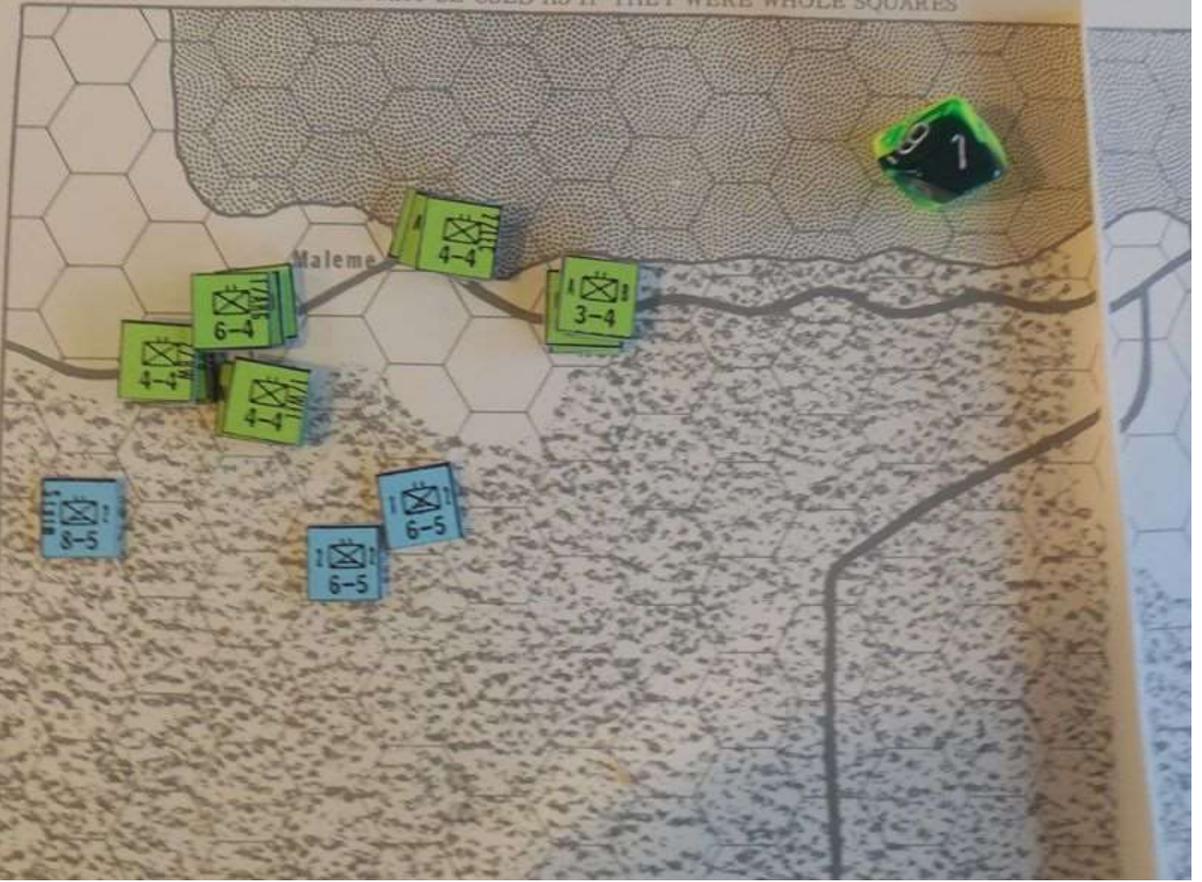


SODA BAY PARTIAL SQUARES MAY BE USED AS IF THEY WERE WHOLE SQUARES



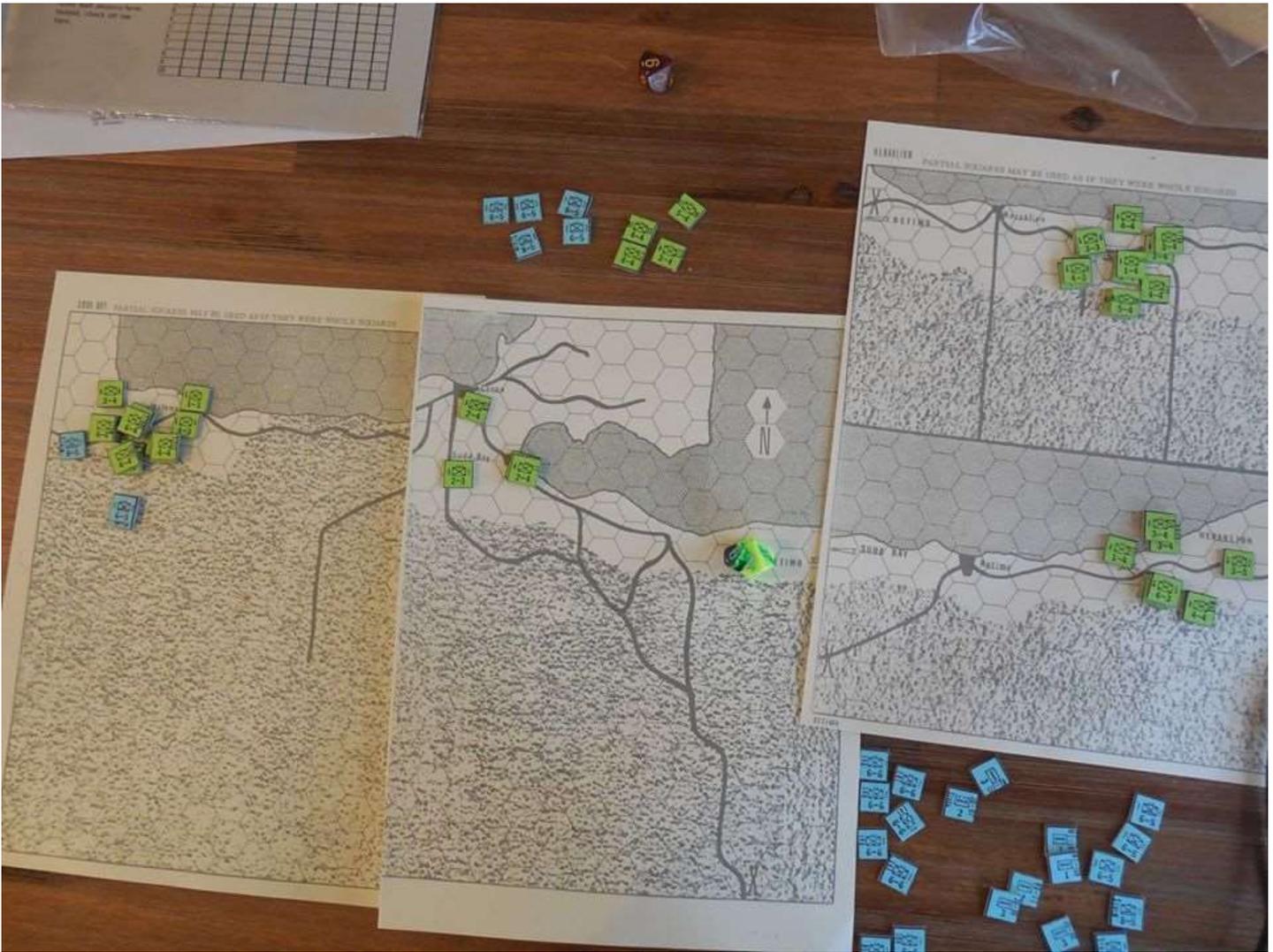


Turn 2

As a solitaire decision driver, the reserve battalion can be committed at any time by the player. However, each turn after turn 1 that the reserve battalion is not used, roll a die. If that die roll is equal to or less than the number turn past turn 1 (ie for turn 2, the roll is 1, for turn 3 the roll is 1-2, etc) then superiors order the reserve battalion dropped, use the 3rdBn drop table, rolling for which column and then for which area. The reserves are not dropped by higher hq, I will withhold to reinforce progress where it is seen. The 1st Bn maneuvers towards Maleme but do not have the power to attack. The 3rd battalion attacks with JU88 and ME109 support in the Retimo area, both limited attacks yield exchanges, the attack is stillborn, but the fight continues.



