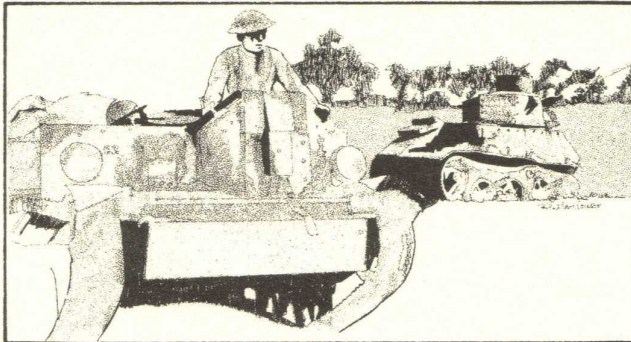


REHEARSAL FOR CRETE



ARGOS, IN THE PELOPONNESUS, April 26, 1941: The issue in Greece was no longer in doubt; the last units of the Greek Army under Alexander Papagos had surrendered the day before. W Force was attempting to withdraw to evacuation points along the south coast of Greece. Columns of the German Twelfth Army were converging on the ports to the east and west of Athens, determined to trap the retreating Allied forces. The only alternative evacuation points were the small ports in the fingers of the Peloponnesus. This greatly increased the importance of the narrow isthmus at Corinth with its lone bridge spanning the Corinth Canal. Brigadier General E. A. Lee, to whom fell the task of securing the bridge, gathered an ad hoc "Isthmus Force" composed of British, Australians, and even a few Greek die hards which was scattered on both sides of the canal. Although wired for demolition, the bridge commander was reluctant to destroy the bridge and thus doom the Allied units still fighting to the North near Marathon. At 7 AM Stukas and fighters attacked the bridge area knocking out most of the anti-aircraft defenses. Soon afterwards the silent approach of parachutes and gliders announced the start of the battle for the Corinth Bridge.

Rules Introduced: 138 - 140

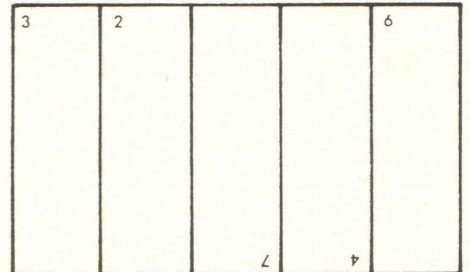
VICTORY CONDITIONS

The side which inflicts more squad/crew losses on the other wins. Armored vehicles and aircraft (not gliders) which enter the game are worth two squads each assuming their crew is lost also—otherwise an eliminated AFV counts as one eliminated squad. If either side controls the bridge intact at game end it wins automatically. The last side to have an infantry unit on both ends of the bridge—not necessarily simultaneously—controls the bridge.

TURN RECORD CHART

| | | | | | | | | | | | |
|-----------------------|---|----------------|----------------|----------------|----------------|-------------------|---|---|---|----|-----|
| ⊙ Allies set up first | 1 | 2 ⁺ | 3 ⁺ | 4 ⁺ | 5 ⁺ | 6 ^{32.5} | 7 | 8 | 9 | 10 | END |
| ⊙ Allies move first | | | | | | | | | | | |

Board Configuration



Elements of the 122nd Field Battery set up on board 7 not within 3 hexes of any bridgehex:

2: 4-5-7 (Infantry), 2-3-7 (Infantry), 40L (10) (AA), 20L (6) (AA), B10+ (AA), 94L (V) (AA)

22nd & 28th Battalion elements set up on any west edge hexes of board 3:

4: 4-5-7 (Infantry), 8-0 (Infantry), 5PP (5PP), ATR (4/-/2) (ATR)

Remnants of the Greek Army of the Peloponnesus set up on board 3:

5: 3-4-7 (Infantry), 8-0 (Infantry)

6th Australian Battalion elements set up on board 6:

5: 4-5-7 (Infantry), 2-3-7 (Infantry), 8-1 (Infantry), 40L (2) (AT)

set up on board 2:

5: 40L (2) (AT), 9-1 (Infantry), 2-3-7 (Infantry), 4-5-7 (Infantry)

