

# **Battle for Prison Valley**

## **20<sup>th</sup> May, 1941 (Near Canea - Crete)**

*A Rapid Fire Scenario 2 V 1.1.5 (11/2/07)*

By Mark Piper

### **Background**

In the first strategic use of airborne forces in history German forces were to land at key points along the Northern coast of Crete. In the West at Maleme the New Zealand defenders kept the German forces at bay but due to poor coordination were eventually overwhelmed. The next landing was concentrated in the area south-west of Galatas and Canea. Here the Germans found themselves dominated by the hills of "Prison Valley".

### **The Wargame Scenario**

The game table is approximately 8' X 6'. Elevations are continuous features for movement. *Buildings* start intact. *Single* buildings hold up to 11 figures. *Double* buildings hold up to 2 x 11 figures. *Olive groves* provide soft cover but do not restrict visibility or movement. The *Reservoir* is impassable to all troops and any Fallschirmjager that land in it are lost. *Elevations* a continuous obstacle to movement. The game is 9 turns long. The German side moves first.

The objective for both sides is to control two out of the three objectives (Perivolias, "The Prison" and the eastern building of Galatas) at the end of 9 moves. An objective is considered held if only one side has troops deployed within 9" of the centre of the position. The game is considered a draw if more than one objective is contested or unoccupied or both sides are forced to retire.

### **Sources**

Crete 1941 - Osprey Campaign - Peter Antill

Crete - the Battle and the Resistance - Antony Beevor

The Fall of Crete - Alan Clark

German Airborne Troops - Roger Edwards

Greece, Crete & Syria - Australia in the War of 1939-1945 - Gavin Long

Wargaming Airborne Operations - Donald Featherstone

Storming Eagles - James Lucas

Fallschirmjager in Crete - Jean-Yves Nasse

Pages 2 & 3 are for the Allied player's eyes only  
Pages 4 & 5 are for the German player's eyes only

**Allied Order of Battle** - all regular except where indicated  
elements of 4<sup>th</sup> & 10<sup>th</sup> New Zealand Infantry Brigades

**[initial]**

**4<sup>th</sup>/10<sup>th</sup> New Zealand (Combined) Brigade \* HQ** - Brigadier Inglis / Colonel Kippenberger [A] CO + 5 figures, light truck

\*NZ Brigade HQ is NOT a higher order HQ for morale purposes

**2<sup>nd</sup> (Greek) Regiment, 10<sup>th</sup> New Zealand Infantry Brigade** [B]

test @ 15 casualties

BHQ	CO + 3 figures
3 x companies	each 7 figures
Support coy	6 figures AA MG, 3" mortar

**8<sup>th</sup> (Greek) Regiment, 4<sup>th</sup> New Zealand Infantry Brigade** (Maj Wooler) [C]  
(as per 2<sup>nd</sup> Greek Infantry Regiment)

**19<sup>th</sup> (NZ) Battalion, 4<sup>th</sup> New Zealand Infantry Brigade** (Maj Blackburn) [D]  
(as per 2<sup>nd</sup> Greek Infantry Regiment)

**Composite (NZ) Battalion, 10<sup>th</sup> New Zealand Infantry Brigade** [E]  
(as per 2<sup>nd</sup> Greek Infantry Regiment)

**[on-board artillery]**

**34th Battery Heavy AA**

4 figures, 1 x 3.7" anti-aircraft gun [F]

