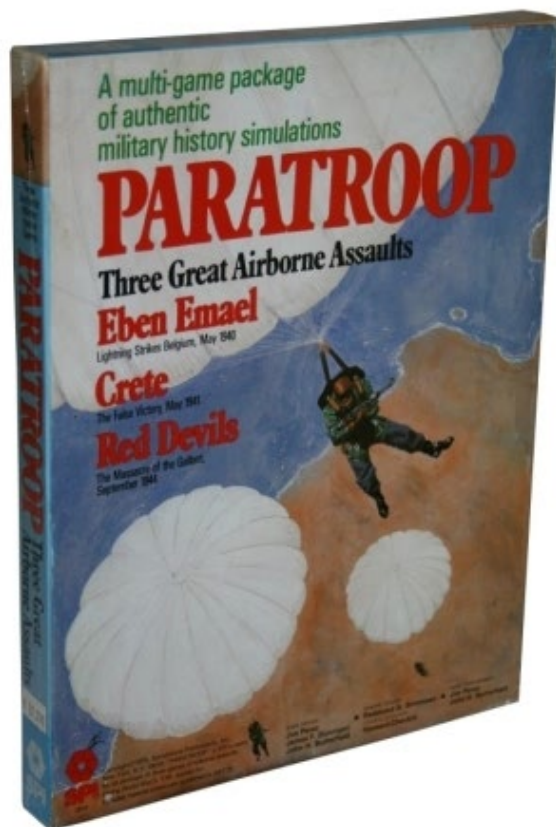


# Crete – Fast and Fun

By George Haberberger



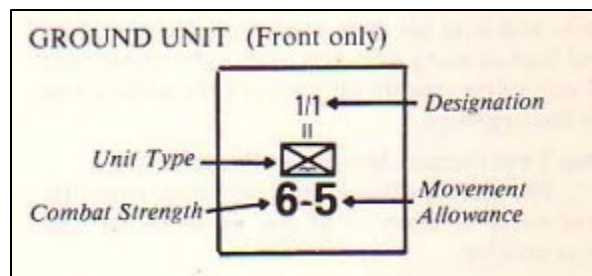
**Crete** is one of the three Airborne Assault games included in the **Paratroop** game from *Strategy & Tactics* #77 (the other two being the German assault on **Eben Emael**, and the British/Polish attack on Arnhem, **Red Devils**). It's a basic hex, Zone of Control, and bloody CBT game based on the German assault on the island of Crete in the Mediterranean after the fall of Greece in World War II.

It's a product of its time, missing step reduction and not including a sea invasion option, but plays fast and fun, and one could easily get two games in an evening. There are only four pages of rules, and someone familiar with classic hex and counter wargames can pick this up in about fifteen minutes.

There are special rules for landing paratroopers (they can't target hexes containing Commonwealth or Greek troops, and may drift one hex), landing mountain troops (you must control an airfield), German airpower can add attack factors, and mountain pass movement. There are two CBTs - a less bloody 'Limited Attack' and a bloody 'All Out Attack'. A special CounterAttack (Ca) result means the defenders must retreat one hex or counterattack one of the hexes involved in the original attack!

Units are battalions, with Combat Strength and Movement points on the counters (i.e.. 8-5).

Entering a Zone of Control ends a unit's movement, and the only time you can go from one Zone of Control directly to another is advancing after combat. If your only line of retreat is through a ZOC, you are eliminated.



The All Out CBT is classically bloody, woe to the German with the 8-5 who gets an EE attacking a lowly Greek 1-3.