Remnants of B Company, 19th New Zealand Bn sets up north of canal on board 4:

5: 4-5-7 (Infantry), 2-3-7 (Infantry), 9-1 (Infantry), HMG (6-14 B12) (HMG), 40L (2) (AT)

Turn 3: Tanks of the 4th Hussars enter board 3 on GG6 as per Special Rule 32.7:

17 (Tank), -4, -5, -/10*

Turn 5: Elements of A and D Companies of the 26th New Zealanders enter board 3 on GG6:

6: 4-5-8 (Infantry), 9-2 (Infantry), 8-1 (Infantry), MMG (4-11 B12) (MMG), LMG (2-7 B11+) (LMG), 1S/5PP (1S/5PP), 26 (26), ATR (12 B12) (ATR), +1 B11+ (ATR)

Elements of the 1st and 2nd Bn, 2nd Reg't, 7th Paratroop Division descend on any board(s) as per the paratroop and glider rules: There is no wind at game start but should it start (102.7), the initial direction will be east.

5: 8-3-8 (Infantry), 5-4-8 (Infantry), 4-6-8 (Infantry), 10-2 (Infantry), 9-2 (Infantry), 9-1 (Infantry), 8-1 (Infantry), MMG (4-12 B12) (MMG), LMG (2-8 B12) (LMG), 30 (30), A (A), 6 (6), 2 (2), 5 (5), 4 (4), 3 (3)

Turn 2: Late arriving elements of the 2nd Paratroop Reg't enter via paratroop and glider rules:

2: 5-4-8 (Infantry), 4-6-8 (Infantry), 8-0 (Infantry), LMG (2-8 B12) (LMG), 6 (6), 2 (2), 5 (5), 4 (4), 3 (3)

Turn 4: Recon elements of the 9th Panzer Division enter anywhere on East edge of board 6:

3: 4-6-7 (Infantry), 8-1 (Infantry), 18 (18), 4 (4), 5 (5), 1S/5PP (1S/5PP), -/14 (1S/5PP), 30 (30), 20L (6) (20L), -/2 (20L), LMG (2-8 B12) (LMG)

- 32.1 All buildings on boards 2, 7, 4 and 6 are of wooden construction. A two-lane stone bridge exists at 7AA6-7AA7-7AA8. The islands are water hexes. The canal is not fordable. All marsh and wheatfield hexes are considered open ground.
- 32.2 Allied units may not move during the first game turn.
- 32.3 The Germans automatically get air support on turn 1 consisting of 4 planes in any combination of fighters and/or divebombers. Starting on turn 3, they may roll for additional air support (139.1) even if their initial air support is still on the board. Once the non-automatic air support has been acquired, the German ceases to roll for additional air support.
- 32.4 The German 8-3-8 & 5-4-8 squads must land by glider and represent special assault engineers. Note however that only the 8-3-8 squads may use demo charges without penalty or lay smoke. Note also that use of the smoke option equates use of a support weapon and thus a squad may not fire other support weapons in the turn it lays smoke even though it may move normally.

- 32.5 After turn 5, any Allied infantry unit (not support weapon or fire groups) within normal (not point blank) range of a bridge hex may attempt to detonate the disconnected charges on that bridge hex by firing at the bridge itself. Units actually occupying the bridge are unaffected unless the bridge blows up. The entire 3 hex bridge span will blow up on a KIA result on the IFT. No terrain modifiers apply to this 'bridge detonation fire'.
- 32.6 On turn 3 or later one good order Allied squad may create a -2 Sniper at no cost to itself which may be placed utilizing Hidden Initial Placement in any eligible (96.2) hex occupied or traversed by the squad during that turn.
- 32.7 During the British turn 3 Rally Phase roll one die to determine if the British tanks will enter the game. On a die roll of 1-3 a number of tanks equal to the die roll enter on 3GG6 in the next Movement Phase using sequential movement. On a die roll of 4-6 no tanks enter that turn and the die roll must be repeated in the next British Rally Phase.
- 32.8 The British AA guns may not be boresighted.