5. Kompanie * / II Abteilung / Panzer Regiment 3

Panzer II (autocannon), Panzer III (37mm),
Panzer III (short 50mm),
2 figure OP team (150mm),
Sdkfz 265 Panzerbefehlswagen OP



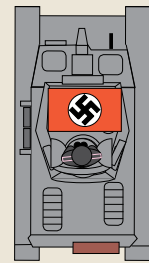
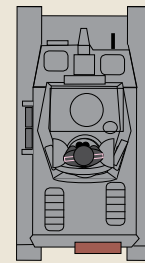
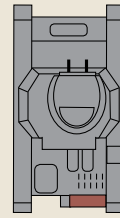
* AFV unit morale applies

Morale: 3 AFVs (Regular)

Move 5 at G1

6. Kompanie * / II Abteilung / Panzer Regiment 3

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



* AFV unit morale applies

Morale: 3 AFVs (Regular)

Bicycle Mounted Troops (*Radfahrtruppe*)

Military bicycles were used to get troops quickly into the battle and then to fight on foot.

Bicycle mounted troops are:

- in the open for observation and targeting.
- able to move up to 15" on road and 6" cross country (3" penalty to dismount, move up to 3" and fire at short range).
- once dismounted must remain dismounted for the remainder of the game.
- may cross linear obstacles, such as walls and streams with a D6" penalty but not barbed wire.
- unable to fire or close assault if mounted.

Move 7 at G1

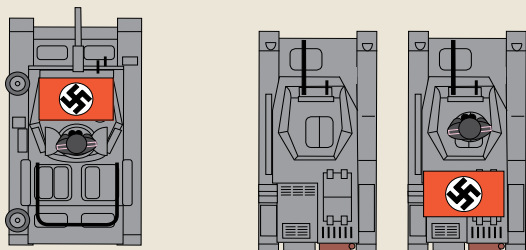
II Abteilung / Panzer Regiment 3 Oberst Hans Koelitz

Stabs Kompanie

Panzer III Command
(VMG)
Higher level CO

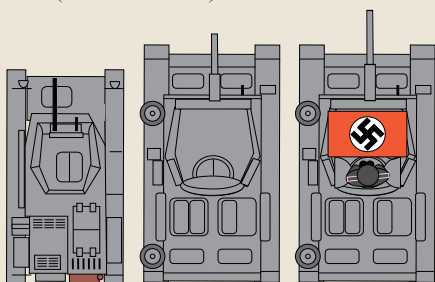
Aufklärung Zug

2 x Panzer II
(autocannon)



*4. Kompanie * / II Abteilung / Panzer Regiment 3*

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



* AFV unit morale applies

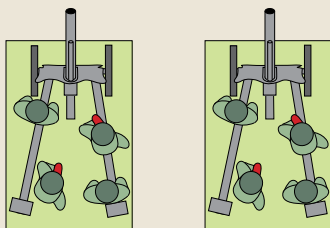
Morale: 1, 2 or 3 AFVS (Regular)

Available from Move 4 - Off Board

Artillerie Regiment 706 / Infanterie Division 72

I (Lichte) Abteilung

2 x 105mm howitzer,
2 figure OP team [Move 1 at G1]
Steyr 1500 medium field car #



Attached to *III Bataillon Schutzen Regt 124*

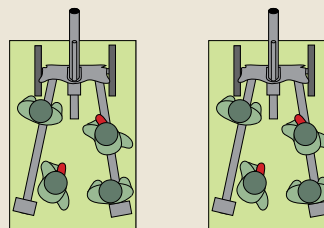
Morale: N/A

Available from Move 1 - Off board

Artillerie Regiment 102 / Panzer Division 2

I (Lichte) Abteilung

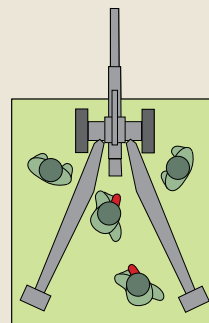
2 x 105mm howitzer,
2 figure OP team [Move 1 at G1]
Sdkfz 265 Panzerbefehlswagen OP **



** Attached to *II Abteilung Schutzen Regiment 2*

II (Scwhere) Abteilung

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



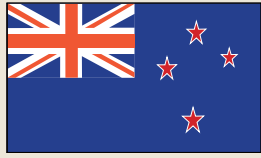
*** Attached to *5. Kompanie Panzer Regiment 3*

Morale: N/A

Henschel HS 126-A Air OP (AOP)

A Henschel HS 126 Air OP is available from German move 1 and may observe for either off board artillery *Abteilungen* from Panzer Division 2 only (but not both), or ground attack aircraft, as per Rapid Fire Reloaded Extra page 9 (or if using Rapid Fire 2 page 98).

