

MARKET GARDEN

1.0 INTRODUCTION

Market-Garden: Race for the Rhine is a two-player game that simulates the first ten days of Operation Market-Garden, the Allied airborne invasion of Holland, September 17 to September 26, 1944. Each turn represents one day of combat, and each hex is about 8 miles across.

2.0 COMPONENTS

2.1 Counters

Counters are either "units" representing combat forces or "markers" for keeping track of game conditions. The front of each combat unit is arranged in the following manner:



German



British



American

2.2 Charts

The following charts, printed on the map, are used to regulate play of the game.

2.2.1 Combat Results Table (CRT). Odds columns across the top are crossed-indexed with results of a die roll along the left-hand side to obtain a combat result during combat resolution.

2.2.2 Terrain Effects Chart. Both players should consult this chart when moving or resolving combat.

2.2.3 Airborne Landing Table. The Allied player consults this table whenever he attempts to move units from his Airborne Approach Box to a hex on the map.

3.0 PREPARE FOR PLAY

3.1 German Setup

Setup the German units in the hex listed on the front of each counter.

3.2 Allied Setup

Allied ground units are setup in the hex listed on the front of each counter. Allied Airborne units are placed in the Airborne Approach Box. They move to the hex printed on the front of each counter during the Allied player's first impulse.

3.3 Marker Setup

Place the turn marker in the "1" box of the Game Turn Track. Place the impulse marker in the "A" box of the Impulse Track.

Units with a turn number rather than a hex number are reinforcements and do not begin play on the map. Units labeled "SPECIAL" are optional units.

4.0 SEQUENCE OF PLAY

The game consists of ten turns: September 17 through September 26. Starting with the September 19 turn Allied Airborne units that are out of supply must make a surrender die roll.

4.1 Impulses

Each turn has four impulses. During each impulse the German player may perform actions with his units and then the Allied player may perform actions with his units. After both players have performed an action the Impulse marker is advanced to the next letter on the Impulse Track: "A" then "B" then "C" then "D".

4.1.1 There are three types of tactical actions a unit may perform each impulse: movement, combat, and pass. Movement always occurs first, after which any and all units that are adjacent to an enemy unit may have combat. Combat is always optional. Post-combat advance is considered a part of combat. A unit that begins its impulse adjacent to an enemy unit may engage in combat and post-combat advance but may not then move. A unit that does not move or engage in combat is considered to have passed that impulse.

5.0 MOVEMENT & STACKING

5.1 Normal Movement

Units move a number of hexes equal to their movement factor. Units must stop immediately and move no further that impulse upon entering a hex adjacent to an enemy unit. Exception: units with a vehicle silhouette may ignore the presence of enemy units without a vehicle silhouette in adjacent hexes.

5.1.1 Road Movement. Units with a vehicle silhouette printed on their counter may only enter and exit wet and forest hexes following the map's road net. Units cannot use the road net at blown bridges.

5.1.1a Club Route. Allied units belonging to XXX Corps that begin their impulse in a hex with a red road may double their movement rate so long as they remain in a red road hex and do not at any time move adjacent to a German unit.

5.1.2 River Bridges. All units crossing the Maas, Waal, and Lower Rhine may only cross in hexes with a face-up bridge marker.

5.1.3 Ferry Crossing. Neither side may enter hex 1414 until Turn 3.

5.2 Airborne Landings

As the sole action of an Allied impulse the Allied player may activate any number of glider and parachute units in the Airborne Approach Box for movement.

Each unit moves to the hex printed on the front of the counter and each unit must make a die roll and consult the Airborne Landing Table printed on the map. There are three possible results for each unit:

- » 1-2 Hot Reception: flip counter to its 3-2-3 side
- » 3-4 Warm Reception: unit suffers a damage point.
- » 5-6 Clean Landing: no effect on the unit.

Modifiers:

- » +1 No German units adjacent to hex.
- » +1 Allied landings on September 17.
- » -1 Allied landings after September 17

5.3 Stacking

Stacking occurs when there are multiple units in one hex. There may never be more than three units in one hex. If at the end of any player impulse a hex is overstacked the owning player must eliminate units (his choice) to reduce the number of units back to three.

5.3.1 Airborne Approach Box. Any number of Allied units may stack within the Airborne Approach Box.

5.4 German Movement Restrictions

German units may not voluntarily move until Impulse "D" of Turn 1. They may attack any adjacent Allied unit, and participate in post-combat advance (6.5), without any restriction.