[9.5] All Out Attack Combat Results Table

DIE	Combat Ratios								
	Attacker's Strength to Defender's Strength								
	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1
1	Ee	Ee	Ee	De	De	De	De	De	De
2	Ca	Ee	Ee	Ca	De	De	De	De	De
3	Ca	Ca	Ca	Ca	Ca	De	De	De	De
4	Ae	Ca	Ca	Ca	Ca	Ca	De	De	De
5	Ae	Ae	Ae	Ee	Ee	Ee	Ee	Ca	De
6	Ae	Ae	Ee	Ee	Ee	Ee	Ee	Ca	Ca

[9.6] Limited Attack Combat Results Table

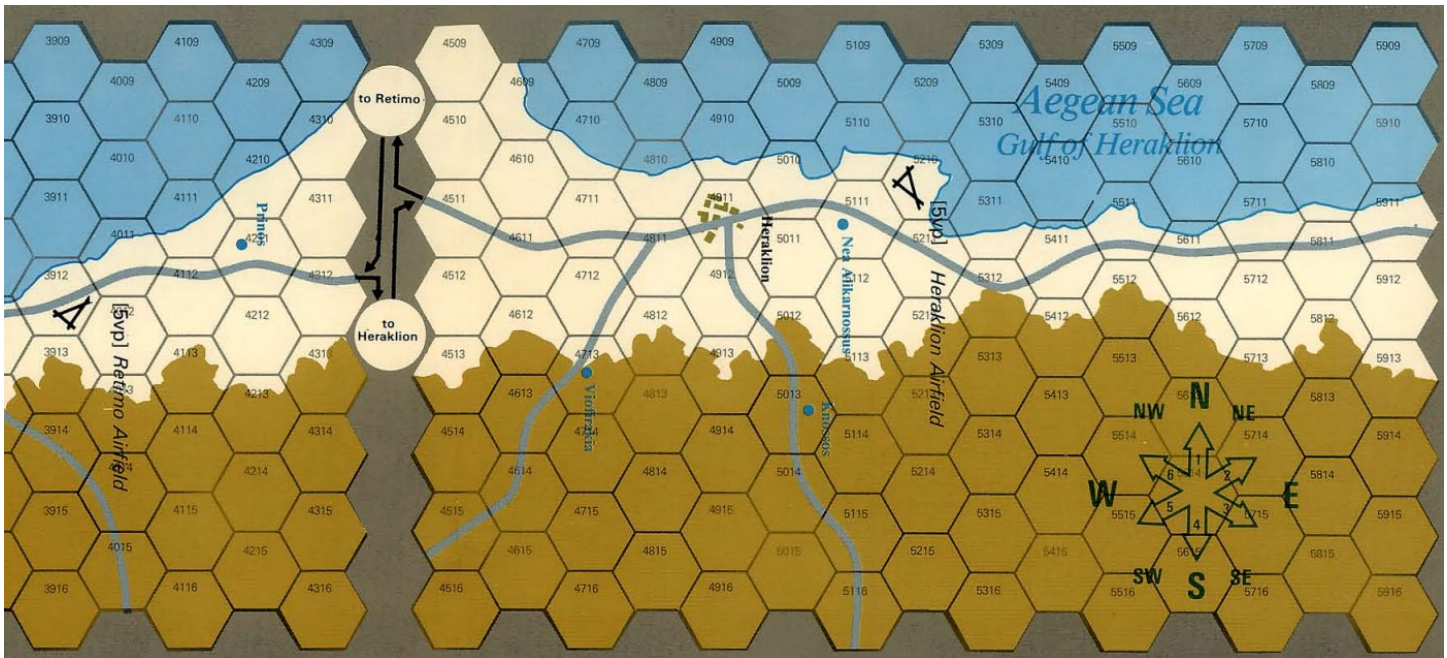
DIE	Attacker's Strength to Defender's Strength								
	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1
1	Ca	Ee	Ca	Ca	Ca	De	De	De	De
2	Ca	Ca	Ca	Ca	Ca	Ca	De	De	De
3	Ee	Ca	Ne	Ee	Ca	Ca	Ca	De	De
4	Ee	Ae	Ne	Ee	Ee	Ee	Ee	Ee	De
5	Ae	Ne	Ne	Ee	Ee	Ee	Ee	Ee	Ee
6	Ae	Ne	Ne	Ne	Ee	Ee	Ee	Ee	Ee

Attacks executed at more than 7-1 are treated as 7-1; attacks at less than 1-3 are not allowed.