Artillery support from Artillerie Regiment 706 can only be controlled by the dedicated artillery OP team.

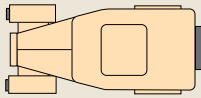
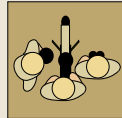
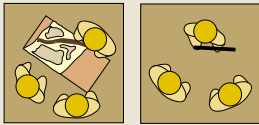


Allied Forces at Olympus Pass

Deployed at **A**

5th (New Zealand) Infantry Brigade HQ Brigadier James Hargest

9 figures, AAMG,
saloon car, light truck



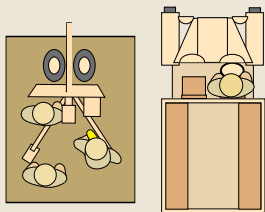
Morale: Higher level CO + 8 figures

Deployed at **B and C**

32 Battery / 7th (NZ) Antitank Regiment

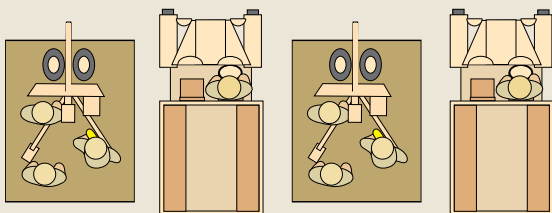
E Troop at **B**

3 figures, 2 pdr gun, light truck tow



F and G Troops at **C and D**

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

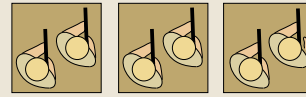


Morale: 2 x Artillery units

Deployed at **ENG**

No. 1 Section / 7th (New Zealand) Field Company

6 figures, AA MG, light truck



Morale: N/A (Regular)

The New Zealand defensive position at Olympus Pass was well established. All troops were dug in on the high ground and firing arcs were well scouted out. Mines and barbed wire were available and placed to impede any German advance. The three troops of ground mounted 2pdr antitank guns were held back in defilade positions behind the main infantry positions to blunt any armoured breakthrough. Some artillery had already withdrawn from the area but two batteries of 25pdrs remained in direct support of the 5th (New Zealand) Infantry Brigade. OP teams were placed on the high ground, with 22nd, and 23rd (New Zealand) Infantry Battalions and had good observation of the main expected thrusts by German forces advancing from the Aliákmon river crossing to the north east.



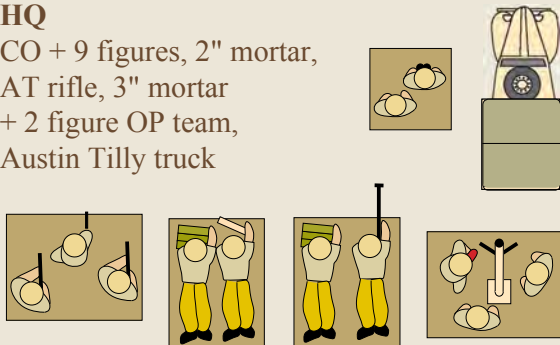
Left: Brigade HQ elements of the 5th (New Zealand) Infantry Brigade defend the bridge at Dhimitrios - *Britannia* infantry, *Hovels* buildings, *Gale Force Nine* roads and *Airfix* pontoon bridge (Mark Piper)

Deployed at E

22nd (New Zealand) Infantry Battalion Lt Colonel Leslie Andrew

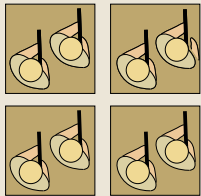
HQ

CO + 9 figures, 2" mortar,
AT rifle, 3" mortar
+ 2 figure OP team,
Austin Tilly truck