5.5 Allied Movement Restrictions

The Allied player may activate only one in a single impulse: units of XXX Corps or units of VIII Corps and XII Corps. Airborne units not in the Airborne Approach Box may also activate at the same time as non-Airborne units.

6.0 COMBAT

Units on the map may attack enemy units in adjacent hexes once per impulse. All enemy units in a hex must be attacked as a single group. A unit may only attack or be attacked once per impulse.

6.1 Combat Resolution

Add up the Combat Strength of the units participating in the attack, and then add up the Combat Strength of the units in the defending hex. Figure the ratio using the Combat Results Table (CRT). Fractions are always rounded in the defender's favor, i.e. downwards. Odds of more than 5:1 are treated as 5:1 and odds less than 1:3 are treated as 1:3. After modifying the ratio, the attacker makes a die roll. The first of the numbers on the CRT is the number of damage points inflicted on the attacker and the second is the number of damage points inflicted on the defender. Excess damage is ignored.

6.1.1 Defensive Modifiers. If the defender is in a wet or forest hex, shift the column used on the CRT one column to the left. If the defender is in an urban hex shift the column used on the CRT two columns to the left.

6.1.2 Offensive Modifiers. If an Allied Air Support marker is in the hex shift the column used on the CRT one column to the right. Any attack with an armored unit participating is shifted one column to the right.

6.2 Damage Points



Mark any damage points suffered by the attacker and/or the defender using the "bullet hole" markers provided. Points may be divided among units in the hex as the player sees fit.

If a unit has sustained a number of damage points equal to its Endurance Value that unit is eliminated and permanently removed from play. Eliminated units never return to play. Exception: German Battlegroups.

6.3 Retreat

Whichever side has lost the combat must retreat a number of hexes equal to the difference in damage points in the combat. The first hex of a retreat must always be in the direction of a friendly supply source. If the number of damage points is equal neither side retreats.

6.3.1 Ignoring retreat. Units in forest and urban hexes may ignore a required retreat by suffering an additional point of damage.

6.3.2 Failure to Retreat. Retreating units may not retreat into a hex adjacent to an enemy unit, unless that hex contains a friendly combat unit or the hex is a mountain hex. Units that cannot retreat or ignore the retreat by absorbing an additional point of damage are eliminated instead.

6.3.3 Retreating Off-Map. Allied units may retreat off-map from any hex on the southern map edge. Allied units that retreat off the map in this manner may return to play as reinforcements during any following turn. Axis units may retreat off-map from any hex on the western, northern, or eastern map edge. Axis units that retreat off the map in this manner may return to play as reinforcements during the following turn.

6.4 Post-Combat Advance

Whichever side has won the combat may advance one stack a number of hexes equal to the difference in losses in combat. The first hex of an advance must always be a hex formerly occupied by an opposing attacking/defending unit. Advancing units must stop immediately upon entering a wet or forest hex, or adjacent to an enemy unit.

7.0 Air Support

The Allied player has two air support markers, one American and one British. The German player has one air support marker.

7.1 Placement

The Allies player may place their air support markers before every impulse. The German player may place their air support marker once per Turn as the sole action of a German impulse. A marker is placed in a hex with at least one friendly attacking or defending unit.

7.2 Ground Support

Attacking units under an air support marker receive a one-column shift to the right.

8.0 Bridges

8.1 Placement

Place bridge markers on the map wherever there is a bridge symbol during opening setup.

8.2 Demolition

The German player, as the sole action of his impulse, may attempt to blow up any bridge with Allied units adjacent to it. Make a die roll. A die roll of 1-2 fails. A die roll of 3-6 succeeds. Flip the marker over to its "Destroyed" side. Bridges over the Maas, Waal, and Rhine may not be the subject of demolition attempts.

8.3 Repair

Destroyed bridges are automatically repaired at the start of any game turn that there is an in-supply non-airborne Allied unit in the hex. The German player may not repair destroyed bridges.

9.0 SUPPLY

Supply status is checked during combat and during a player's last impulse to determine if a unit can remove a damage point. Units not in supply are Out of Supply.

9.1 Allied Supplies

Hexes adjacent to a blue portion of the map edge are supply sources for Allied ground units. These are: 0101; 0104; 0105; 0106; 0110; 0111; 0112.