Victory Points are counted by adding the combat strengths of eliminated units, and 5 points for each airfield and 10 for the town of Suda at the end of the game. The game is only ten turns long.

The stacking limit is three, if you're the German player barely holding onto to an airfield with two units, you can only land one.

The basic bland map is half of a folded 22x34 sheet, being 11 inches high and 34 inches long. There are three submaps, the Malema airfield and town of Suda on the western side, Retimo and Retimo airfield in the middle, and Heraklion and Heraklion airfield in the eastern side. They're connected with abstract passes, and with an interesting rule that enemy units can't enter from a pass into a ZOC, it's easy to completely interdict a pass with at most 4 units. This may seem gamey, but then again, how hard would it be for forces who know the area well to completely block a long, narrow, hilly pass, 20 miles long?



The turn sequence is basic, the German player goes first, landing any paratroop or mountain troops, then movement and combat, then the Commonwealth plays has his movement phase and combat phase.

<p><b>The German Player-Turn</b></p> <p><b>Step One: German Air Landing Phase</b> The German Player may drop his airborne units and land his mountain units. He may drop and land as many or as few units as he wishes, one after another, within the limits of the airdrop and air landing rules.</p> <p><b>Step Two: German Movement Phase</b> The German Player may move his units. He may move as many or as few as he wishes, one after another.</p> <p><b>Step Three: German Combat Phase</b> German units may attack adjacent Commonwealth Units. The German Player may perform these attacks in any order he wishes, applying the results immediately as each attack is made.</p> <p><b>The Commonwealth Player-Turn</b></p> <p><b>Step Four: Commonwealth Movement Phase</b> The Commonwealth Player may move his units.</p> <p><b>Step Five: Commonwealth Combat Phase</b> The Commonwealth Player may attack adjacent German units.</p>
--

The Germans get 13 paratroop counters, 4 8-5 and 9 6-5 and have to land at least 7 on the first turn. The Mountain troops (all 6-6) can only come in at an airfield, so the airfields are the first target. But, the passes are easily blocked, a wise German player may keep back 4-5 units to land on the other side and free them up.

Accordingly, the Commonwealth player sets up first. They have a mixture of British, Greek, New Zealand and Australian forces, none of which are a one to one match to the Germans. They have no airpower, either.

A common defensive setup is to put a unit on the airfield and the surrounding land hexes, to prevent a paratrooper from landing or drifting onto the airfield. Suda should also be garrisoned as it's worth 10 points, and extra units should be put around the airfields, to hopefully tie down any paratroopers

by keeping them in a ZOC, and protecting the passes.



The German player moves first, and has to drop at least 7 Airborne units. He should look for the easiest airfield to take, as until he controls it, his Mountain troops are out of the game. He needs to play aggressively, and yet still keep 4-5 airborne units in reserve to open up the mountain passes or reinforce a flagging assault.

The initial battle begins for the airfield, and the Commonwealth player would do well to reduce defenses on the other airfields once the first one has been chosen. These reserves can be used to bolster the pass defenses, or bolster the airfield defense if they're close enough. The Commonwealth player will have to choose any counterattacks well, since they need a lot of units to get a 3-1 or better odds ratio. They can be a little more daring if they have a German unit surrounded, since the Germans can't retreat.

If the airfield is lost, the Commonwealth player is best off heading for the nearest pass, they don't have the combat strength to stand and fight against the incoming Mountain troops.



One quibble is the lack of sea assault forces. The British Navy stopped many of the German's at sea, but a large number still landed. The threat of a possible sea invasion would make it even harder for the Commonwealth to win.