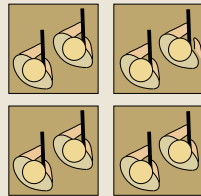
A Company

8 figures



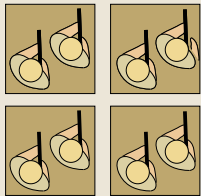
B Company

8 figures



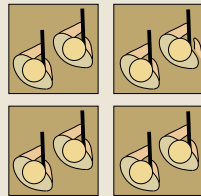
C Company

8 figures



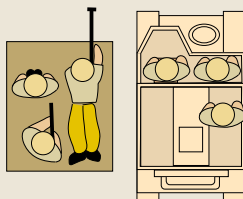
D Company

8 figures

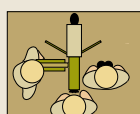


Carrier Platoon

3 figures, AT rifle, carrier *



12 Platoon / 4th Company /
27th New Zealand (MG) Battalion
3 figures, Vickers MMG



* If carrying passengers can use a VMG

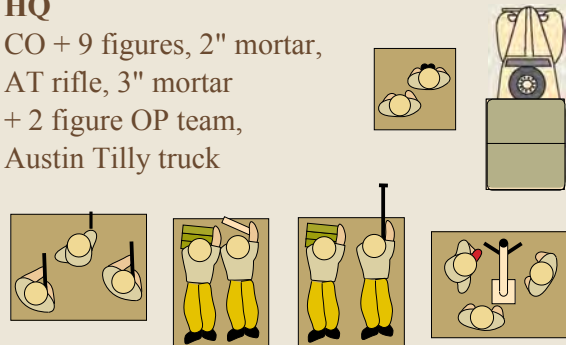
Morale: CO + 49 figures (Regular)

Deployed at F

23rd (New Zealand) Infantry Battalion Lt Colonel Alexander Falconer

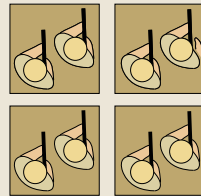
HQ

CO + 9 figures, 2" mortar,
AT rifle, 3" mortar
+ 2 figure OP team,
Austin Tilly truck



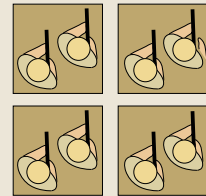
A Company

8 figures



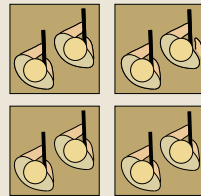
B Company

8 figures



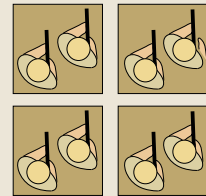
C Company

8 figures



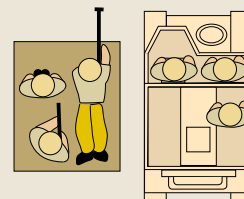
D Company

8 figures

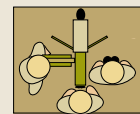


Carrier Platoon

3 figures, AT rifle, carrier *



10 Platoon / 4th Company /
27th New Zealand (MG) Battalion
3 figures, Vickers MMG



* If carrying passengers can use a VMG

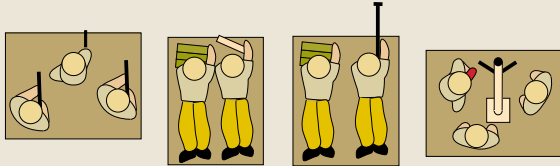
Morale: CO + 49 figures (Regular)

Deployed at G

28th (Maori) Infantry Battalion Lt Colonel George Dittmer

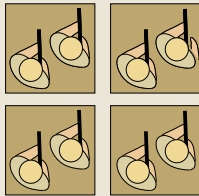
HQ

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



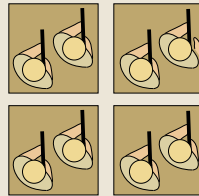
A Company

8 figures



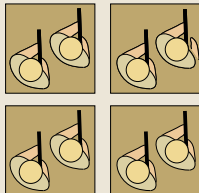
B Company

8 figures



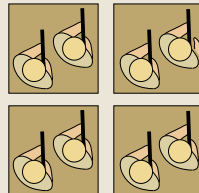
C Company

8 figures



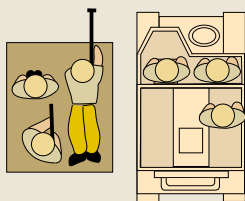
D Company

8 figures

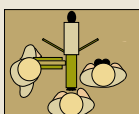


Carrier Platoon

3 figures, AT rifle, carrier *



11 Platoon / 4th Company /
27th New Zealand (MG) Battalion
3 figures, Vickers MMG



* If carrying passengers can use a VMG

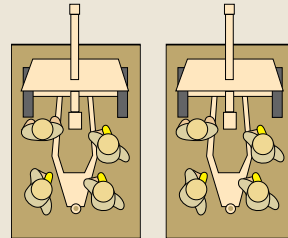
Morale: CO + 47 figures (Regular)