9.2 Allied Airborne Supplies

Hexes with a supply symbol are supply sources for Allied airborne units either in that hex or adjacent to it. These are: 0807; 1008; 1211; 1213; 1612.

9.3 Axis Supplies

Hexes adjacent to a red portion of the map edge are German supply sources. These are: 0401; 0501; 0801; 0901; 1301; 1701; 2006; 1907; 2008; 2012; 1913; 2014; 1615; 1415; 1315; 1215; 1115; 0915; 0815; 0615; 0515; 0415; 0315.

9.4 Tracing Supply

Units are in supply if they can trace a continuous line of hexes back to a supply source. The path may not enter a wet or forest hex without following a road, nor may the path pass through a hex with a destroyed bridge marker.

9.5 Unit Refit

After the last impulse of every game turn each player has the opportunity to remove a damage points. Neither player may remove damage to an out of supply unit. Refit points may not accumulate and are lost if not spent.

9.5.1 Allied Turn 1 Refit. At the end of game turn 1 the Allied player may remove one damage point on every in-supply Allied unit on the map.

9.5.2 Allied Refit After Turn 1. The Allied player may remove one point of damage to any one airborne unit, one point of damage to any one infantry unit and one point of damage to anyone one armor unit.

9.5.3 German Refit. At the end of each game turn the German player may remove one point of damage from any one infantry unit and one point of damage from any one armor unit.

9.6 Out of Supply

Units unable to trace supply are out of supply. During combat, out of supply units subtract one from their die roll during combat resolution.

9.6.1 Surrender. Starting with the September 20 turn out of supply Allied Airborne units must make a surrender die roll. There are three possible results:

- » 1-2 The unit is eliminated and removed from play.
- » 3-4 The unit suffers a damage point.
- » 5-6 No effect.

10.0 REINFORCEMENTS

Reinforcements arrive during Impulse "A" of the attack phase of each game turn.

10.1 Allied Ground Reinforcements

Allied reinforcements may be placed in any of the hexes along the southern edge of the map. These are: 0101, 0104, 0105, 0106, 0110, 0111, and 0112.

10.2 Allied Airborne Reinforcements

Allied airborne reinforcements are initially placed in the Airborne Approach Box printed in the northwestern corner of the map.

10.3 German Reinforcements

German Reinforcements are placed in any hex along the map edge indicated on the back of the counter: "W" for the western edge, "N" for the northern edge, and "E" for the eastern edge.

10.4 Eliminated Battlegroup units.

Any unit with a "battlegroup" ID printed across the top always returns to play as a reinforcement. They may be placed in any hex along the western, northern, or eastern map edge, or any in-supply German-controlled VP hex. A maximum of one battlegroup counter may be placed in each eligible hex.

11.0 WINNING THE GAME

11.1 Automatic Victory.

If at the end of any attack phase there is an Allied unit from XXX Corps in Arnhem that can trace supply to an Allied supply source on the southern map edge the game ends immediately in an automatic Allied victory.

11.2 Operational Victory.

At the end of each turn count the number of Victory Point (VP) hexes controlled by the Allied player. Points are indicated by using the VP marker on the VP Track. If at the end of any turn the Allied Player has 10 or more VP that can trace supply to an Allied supply source on the southern map edge he wins. Note: an out of supply but Allied-controlled Arnhem and/or Nijmegen still generate 1 Victory Point.

Any other result is a German victory.

12.0 OPTIONAL RULES

The following rules can be used for additional historical detail, as well as to balance play between opponents of differing abilities.

12.1 Allied Combat Coordination

To represent the difficulty of coordinating the combat operations of their multinational forces any Allied attack of more one nationality (British and American) suffers a -1 drm.

12.2 Artillery Support

Each player has artillery support markers. Artillery support markers do not count towards the stacking of a hex. Players may combine air support and artillery support in the same hex. A marker is placed in a hex with at least one friendly attacking or defending unit.

12.2.1 Allied Marker Placement. The Allied player may place their artillery support marker once per impulse. The marker may only be placed in a hex containing a British ground (not airborne) unit. The hex must be able to trace a supply line to an Allied-controlled map edge.

12.2.2 German Marker Placement. The German player may place their artillery support marker once per turn. The hex must be able to trace a supply line to a German-controlled map edge hex.