Make no mistake, **Crete** is very much a product of its time (1979), with a basic map, basic counters, bloody CBT and simple rules. On the other hand, it's easy to teach, and it plays fast, you can easily get in two sessions in an evening. If you play the Commonwealth, you know the Germans are coming, but you don't know where, and you know your forces will be hard-pressed to defend against them. If you're the Germans, you can pick the weakest Commonwealth spot, your paratroopers are more than a match for anything the Commonwealth has, but you barely have enough to take an airfield, let alone open the passes. Good thing it's fast, you can play both sides in one night.

<table border="1"> <tr> <td>85/1</td><td>85/2</td><td>85/3</td><td>1/1</td><td>1/2</td><td>1/3</td><td>2/1</td><td>2/2</td><td>2/3</td><td>Storm1</td> </tr> <tr> <td>6-6</td><td>6-6</td><td>6-6</td><td>6-5</td><td>6-5</td><td>6-5</td><td>6-5</td><td>6-5</td><td>6-5</td><td>8-5</td> </tr> <tr> <td>141/1</td><td>141/2</td><td>141/3</td><td>146/1</td><td>3/1</td><td>3/2</td><td>3/3</td><td>Storm2</td><td>Storm3</td><td>Storm4</td> </tr> <tr> <td>6-6</td><td>6-6</td><td>6-6</td><td>6-6</td><td>6-5</td><td>6-5</td><td>6-5</td><td>8-5</td><td>8-5</td><td>8-5</td> </tr> </table>										85/1	85/2	85/3	1/1	1/2	1/3	2/1	2/2	2/3	Storm1	6-6	6-6	6-6	6-5	6-5	6-5	6-5	6-5	6-5	8-5	141/1	141/2	141/3	146/1	3/1	3/2	3/3	Storm2	Storm3	Storm4	6-6	6-6	6-6	6-6	6-5	6-5	6-5	8-5	8-5	8-5	<table border="1"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td> </tr> <tr> <td>2-3</td><td>4-3</td><td>4-3</td><td>4-3</td><td>4-3</td><td>5-4</td><td>5-4</td><td>5-4</td><td>4-4</td><td>4-4</td> </tr> <tr> <td>6</td><td>7</td><td>8</td><td>Crete</td><td>Par</td><td>23</td><td>Maori</td><td>Eng</td><td>Comp</td><td>Game Turn</td> </tr> <tr> <td>3-3</td><td>3-3</td><td>4-3</td><td>1-3</td><td>1-3</td><td>4-4</td><td>4-4</td><td>2-4</td><td>4-4</td><td></td> </tr> </table>					1	2	3	4	5	18	19	20	21	22	2-3	4-3	4-3	4-3	4-3	5-4	5-4	5-4	4-4	4-4	6	7	8	Crete	Par	23	Maori	Eng	Comp	Game Turn	3-3	3-3	4-3	1-3	1-3	4-4	4-4	2-4	4-4																		
85/1	85/2	85/3	1/1	1/2	1/3	2/1	2/2	2/3	Storm1																																																																																																						
6-6	6-6	6-6	6-5	6-5	6-5	6-5	6-5	6-5	8-5																																																																																																						
141/1	141/2	141/3	146/1	3/1	3/2	3/3	Storm2	Storm3	Storm4																																																																																																						
6-6	6-6	6-6	6-6	6-5	6-5	6-5	8-5	8-5	8-5																																																																																																						
1	2	3	4	5	18	19	20	21	22																																																																																																						
2-3	4-3	4-3	4-3	4-3	5-4	5-4	5-4	4-4	4-4																																																																																																						
6	7	8	Crete	Par	23	Maori	Eng	Comp	Game Turn																																																																																																						
3-3	3-3	4-3	1-3	1-3	4-4	4-4	2-4	4-4																																																																																																							
GERMAN										GREEK																																																																																																					