Available from Move 1 - Off board

5th (New Zealand) Field Regiment

27 Battery **

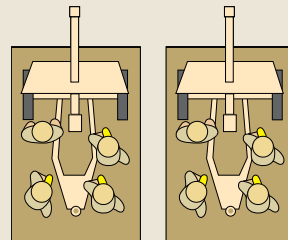
2 x 25 pdr guns



** Dedicated support to 22 (NZ) Battalion.

28 Battery ***

2 x 25 pdr guns



*** Dedicated support to 23 (NZ) Battalion.

Morale: N/A



Left: 28th (Maori) Infantry Battalion deployed on the high ground defending the left flank of the New Zealand defensive position - *Britannia* infantry in scratchbuilt defences, *Citadel* Gaming Hill, *Gale Force Nine* roads, miscellaneous scatter terrain (Mark Piper).

SCENARIO 3 - REARGUARD AT ELEVTEROKHORION - 18TH APRIL 1941

WHAT REALLY HAPPENED

After the successful defence of both the Servia (4th NZ Infantry Brigade) and Olympus (5th NZ Infantry Brigade) passes, New Zealand forces commenced a withdrawal to Elasson in the south. A series of rearguard positions were established to allow this movement. Elements of the New Zealand Divisional Cavalry Regiment were positioned north of a bridge on the main road south. The advance guard of German forces, from the area of the Olympus pass, arrived in the area, attempting to cut off the allied withdrawal.

GERMAN VICTORY CONDITIONS TO WIN
Prevent Allied forces from achieving both their objectives **OR** eliminate all Allied forces.

ALLIED VICTORY CONDITIONS TO WIN
Exit a minimum of 30 figures off the south edge at **A2** **AND** blow up the bridge, by the end of the game.

TERRAIN

- **High ground** is a continuous obstacle for troops and vehicles trying to cross and provides soft cover to troops.
- The **Building** in Eleverokthorion starts 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** (18" to 24") provide hard cover to troops and partial concealment to vehicles immediately behind and on the same level.
- **Elevtherokhorion Stream** can only be crossed at the bridge or 6" either side of the bridge. Treat the stream as a continuous obstacle for movement.

THE GAME

This represents the Allied rearguard action at Elevtherokhorion on the 18th April 1941.

The game is played on an 6' x 5' table. We suggest a maximum of 8 moves.

GERMAN ARRIVALS

- Move 1 at **G1** - *Aufklärungs Abteilung 5*.