12.2.3 Artillery Support and Combat. The Allied player always places his artillery support first. If the Allied player has placed his artillery support marker the German player may not commit an artillery support marker to the same combat. If an artillery support marker is placed by the attacker, shift the column used on the CRT one column to the right. If the artillery support marker is placed by the defender, shift the column used on the CRT one column to the left. After combat resolution, remove any artillery support markers from the map before post-combat advance.

12.3 Advanced Bridge Rules

These rules are used in conjunction with basic game rules.

12.3.1 Last Minute Demolition. The German player may attempt last minute demolition when an Allied unit enters a hex with a bridge marker. Make a die roll. A die roll of 1-4 fails. A die roll of 5-6 succeeds. Flip the marker over to its "Destroyed" side.

Note: Bridges over the Maas, Waal, and Rhine may only be destroyed by a successful last-minute demolition.

12.3.2 Advanced Repair. The Allied player, as the sole action of his impulse, may attempt to repair a destroyed bridge. In order to make a bridge repair attempt a non-airborne unit must be present in the hex. Place the Allied "Bridge Repair" marker in the hex

with the destroyed bridge. Make a die roll. A die roll of 1-4 fails. A die roll of 5-6 succeeds. If the die roll fails flip the "Bridge Repair" marker over to its "+2" side. Additional attempts to repair that bridge receive a +2 die roll modifier. If the die roll succeeds remove the bridge repair marker and flip the bridge marker from its "Destroyed" side back to its intact side.

12.4 Allied Boat Crossing

The Allied Boat Crossing marker may be used once per game turn. Play of the marker allows the Allied player to negate a successful last minute bridge demolition die roll by the German player. At least one of the advancing units must be a XXX Corps unit.

12.5 Weather

Before the first Allied impulse of each turn the Allied player rolls a die. On 1-4 the weather is rain, on 5-6 weather is clear. If the weather is clear play proceeds normally. If the weather is rain neither player may use their air support markers, and the Allied player may not move units from the Airborne Approach Box to hexes on the map.

12.6 Oss Supply Source

One friendly unit may remove a damage point if it is in the town of Oss (hex 1208) during a player's unit refit.

12.7 Driel Supply Source

Driel may be used as an airborne supply source.

12.8 Air Transport.

The units of the British 52nd Division (Air Transportable) are placed in the Allied Airborne Approach Box at the start of Turn 3. These units may move from the Airborne Approach Box to an Allied controlled airfield hex in Deelen (hex 1613) or Grave (hex 1210). They make a die roll and consult the Airborne Landing Table just like Allied parachute and glider units.

12.9 Bidding

Each player submits a secret, written, VP bid to command the Allies. The high bid receives the Allied side, with the winning bid becoming the number of points required for an Operational Victory. Automatic Victory rules remain unchanged.

Credits

Game Design: Michael Rinella

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MERCURY

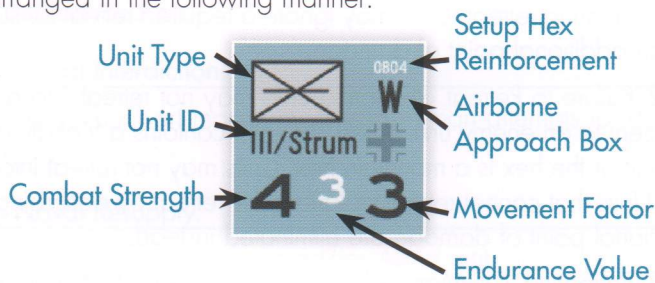
1.0 INTRODUCTION

Mercury: The Invasion of Crete is a two-player game that simulates the first ten days of Operation Mercury, the airborne invasion of Crete, May 20 to May 29, 1941. Each turn represents one day of combat, and each hex is about 4 miles across.

2.0 COMPONENTS

2.1 Counters

Counters are either "units" representing combat forces or "markers" for keeping track of game conditions. The front of each combat unit is arranged in the following manner:



2.2 Charts

The following charts, printed on the map, are used to regulate play of the game.

2.2.1 Combat Results Table (CRT). Odds columns across the top are crossed-indexed with results of a die roll along the left-hand side to obtain a combat result during combat resolution.

2.2.2 Airborne Landing Table. The German player consults this table whenever he attempts to move units from one of his Airborne Approach Boxes to a hex on the map.

