

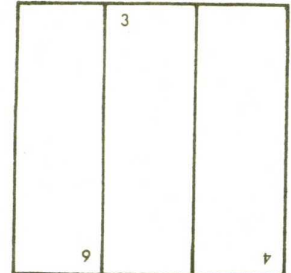
# THE AKROIPI PENINSULA DEFENSE

## Scenario 209



**PROFITILIAS, CRETE, May 20, 1941:** The German assault on the mountainous island of Crete called for airborne landings in four separate areas. But due to inadequate air transport capacities, two airborne assault waves were needed. One objective for the first wave was the capture of Canea, the capital city of Crete. To clear the way for the main regimental landing, Captain Altmann and a company of gliderborne troops were given the task of landing west of Canea on the Akrotiri peninsula and neutralizing the anti-aircraft positions located there.

### Board Configuration



### VICTORY CONDITIONS

The German must eliminate any three British AA guns by the end of the game to win. The British win immediately if the German loses nine squads or if the German fails to achieve his victory conditions.

### TURN RECORD CHART

|                         |   |   |   |   |   |   |   |   |   |     |
|-------------------------|---|---|---|---|---|---|---|---|---|-----|
| ⊙ British sets up first | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | END |
| ⊕ German moves first    |   |   |   |   |   |   |   |   |   |     |

**Elements Northumberland Hussars, 102nd Anti-Tank Regiment R.A., set up in any building hexes (one squad per building maximum) on board 3;**

|       |     |     |     |             |             |   |
|-------|-----|-----|-----|-------------|-------------|---|
| 4-5-7 | 9-2 | 9-1 | 8-0 | 4-11<br>B12 | 2-7<br>B11+ | ? |
| 12    | 2   |     |     | 4           | 14          |   |

**Elements 151st Heavy AA Battery R.A., set up on boards 4 and/or 6 per Special Rule 209.4;**

|       |       |     |     |                     |                     |                         |   |
|-------|-------|-----|-----|---------------------|---------------------|-------------------------|---|
| 4-5-7 | 2-3-7 | 8-0 | 7-0 | AA<br>76L B11+<br>② | AA<br>40L (10)<br>② | AA<br>20L (6) B10+<br>③ | ? |
| 2     | 5     |     |     | 2                   | 2                   | 3                       |   |

**1st Company, 1st Battalion, Sturm Regiment, enter turn one per Glider rules (140);**

|       |      |     |     |             |             |            |         |                              |
|-------|------|-----|-----|-------------|-------------|------------|---------|------------------------------|
| 8-3-8 | 10-2 | 9-1 | 8-1 | 6-16<br>B12 | 4-12<br>B12 | 2-8<br>B12 | 30<br>A | 2<br>6<br>5<br>BML<br>4<br>3 |
| 11    | 3    |     |     | 2           | 6           | 2          | 11      |                              |

### SPECIAL RULES

- 209.1** Use Finnish 8-3-8 for the extra German Paratroopers required. Note that they are considered German paratroopers in all respects and may not self-rally.
- 209.2** The British AA guns may not boresight (78).
- 209.3** Once placed, the British AA guns may never be moved to a new hex.
- 209.4** The initial set up hexes for the units of the British AA Battery are secretly recorded during the British set up although they may have any facing once revealed. These units may be set up hidden in open ground but lose their concealment status at the end of the German 1st player turn. All battery units must be divided into two groups with each group having no more than three AA guns. The three large concealment counters are first placed anywhere on boards 6 and/or 4 with at least ten hexes between them and at least five hexes away from any playing area edge. The locations of all units of a group are then secretly recorded with each unit of a group no further than three hexes from a concealment counter. All previously hidden units are placed in view on the board and the concealment counters are removed at the end of the British defensive fire phase of the first German player turn.
- 209.5** All British AA guns have a breakdown number of 12 regardless of what is printed on the counter. In addition, if a 6 is rolled while attempt-

- ing to repair a malfunctioned AA gun, it is not removed from the game but a "Gun Disabled" counter is placed on it instead.
- 209.6** Despite the date, wheatfield hexes are in effect in this scenario.
- 209.7** The 8-3-8 squads may use demo charges as if they were assault engineers, but they may not be placed in the same movement phase in which the glider lands.
- 209.8** Spraying fire can not be used against airborne gliders in adjacent hexes (or any other aerial target).

**AFTERMATH:** As the German gliders approached their target area much cohesion and four gliders were lost to heavy AA fire. Upon landing the situation did not improve. Unknown to the Germans, the British AA gun positions had been changed since the last German air reconnaissance of the area. Landing too far away from the guns, the Germans were unable to overwhelm the positions at first rush and became pinned down by determined British fire. The British, who were prepared for an airborne assault, promptly attacked the German troops even as they emerged from their gliders. By the end of the day, almost the complete German company, including Captain Altmann, had been killed, along with any further threat from this direction.