GERMAN REINFORCEMENTS

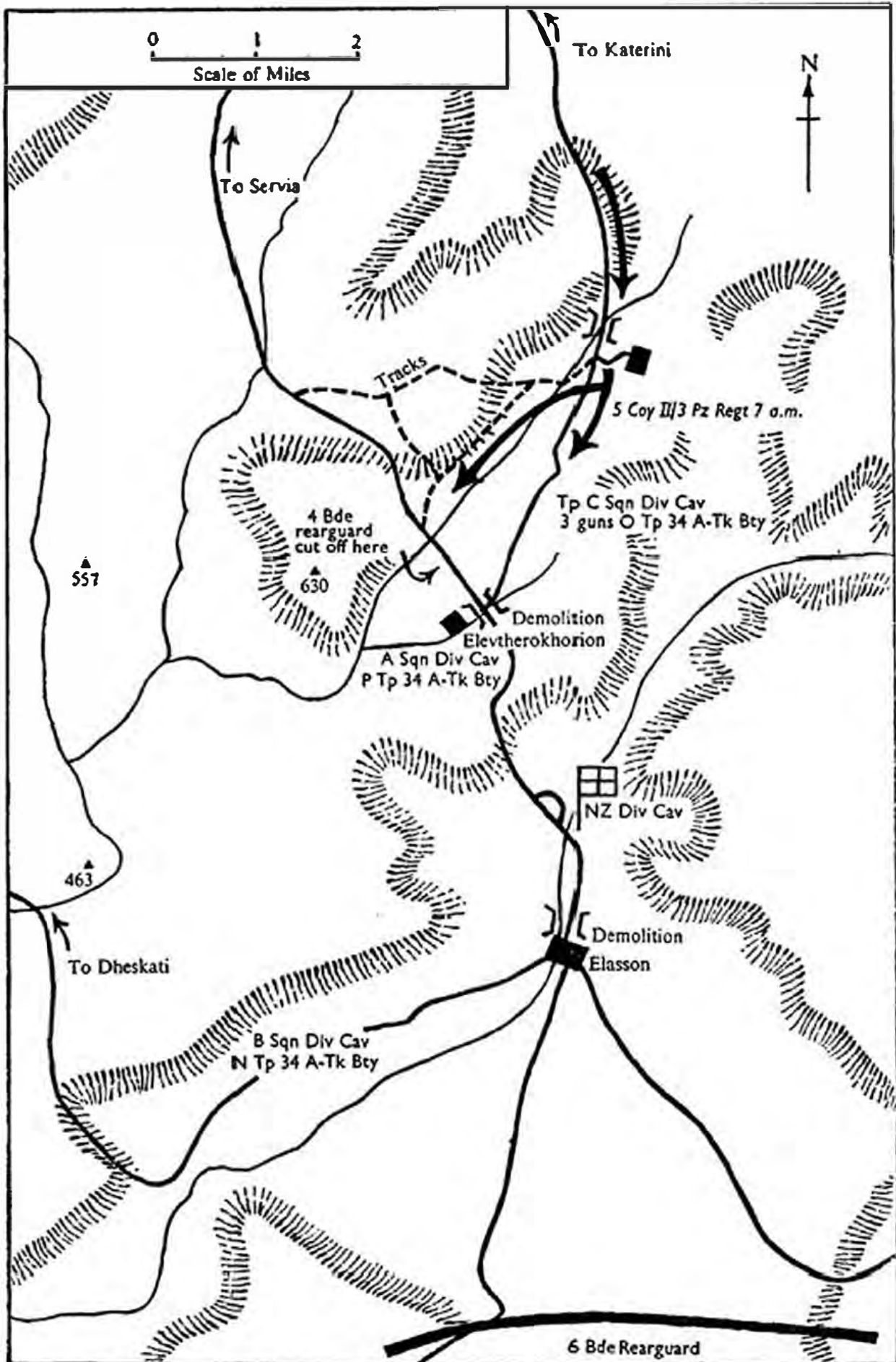
- Arrivals and reinforcements may not move more than 12" on the turn they arrive but may fire.
- Move 3 at **G2** - *5. Kompanie II Abteilung Panzer Regiment 3*.
- Move 4 - Ground attack aircraft are available.
- German player moves first.

ALLIED DEPLOYMENT

- Allied forces are deployed on the table as shown on the battle map at **A**, **C** and **ENG**.
- Allied troops start the game in the building, mounted in vehicles or dug-in (hard cover).
- German Move 1 - Ambush Fire is available
- Allied player moves second.

ALLIED REINFORCEMENTS

- Arrivals and reinforcements may not move more than 12" on the turn they arrive.
- Move 2 at **A1** - Rearguard motor transport convoy 1.
- Move 3 at **A1** - Rearguard motor transport convoy 2.