2.2.3 Sea Transport Table. The German player consults this table whenever he attempts to move from the Sea Transport Box to a hex on the map.

2.2.4 Naval Resupply Table. The Allied player consults this Table after the last impulse of each turn to determine if he may refit a unit.

3.0 PREPARE FOR PLAY

3.1 Allied Setup

Setup the Allied units in the hex listed on the front of each counter.

3.2 German Setup

German units are placed in the Airborne Approach Box indicated on the front of each counter: "W" for the West Box, "M" for the Mitte Box and "O" for the Ost Box.

3.3 Marker Setup

Place the turn marker in the "1" box of the Game Turn Track. Place the impulse marker in the "A" box of the Impulse Track.

Units with a turn number rather than a hex number are reinforcements and do not begin play on the map.

4.0 SEQUENCE OF PLAY

The game consists of ten turns: May 20 through May 29. Starting with the May 23 turn units that are out of supply must make a surrender die roll.

4.1 Impulses

Each turn has four impulses. During each impulse the German player may perform actions with his units and then the Allied player may perform actions with his units. After both players have performed an action the Impulse marker is advanced to the next letter on the Impulse Track: "A" then "B" then "C" then "D".

4.1.1 There are three types of tactical actions a unit may perform each impulse: movement, combat, and pass. Movement always occurs first, after which any and all units that are adjacent to an enemy unit may have combat. Combat is always optional. Post-combat advance is considered a part of combat. A unit that begins its impulse adjacent to an enemy unit may engage in combat and post-combat advance but may not then move. A unit that does not move or engage in combat is considered to have passed that impulse.

5.0 MOVEMENT & STACKING

5.1 Normal Movement

Units move a number of hexes equal to their movement factor. Units must stop immediately and move no further that impulse upon entering a hex adjacent to an enemy unit. Exception: armored units (5.1.1).

5.1.1 Armor. Armored units may ignore the presence of enemy units in adjacent hexes. Armored units may only enter and exit hexes using a road.

5.1.2 Rough Terrain. Units must immediately stop when they enter a Rough Terrain hex except where there is a road. Exception: German Mountain units may move normally.

5.2 Airborne Landings

There are three Airborne Approach Boxes: West, Mitte, and Ost. As the sole action of a German impulse the German player may activate all of the German glider and parachute units in any ONE Airborne Approach Box for movement. Each unit moves to the hex printed on the front of the counter and each unit must make a die roll and consult the Airborne Landing Table printed on the map. There are three possible results for each unit:

- » 1-2 Hot Reception: Flip counter to its 3-2-3 side
- » 3-4 Warm Reception: Unit suffers a damage point.
- » 5-6 Clean Landing: No effect on the unit.

Modifiers:

- » -1 Enemy units adjacent
- » -1 Second and Third Drops on May 20

- » +1 German controlled Airfield
- » +1 German Air Support Marker in hex

5.2.1 Air Transport. German mountain units in a single Airborne Approach Box may move to a German controlled airfield hex adjacent to that Approach Box. They make a die roll and consult the Airborne Landing Table just like parachute and glider units.

Note: Any parachute and/or glider units still in an Airborne Approach Box at the end of Turn 1 may enter play per rule.

5.3 Sea Transport

The German 5GD 3/100 battalion is a reinforcement that is placed in the Sea Transport Box. As the sole action of a German impulse this unit may attempt to move to any port on the north coast of Crete. These are: Kastelli (0902), Maleme (0904), Hania (0807), Souda (0808), Rethymnon (0713), and Heraklion (0722). The German player makes a die roll and consults the Sea Transport Table printed on the map. There are three possible results:

- » 1-2 Intercepted: The unit suffers a damage point and must remain in the Sea Transport Box.
- » 3-4 Aborted: The unit does not suffer any damage but must remain in the Sea Transport Box.
- » 5-6 Success: The unit may move to the intended destination hex.

Modifiers:

- » -1 Each Allied Naval Support Marker
- » +2 German Air Support Marker

5.4 Stacking

Stacking occurs when there are multiple units in one hex. There may never be more than three units in one hex. If at the end of any player impulse a hex is overstacked the owning player must eliminate units (his choice) to reduce the number of units back to three.

5.5 Turn 1 Movement Restrictions

Allied units may not move until Impulse "D" of Turn 1. They may attack any adjacent German unit, and participate in post-combat advance, without any restriction.