As the British the defense seems to be holding, but we cannot cede an airfield. Heraklion will maintain present forces until the reserve battalion drops. We secure Maleme in a ring of defenders and counterattack at Retimo, eliminating the Fallschirmjaeger who cannot muster enough force to fulfill a CA result.



Turn 3

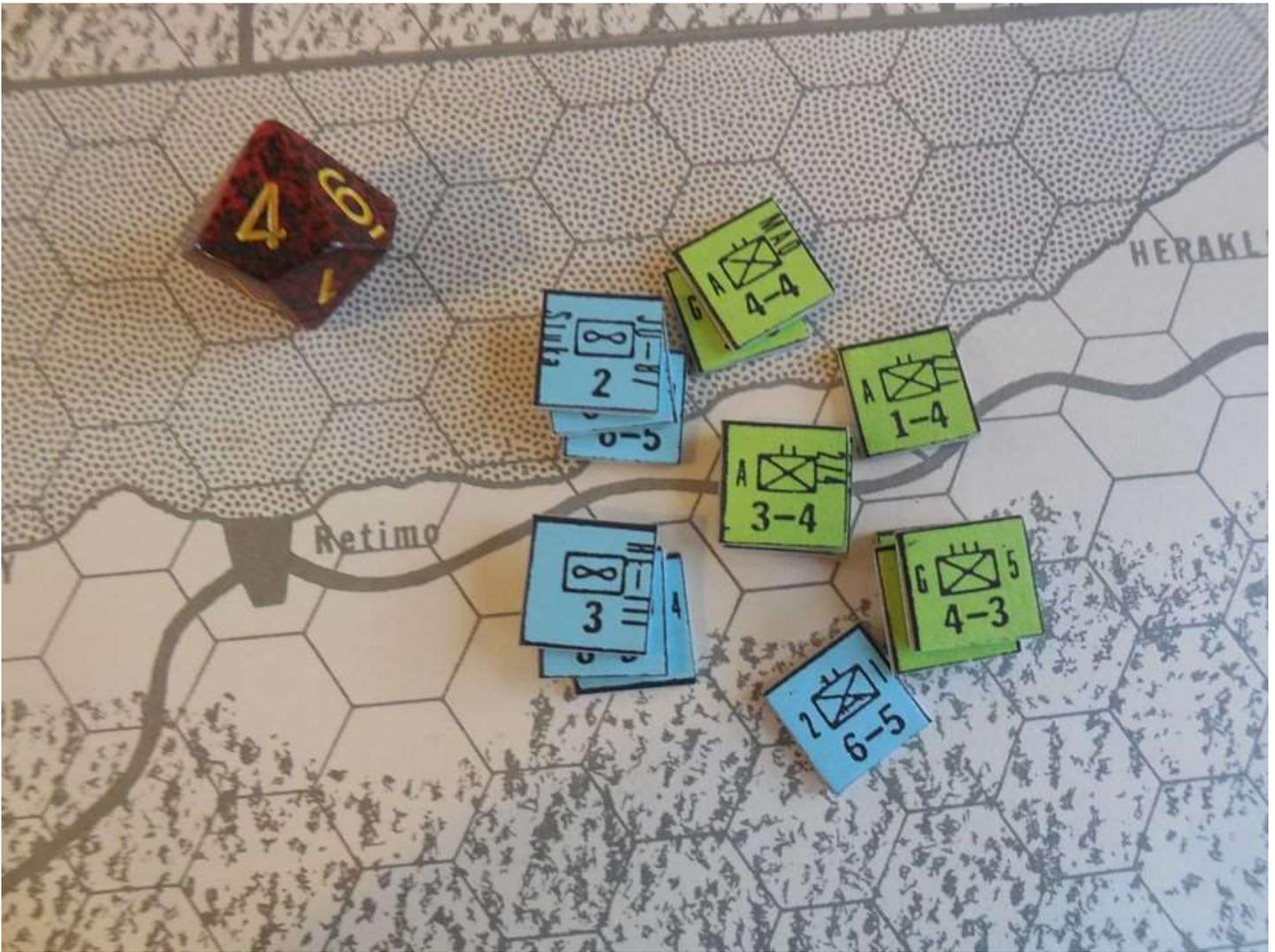
Superiors do not direct the reserves to drop, I will drop them at Retimo. Stukas and Do17 fly in support of an attack on Maleme 1:1, another exchange.