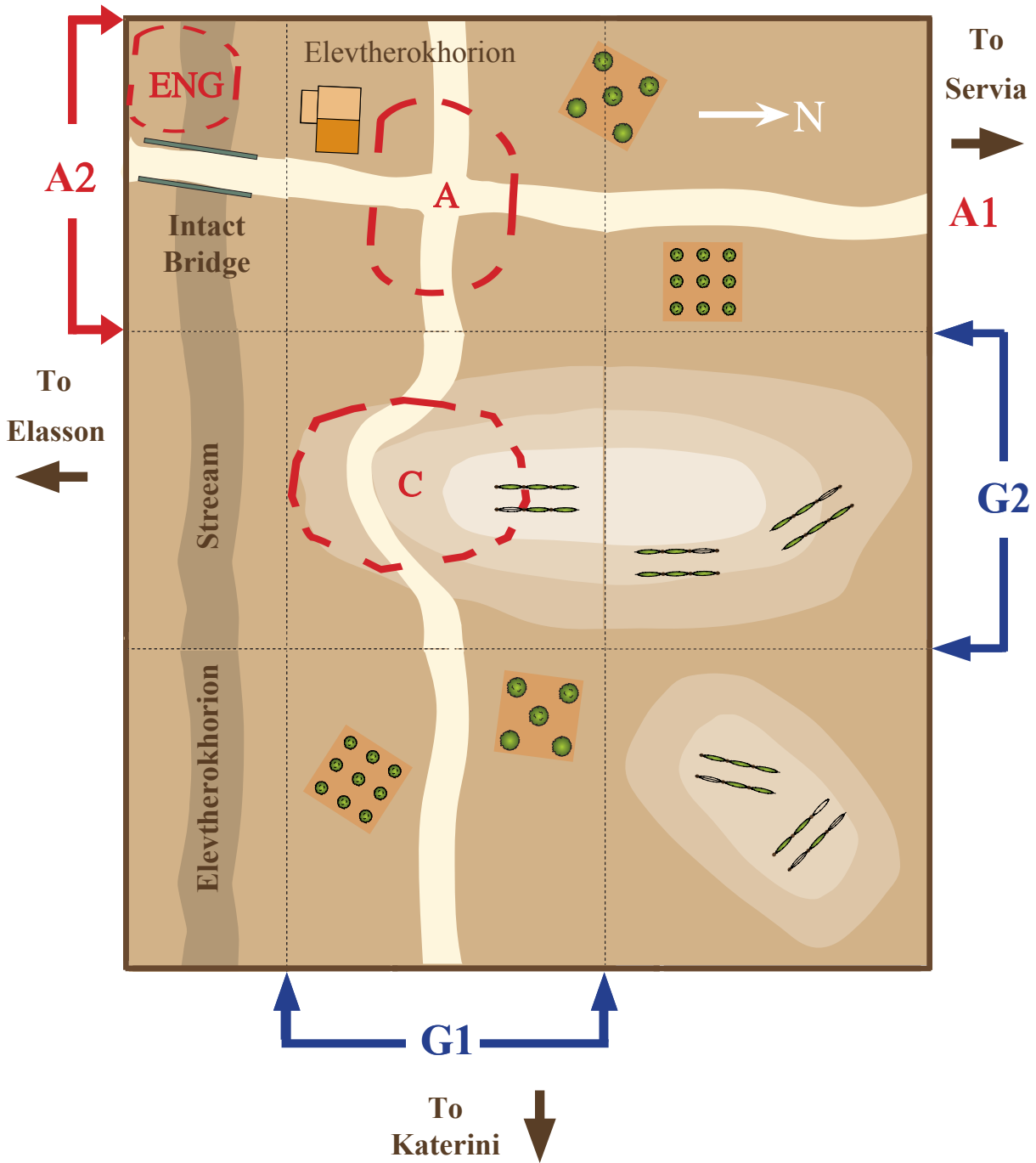


N.Z.M.S. 101/225

Drawn by Lands & Survey Dept., N.Z.

THE REARGUARD AT ELEVTEROKHORION, MORNING 18 APRIL 1941

REARGUARD AT ELEVTEROKHORION BATTLE MAP



REARGUARD AT ELEVTEROKHORION

TABLE SETUP



Left: Marmon Herrington armoured cars, 2pdr portee and carriers, from A Squadron, New Zealand Cavalry Regiment, defend the high ground overlooking the road from Olympus Pass - *Britannia* 20mm carriers and portee, and 3D printed Marmon Herrington armoured cars (Mark Piper)