6.0 COMBAT

Units on the map may attack enemy units in adjacent hexes once per impulse. All enemy units in a hex must be attacked as a single group. A unit may only attack or be attacked once per impulse.

6.1 Combat Resolution

Add up the Combat Strength of the units participating in the attack, and then add up the Combat Strength of the units in the defending hex. Figure the ratio using the Combat Results Table (CRT). Fractions are always rounded in the defender's favor, i.e. downwards. Odds of more than 5:1 are treated as 5:1 and odds less than 1:3 are treated as 1:3. After modifying the ratio, the attacker makes a die roll. The first of the numbers on the CRT is the number of damage points inflicted on the attacker and the second is the number of damage points inflicted on the defender. Excess damage is ignored.

6.1.1 Defensive Modifiers. If the defender is in a mountain hex, shift the column used on the CRT one column to the left.

6.1.2 Offensive Modifiers. If the German Air Support marker is in the Ground Support Box shift the column used on the CRT one column to the right. Any attack with an armored unit participating is shifted one column to the right.

6.2 Damage Points

Mark any damage points suffered by the attacker and/or the defender using the "bullet hole" markers provided. Points may be divided among units in the hex as the player sees fit. If a unit has sustained a number of damage points equal to its Endurance Value that unit is eliminated and permanently removed from play. Eliminated units never return to play. Exception: Greek Irregulars.

6.3 Retreat

Whichever side has lost the combat must retreat a number of hexes equal to the difference in damage points in the combat. The first hex of a retreat must always be in the direction of a friendly supply source. If the number of damage points is equal neither side retreats.

6.3.1 Ignoring retreat. Units may ignore a required retreat by suffering an additional point of damage.

6.3.2 Failure to Retreat. Retreating units may not retreat into a hex adjacent to an enemy unit, unless that hex contains a friendly combat unit or the hex is a mountain hex. Units may not retreat into the sea. Units that cannot retreat or ignore the retreat by absorbing an additional point of damage are eliminated instead.

6.3.3 Retreating Off-Map. Allied units may retreat off-map from any hex on the western or eastern map edge. Allied units that retreat off the map in this manner may return to play as reinforcements during any following turn. Axis units that retreat off map are eliminated and do not return to play.

6.4 Post-Combat Advance

Whichever side has won the combat may advance a number of hexes equal to the difference in losses in combat. The first hex of an advance must always be a hex formerly occupied by an opposing attacking/defending unit. Advancing units must stop immediately upon entering a rough terrain hex, unless moving along a road.

7.0 German Air Support

The German player has one air support marker (Fliegerkorps VIII). This marker enters play beginning Turn 2.

7.1 Placement.

The German player may place their air support marker once per Turn as the sole action of a German impulse.

The air support marker may be placed in the Ground Support Box, the Interdiction Box or the Resupply Box. Simply pick up the marker and move it to the desired location.

7.2 German Ground Support.

If the German air support marker is in the Ground Support Box German attacks receive a one-column shift to the right.

Any Allied unit attempting to move into or out of a hex adjacent to a German unit must make an interdiction die roll. There are three possible results:

- » 1-2 Unspotted: The unit may move normally.
- » 3-4 Strafed: The unit suffers one damage point but may move normally.
- » 5-6 Bombed: The unit suffers a damage point and may not move.

8.0 Allied Naval Support

The Allied player has four naval support markers, labeled "A", "B", "C", and "D".

8.1 Placement.

The Allied player may place their naval support markers once per Turn as the sole action of an Allied impulse. Naval support markers may be placed in both the Interdiction Box and the Resupply Box printed on the map. Simply pick up the markers and move them to the desired location.

8.2 Naval Interdiction.

Each naval support marker modifies German attempts to use Sea Transport.

8.3 Naval Resupply.

Each naval support marker modifies Allied refit.

9.0 SUPPLY

Supply status is checked during combat and during a player's impulse to determine if a unit can remove a damage point. Units not in supply are Out of Supply.

9.1 Allied Supplies

The following hexes are Allied Supply Sources: West (0801); Palaio-khóra (0502); Sphakia (0409); Tymbaki (0416); East (0724).

9.2 Axis Supplies

Hexes containing an airfield are German supply sources. These are: 0924; 0714; and 0722.

9.3 Tracing Supply

Units are in supply if, without crossing any hexes containing enemy units, or a mountain hex without a road, they can trace a continuous line of hexes back to a supply source.