British. Reset defense of Maleme, respond to the Retimo drops, release Force Heraklion. No counterattack as 4th Strum is in the rough with 16 defense factors.

Turn 4

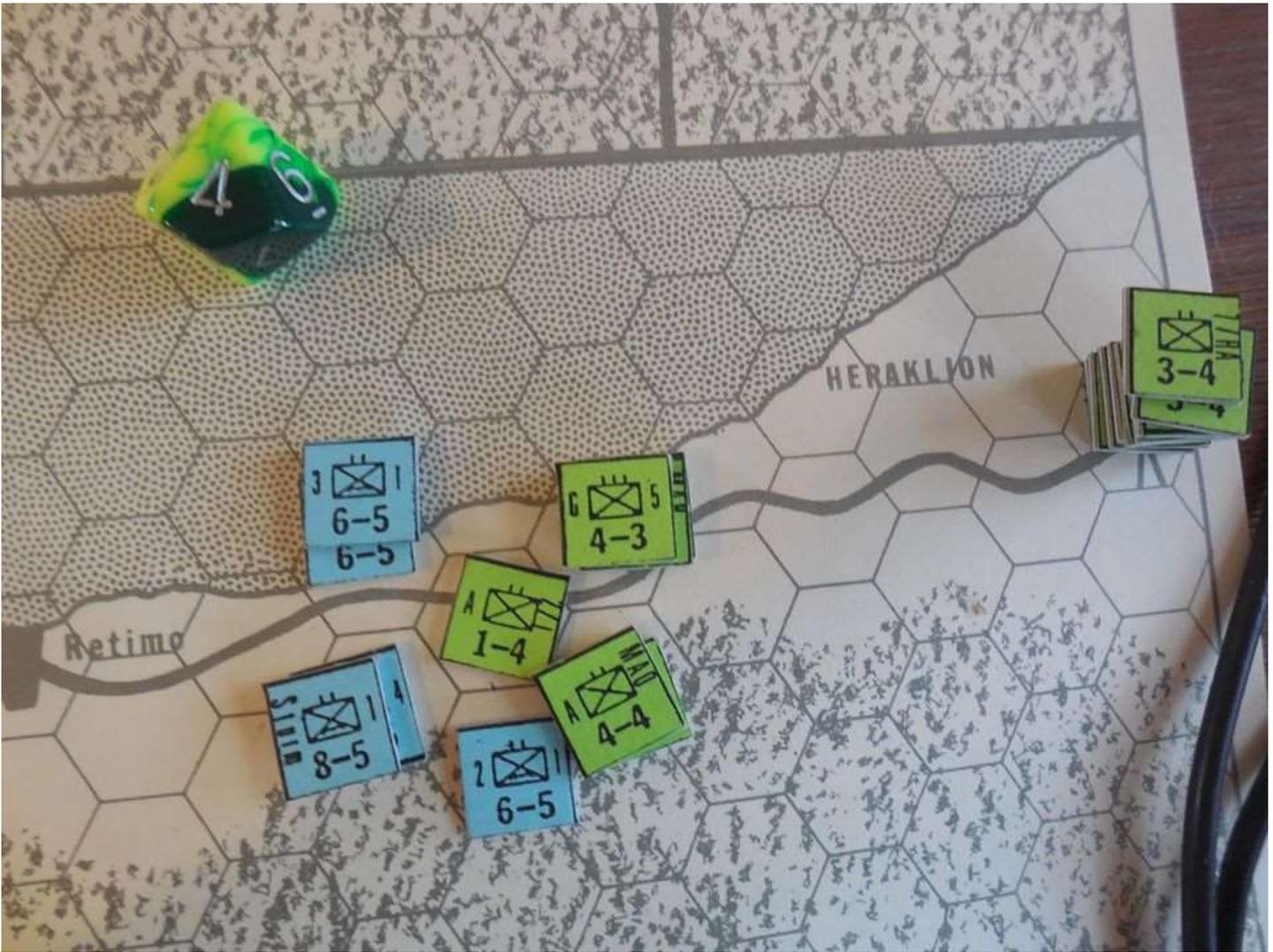
The Maleme paras retreat to the hills.