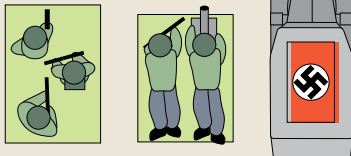
German Forces at Elytherokhorion

Move 1 at G1

Aufklärungs Abteilung 5

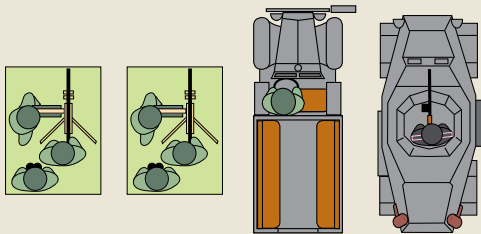
Stabs Kompanie

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



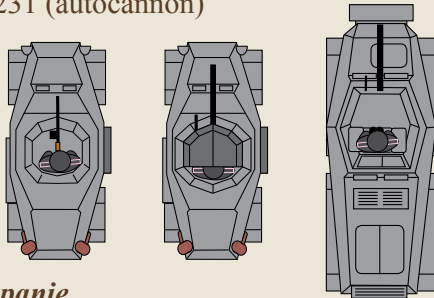
1. Kompanie

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



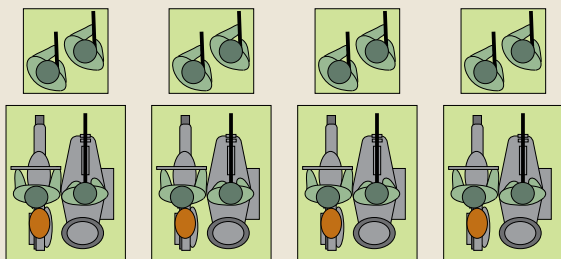
2. Kompanie

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



3. Kompanie

8 figures, 4 x motorcycle combination (VMG) *



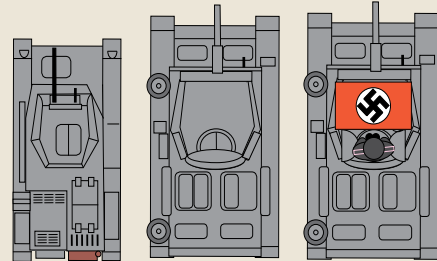
* If carrying passengers can use a VMG (see campaign special rules) i.e. if carrying infantry passengers throw 1 x D6 per motorcycle moving or **OR** stationary.

Morale: CO + 39 figures (Regular)
including 7 AFVs **

Move 3 at G2

5. Kompanie / II Abteilung / Panzer Regiment 3

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



Morale: 3 AFVs** (Regular)

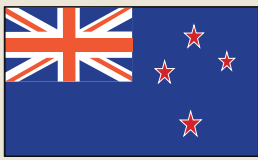
German Morale

For the purposes of this scenario all German forces are treated as one large unit i.e. CO + 39 figures including 7 AFVs.

When 50% casualties, i.e. 20 'figures', are caused, any morale result is applied to all Allied elements.



Above: *Aufklärungs Abteilung 5* advances astride the road from Olympus Pass. Tanks from *5. Kompanie II Abteilung Panzer Regiment 3*, attempted to outflank the Allied rearguard position A fierce one sided 'shootout' incurred as the Allied trucks desperately attempted to cross at the bridge (Scott Robertson and Mark Piper)

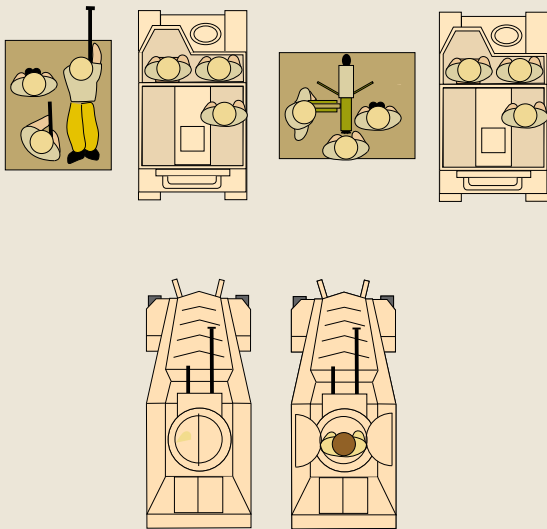


Allied Forces at Eleytherokhorion

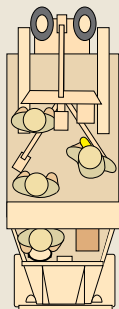
Deployed at **A**

A Squadron / New Zealand Divisional Cavalry Regiment

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



**P Troop / 34 Battery /
7th (New Zealand) Anti Tank Regiment**
3 figures, 2 pdr anti-tank gun, 3 ton portee

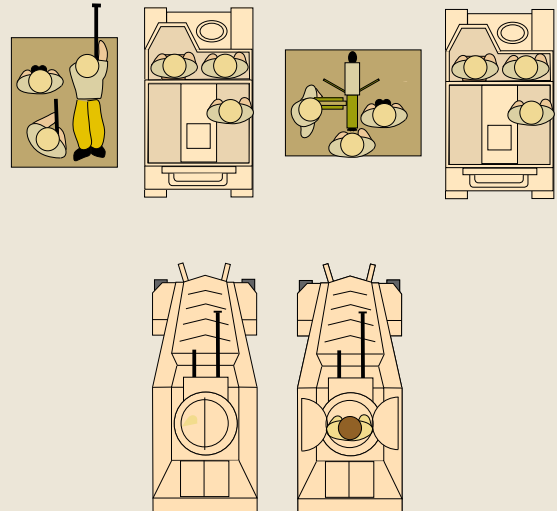


- * If carrying passengers can use a VMG
- # Throw a D6 for AA effect if an armoured car is stationary and targeted by attack by aircraft