<table border="1"> <tr> <td>146/2</td><td>146/3</td><td>100/3</td><td>Ju87 2</td><td>Ju88 3</td><td>Me109 1</td><td>Victory Point x1</td><td>Victory Point x1</td><td>1/We1 4-4</td><td>120 AT 2-4</td> </tr> <tr> <td>6-6</td><td>6-6</td><td>6-6</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>100/1</td><td>100/2</td><td>He111 3</td><td>Me109 1</td><td>Do17 2</td><td>Ju88 3</td><td>Victory Point x10</td><td>Victory Point x10</td><td>800 PAA 3-4</td><td>1/He1 6-4</td> </tr> <tr> <td>6-6</td><td>6-6</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>										146/2	146/3	100/3	Ju87 2	Ju88 3	Me109 1	Victory Point x1	Victory Point x1	1/We1 4-4	120 AT 2-4	6-6	6-6	6-6								100/1	100/2	He111 3	Me109 1	Do17 2	Ju88 3	Victory Point x10	Victory Point x10	800 PAA 3-4	1/He1 6-4	6-6	6-6									<table border="1"> <tr> <td>2/4</td><td>25W</td><td>Me</td><td>7RA</td><td>2/1</td><td>2/2</td><td>2/3</td><td>2/4</td><td>2/7</td><td>2/8</td> </tr> <tr> <td>4-4</td><td>4-4</td><td>4-4</td><td>3-4</td><td>4-4</td><td>3-4</td><td>3-4</td><td>3-4</td><td>4-4</td><td>2-4</td> </tr> <tr> <td>2/1</td><td>N Hus</td><td>1/Ingr</td><td>2/Loc</td><td>2/1</td><td>16</td><td>17</td><td>LAA</td><td>RAA</td><td>2/1 MG</td> </tr> <tr> <td>4-4</td><td>4-4</td><td>4-4</td><td>4-4</td><td>4-4</td><td>1-4</td><td>2-4</td><td>3-4</td><td>3-4</td><td>1-4</td> </tr> </table>					2/4	25W	Me	7RA	2/1	2/2	2/3	2/4	2/7	2/8	4-4	4-4	4-4	3-4	4-4	3-4	3-4	3-4	4-4	2-4	2/1	N Hus	1/Ingr	2/Loc	2/1	16	17	LAA	RAA	2/1 MG	4-4	4-4	4-4	4-4	4-4	1-4	2-4	3-4	3-4	1-4	<table border="1"> <tr> <td>2/1</td><td>16</td><td>17</td><td>LAA</td><td>RAA</td><td>2/1 MG</td> </tr> <tr> <td>4-4</td><td>1-4</td><td>2-4</td><td>3-4</td><td>3-4</td><td>1-4</td> </tr> </table>					2/1	16	17	LAA	RAA	2/1 MG	4-4	1-4	2-4	3-4	3-4	1-4
146/2	146/3	100/3	Ju87 2	Ju88 3	Me109 1	Victory Point x1	Victory Point x1	1/We1 4-4	120 AT 2-4																																																																																																						
6-6	6-6	6-6																																																																																																													
100/1	100/2	He111 3	Me109 1	Do17 2	Ju88 3	Victory Point x10	Victory Point x10	800 PAA 3-4	1/He1 6-4																																																																																																						
6-6	6-6																																																																																																														
2/4	25W	Me	7RA	2/1	2/2	2/3	2/4	2/7	2/8																																																																																																						
4-4	4-4	4-4	3-4	4-4	3-4	3-4	3-4	4-4	2-4																																																																																																						
2/1	N Hus	1/Ingr	2/Loc	2/1	16	17	LAA	RAA	2/1 MG																																																																																																						
4-4	4-4	4-4	4-4	4-4	1-4	2-4	3-4	3-4	1-4																																																																																																						
2/1	16	17	LAA	RAA	2/1 MG																																																																																																										
4-4	1-4	2-4	3-4	3-4	1-4																																																																																																										
GERMAN										BRITISH					AUSTRALIAN																																																																																																

Copyright © 1979, Simulations Publications, Inc., New York, N.Y., 10010 2B1P41