The reserve battalion attacks at Retimo, eliminating a stack of defenders. The attack on the coast fails ends up with an NH CA result.



British – I will institute my variant from my observations below, forcing the relief force from Heraklion to wait one turn on the “entry” exit hex on the Retimo map. Otherwise the game ends pretty quickly. The defenders shuffle and A/271 is offered as a “speed bump” to protect the airfield from direct attack this turn.



Turn 5

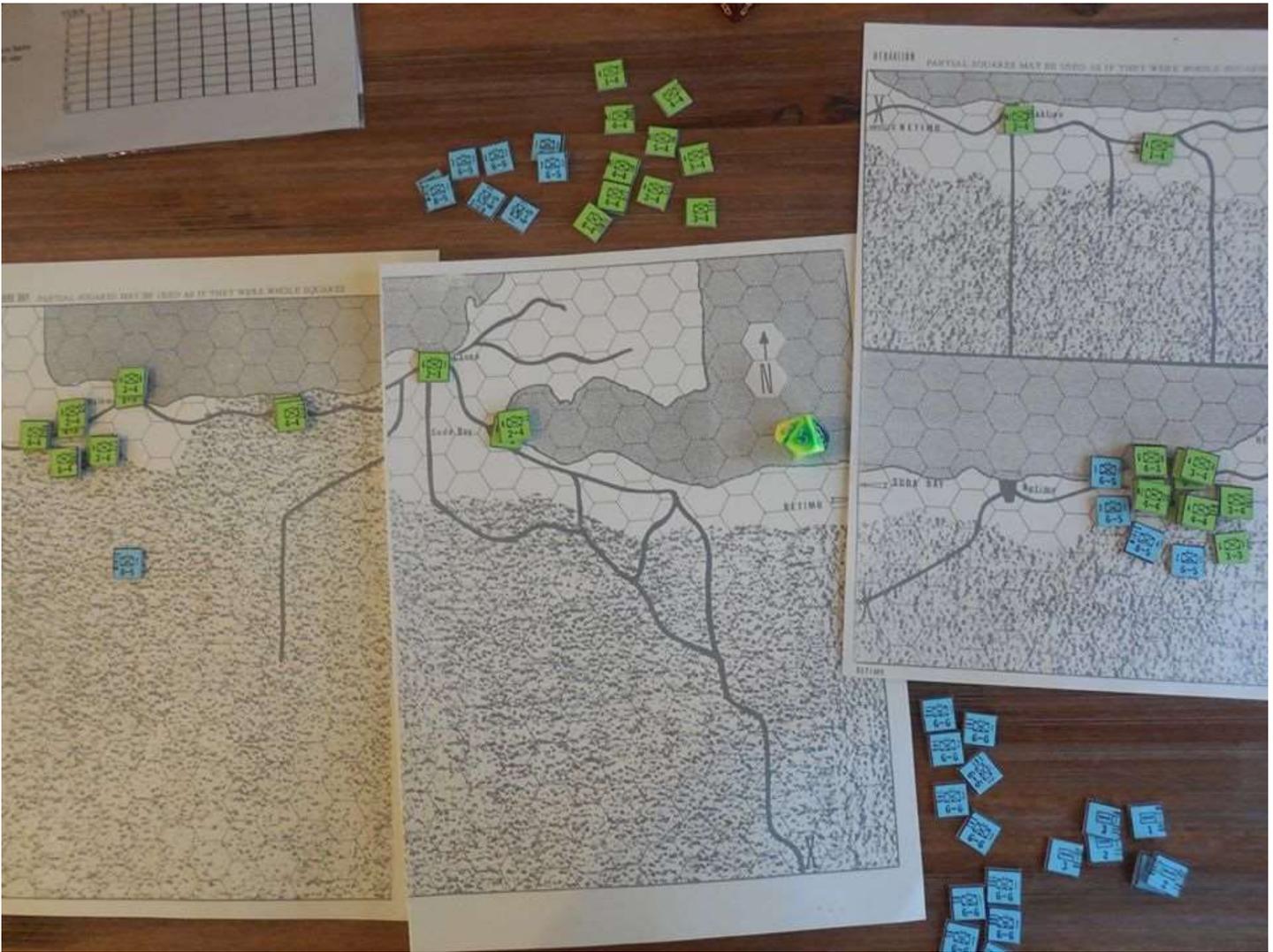
Attacks continue on Retimo with support of the Luftwaffe.