**7th Battery, 5<sup>th</sup> New Zealand Field Artillery Regiment** [A]

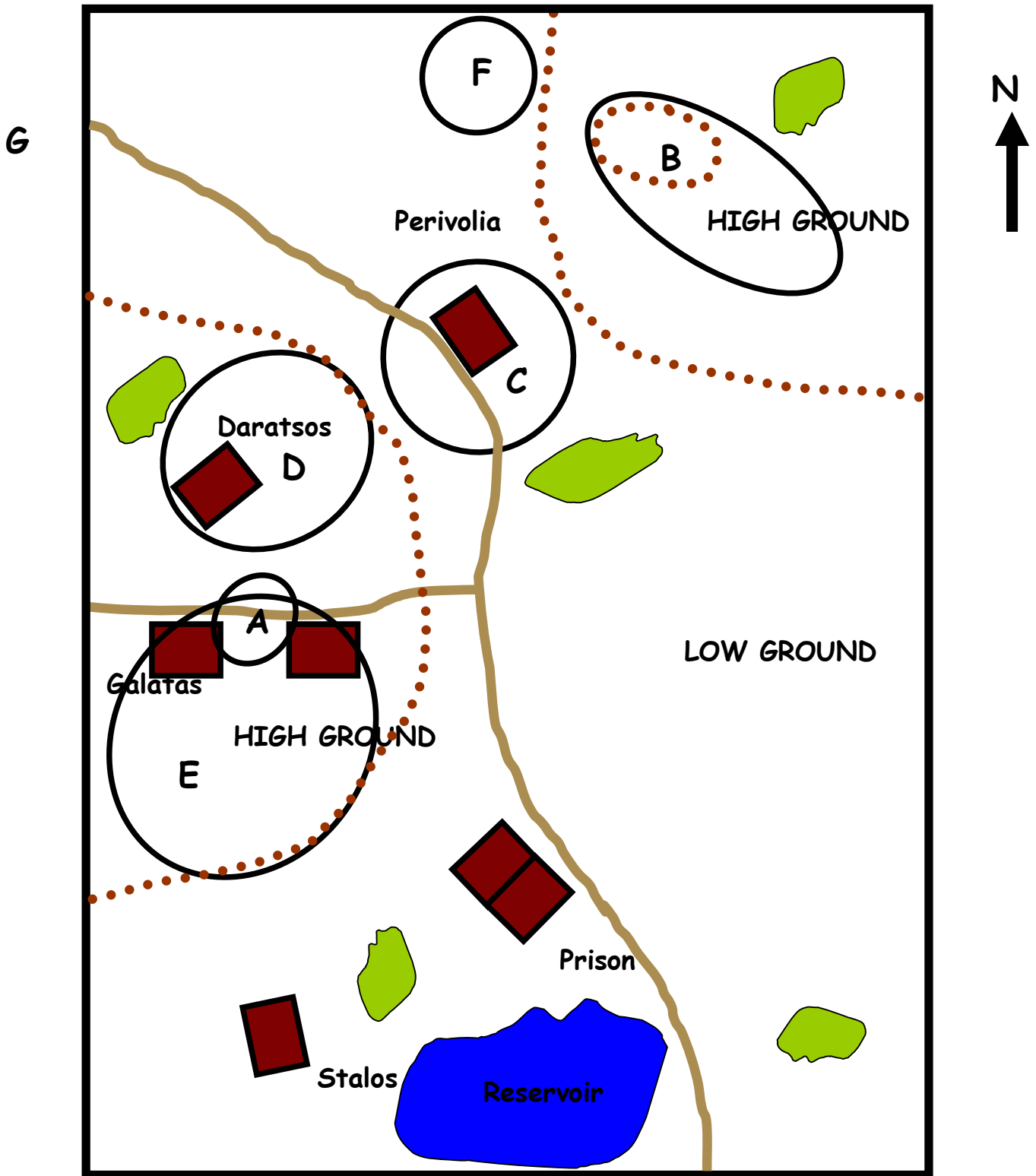
8 figures, 75mm Italian field gun, 3" pack howitzer (no IDF or OP team)

**[reinforcements]**

**Troop, C Squadron, 3<sup>rd</sup> (British) Hussars** 1 X Mk VII light tank [turn 6 @ G]

Allied forces setup first as indicated. Infantry and guns start in prepared defences but not on reserve fire. The 3.7" AA gun starts on reserve fire and may engage ground targets. Allied infantry may make one grenade attack per 5-7 figures. Companies with 4 or less figures cannot carry out grenade attacks.

# Allied Deployment and Arrivals



**German Order of Battle - all elite**  
elements of 7<sup>th</sup> Fleiger Division

**Elements 7<sup>th</sup> Fleiger Divisional HQ (glider)**

6 figures [turn 1 @ I]

\*7<sup>th</sup> Fleiger Divisional HQ is NOT a higher order HQ for morale purposes

**1<sup>st</sup> Company Luftlande Sturm Regiment (Lt Genz)**

10 figures, flamethrower - glider [turn 1 @ G]

**3<sup>rd</sup> Fallschirmjager Regiment**

**HQ, 3<sup>rd</sup> Fallschirmjager Regiment\* (Col Heidrich)**

CO + 4 figures, ATR [turn 1 @ I]

\*higher order HQ for morale purposes

**I Battalion, 3<sup>rd</sup> FJR (Captain Von Heydte) test at 20 casualties [H]**

HQ CO + 5 figures, GL, ATR (turn 1)

1<sup>st</sup> Company 8 figures (turn 1)

2<sup>nd</sup> Company 8 figures (turn 1)

3<sup>rd</sup> Company 8 figures (turn 2)

4<sup>th</sup> Company (HW) 9 figures, 2 x MMG, 80mm mortar (turn 2)

**II Battalion, 3<sup>rd</sup> FJR (Major Derpa) test at 20 casualties [I]**

HQ CO + 5 figures, GL, ATR (turn 1)

5<sup>th</sup> Company 8 figures (turn 1)

6<sup>th</sup> Company 8 figures (turn 1)

7<sup>th</sup> Company 8 figures (turn 2)

13<sup>th</sup> (Heavy Mortar) Company 3 figures, 105mm mortar (turn 2)

14<sup>th</sup> (AT) Company 4 figures, 37mm AT gun, M/cycle prime mover (turn 2)

**III Battalion, 3<sup>rd</sup> FJR (Maj Heilmann) test at 20 casualties [J]**

HQ CO + 5 figures, GL, ATR (turn 1)

9<sup>th</sup> Company 8 figures (turn 1)

10<sup>th</sup> Company 8 figures (turn 1)

11<sup>th</sup> Company 8 figures (turn 2)

12<sup>th</sup> Company (HW) 9 figures, 2 x MMG, 80mm mortar (turn 2)

**[air support]**

From turn 3 roll a D6. On a 5, 6 air support is available. Once the aircraft has completed its mission or has been shot down there are no more aircraft.

Odds = Messerschmitt BF 110 4 x MMG and multiple 20mm autocannon

Evens = Junkers JU87 Stuka 2 x MMG / 2 x light bomb and 1 x medium bomb

# German Deployment and Arrivals