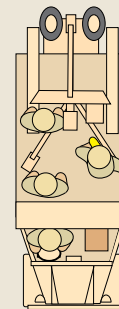
Deployed at **C**

C Squadron / New Zealand Divisional Cavalry Regiment

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



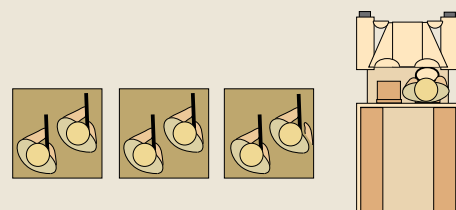
**O Troop / 34 Battery /
7th (New Zealand) Anti Tank Regiment**
3 figures, 2 pdr anti-tank gun, 3 ton portee



Deployed at **ENG**

No. 2 Section / 7th (New Zealand) Field Company

6 figures, AA MG, light truck



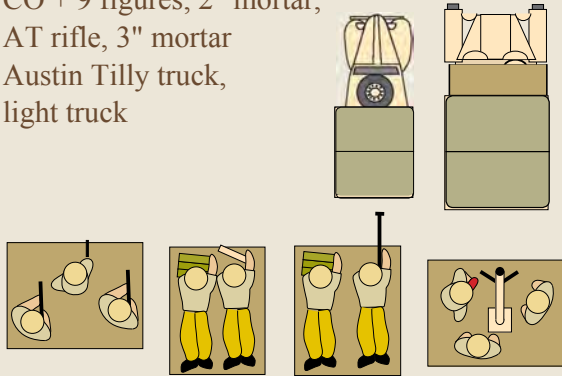
Move 1 at A1

Rearguard Motor Transport Convoy 1 Lt Colonel Howard Kippenberger

Higher level CO

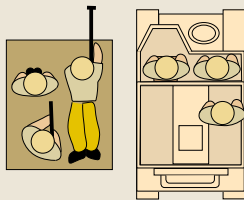
HQ

CO + 9 figures, 2" mortar,
AT rifle, 3" mortar
Austin Tilly truck,
light truck

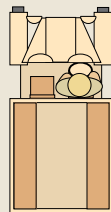
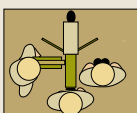


Carrier Platoon

3 figures, AT rifle, carrier *



elements B Company /
2/1 (Australian) MG Battalion
3 figures, Vickers MMG



* If carrying passengers can use a VMG

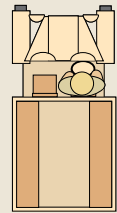


Move 3 at A1

Rearguard Motor Transport Convoy 2

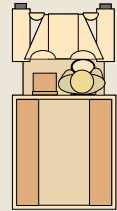
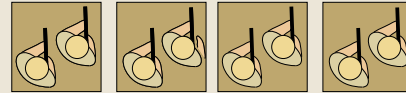
A Company

8 figures



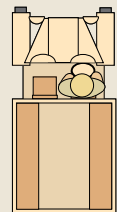
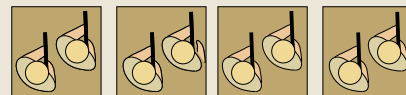
B Company

8 figures



D Company

8 figures



Allied Morale

For the purposes of this scenario all Allied forces are treated as one large unit i.e. CO + 75 figures including 4 AFVs.

When 50% casualties, i.e. 38 'figures', are caused, any morale result is applied to all Allied elements.

Bridge Demolition

The bridge is wired for demolition and can only be detonated, if the rearguard commander (Lt Colonel Kippenberger) is within 12" of the engineer company, at the start of an allied move.

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.

Left: Rearguard motor transport, from 20th (NZ) Infantry Brigade, pursued by German tanks move south on the road from Servia (Scott Robertson and Mark Piper)

GREECE 1941 - SCENARIO LOCATIONS