An EX on an all-out attack (cannot delay) yields and EX and a Sturm battalion is gone. A/271 does their duty, dying for the crown.

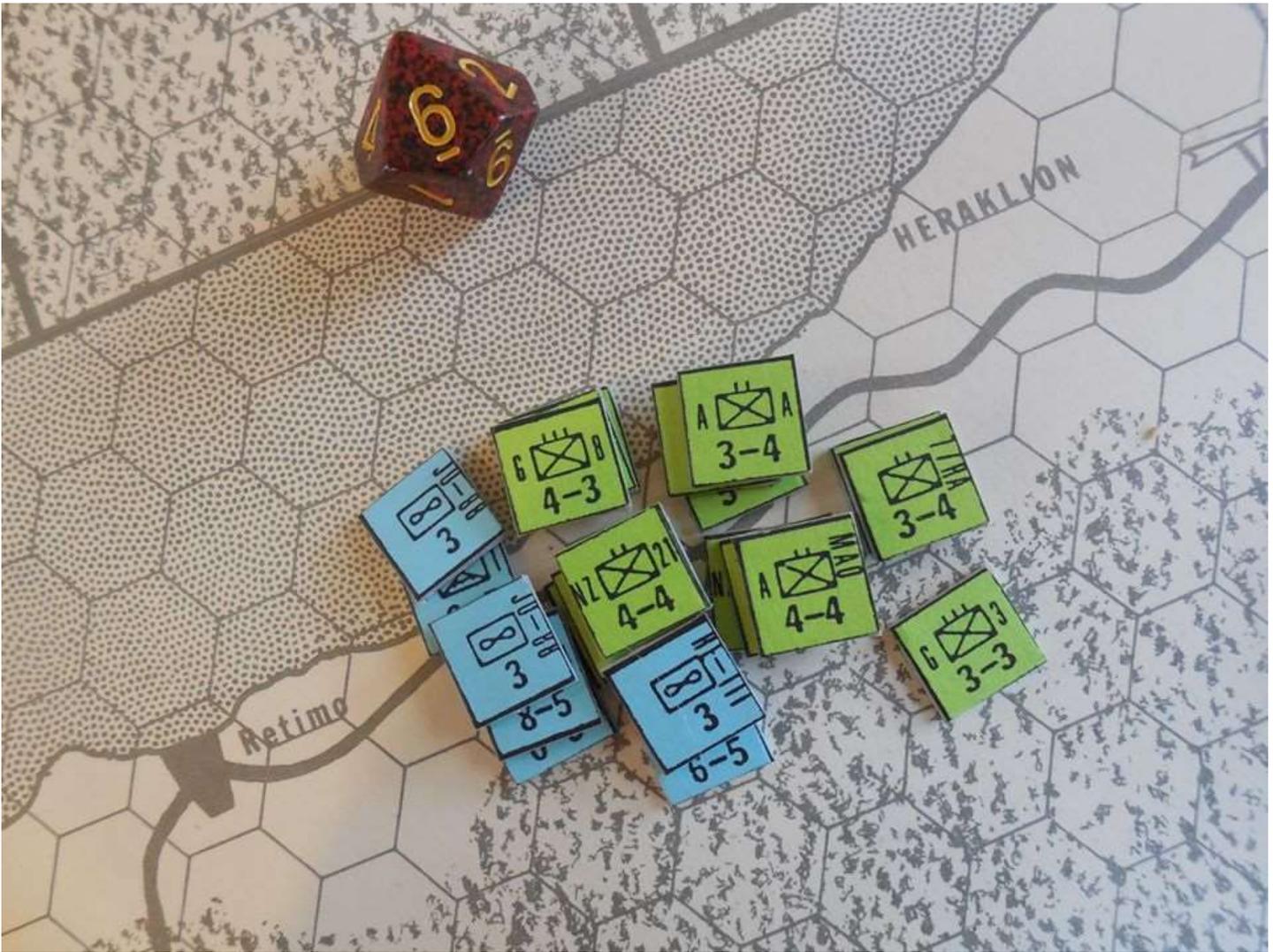


We shuffle forces to mirror the paras in the hills south of Maleme to allow us to react towards Suda if necessary. We fill in the trenches around Retimo.



Turn 6

It is all over but the screaming, absent some fortunate die rolls.



A stack of defenders goes down defending Retimo airfield, but without advance after combat (probably not realistic with just leg troops, anyway) the gap will be filled.



A 3:1 attack on 1/1 yields a CA (1:3) which yields another CA 3:1 and the paras are eliminated.



Turn 7

A 4:1 on the forward defenders of Retimo results in a CA which they cannot fulfill and they are eliminated.

The 3rd Greek Bn is offered up as grist for the forward defense of Retimo.



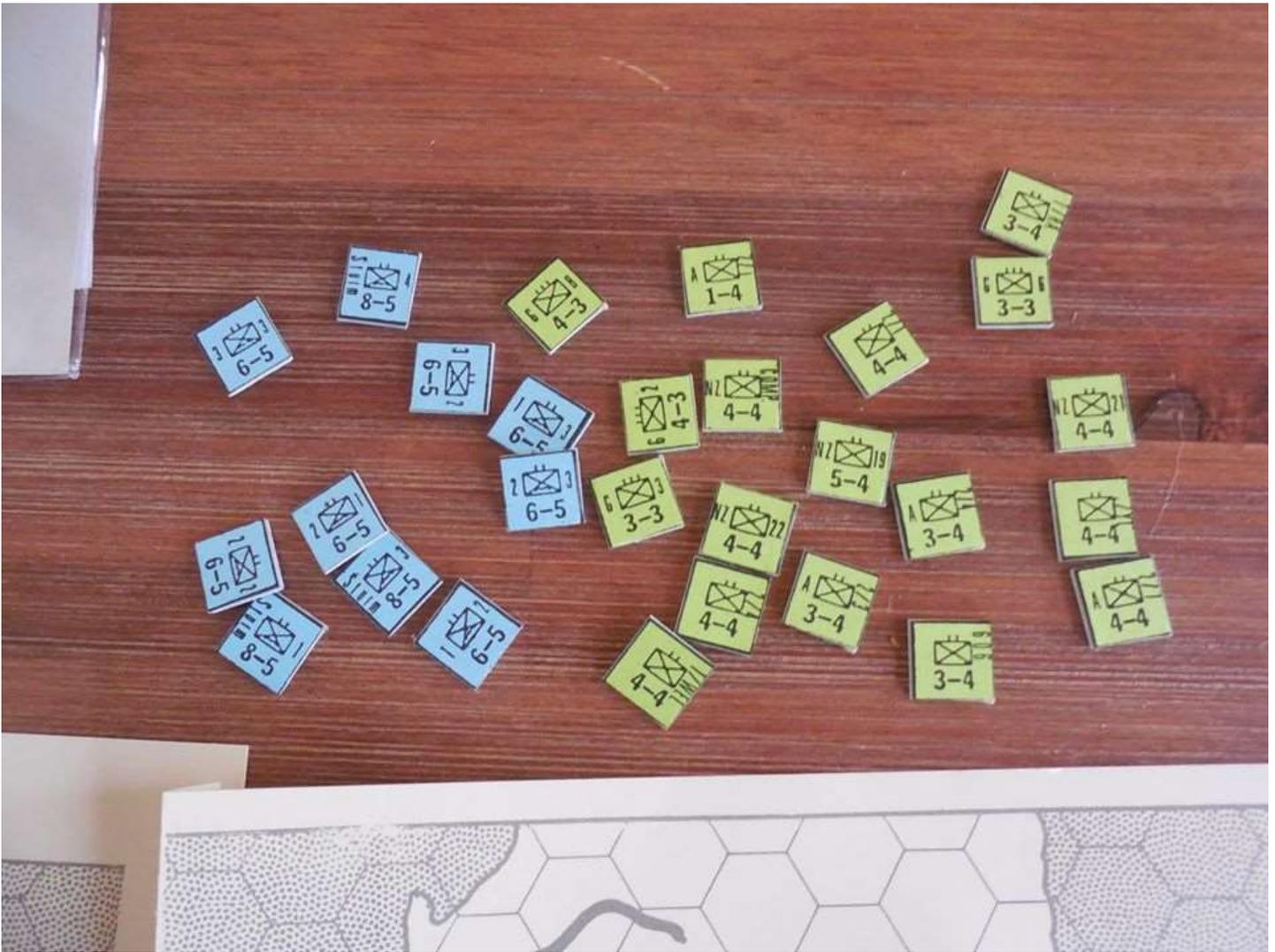
Turn 8

Sturm will attack at 1:2 for a 1/36 chance of an AE after a CA result, actual result CA followed by EX (which was from the all out attack table on the CA, otherwise I could have gone with limited attack and got an NH, ending that battle). The two remaining paras hit the 3rd Greek regiment, an EX whittling them down.

The Germans come out of the hills and surrender, the Brits winning this one.



Butcher's bill.



Observations

This is a tough game for the Germans to win, they are exposed on the drop turn to robust counterattacks. If they drop too far from the airfields maneuver is difficult and the clock runs too fast.

Some suggested adjustments:

1. I would allow them to move, but not attack, on the turn they drop.
2. I would also allow the Luftwaffe to fly either in support of attacks or defense (but not both, use air counters once per turn).
3. Also, to simulate the lack of mobility Crete presents, I would make units transitioning between maps to stop on the exit hex in one turn, move just to the “destination” exit hex the next turn, and then be able to continue movement on the “destination” map.
4. I would also allow the Luftwaffe to attack on the limited attack table without ground support, ground units would benefit from terrain. Luftwaffe would be immune to EX but not AE results. This would make spreading out defenders dangerous (15 Luftwaffe factors available), but also make 300lb gorilla defender stacks vulnerable.

Without these adjustments I do not see how the Germans can win. The Brits can sit on the airfields fully stacked. The Germans, the way the rules are written, can only place a Luftwaffe on a stack which has to be two units or less, forcing the paras to spread out to benefit from air support and making them fatally vulnerable to counterattacks. The game has potential and is fun, but I find it unbalanced. Try the variant rules I offer above, may make it manageable. On to my next replay project.