9.4 Unit Refit

After the last impulse of each Game Turn each player has the opportunity to remove a damage points. Neither player may remove damage to an out of supply unit.

9.4.1 German Refit. At the end of Game Turn 1 the German player may remove one damage point on one "West" unit, one point on one "Mitte" unit, and one point on one "Ost" unit. At the end of each Game Turn thereafter he receives one refit point for each Airborne Approach Box that is adjacent to an airfield hex that is both German controlled and does not have an Allied unit in an

adjacent hex. Refit points may not accumulate and are lost if not spent. Note: there are three markers labeled "West," "Mitte" and "Ost" that may be placed in the "1" box of the General Records Track to indicate German control of each airfield hex.

9.4.2 Allied Refit. At the end of each Game Turn, if there is at least one Allied Naval Support Marker in the Resupply Box printed on the map the Allied player makes a die roll and consults the Sea Resupply Table printed on the map.

- » 1-2 Intercepted: The Allied player does not receive a refit point this turn and one Allied Naval Support Marker is permanently removed from the game.
- » 3-4 Aborted: The Allied player does not receive a refit point this turn.
- » 5-6 Success: The Allied player receives one refit point.

Modifiers:

- » +1 Each Allied Naval Support Marker beyond the first
- » -2 German Air Support Marker

9.5 Out of Supply

Units unable to trace supply are out of supply. During combat, out of supply units subtract one from their die roll during combat resolution.

9.5.1 Surrender. Starting with the May 23 turn out of supply units must make a surrender die roll. There are three possible results:

- » 1-2 The unit is eliminated and removed from play.
- » 3-4 The unit suffers a damage point.
- » 5-6 No effect.

10.0 REINFORCEMENTS

Reinforcements arrive during Impulse "A" of the attack phase of each Game Turn.

10.1 Allied Reinforcements

Allied reinforcements may be placed in any of the ports along the southern coast of Crete. These are: Palaio-khóra (0502), Sphakia (0409), and Tymbaki (0416).

10.2 German Reinforcements

German reinforcements are placed in the Airborne Approach Box indicated on the counter: "W" for the West Box, "M" for the Mitte Box, and "O" for the Ost Box. Units without a mark may be placed in any Airborne Approach Box. Exception: the German 3/100 counter has an "S" to indicate it is placed in the Sea Transport Box.

10.2.1 German Reinforcement Movement. Mountain units move from the Airborne Approach Box to the map using Air Transport (5.2.1). Parachute units may make an Airborne Landing in any hex containing a German glider or parachute unit with the same letter as that Airborne Approach Box ("W" or "M" or "O"). Parachute units may also use Air Transport beginning with game Turn 2.

11.0 WINNING THE GAME

11.1 Automatic Victory.

If at the end of any attack phase there is an in-supply German unit in at least two of the following three hexes with a white star, the

game ends immediately in a German victory: Maleme (0904); Rethymnon (0713); Haraklion (0722).

If at the end of the May 22 attack phase all three airfields on the map are Allied-controlled the game ends immediately in an Allied victory: Maleme (0904); Rethymnon (0713); Haraklion (0722).

11.2 Operational Victory

At the end of each turn count the number of Victory Point (VP) hexes controlled by the German player. Points are indicated by using the VP marker on the VP Track. If at the end of any turn the German Player has 10 or more VP he wins.

12.0 OPTIONAL RULES

The following rules can be used for additional historical detail, as well as to balance play between opponents of differing abilities.

12.1 Süßmann

The game includes a marker to represent the commander of the 7th Flieger Division. The Süßmann marker does not count towards the stacking limit of a hex.

12.1.1 Süßmann and Movement. If the Süßmann marker begins the impulse stacked in a hex with German units, those units may move one additional hex that impulse, so long as they remain stacked with the Süßmann leader marker.

12.1.2 Süßmann and Combat. If the Süßmann marker is present in a hex that is attacking Allied units, add one (+1) to the die roll. This is not an option: if the Süßmann marker is present in an attacking hex the modifier must be added.

12.1.3 Süßmann and Damage Points. If a hex containing the Süßmann marker suffers a damage point in combat, the opposing Allied player rolls a die. On a result of "6" the Süßmann marker is permanently removed from the game. If an enemy unit enters a hex containing only the Süßmann marker the Süßmann marker is permanently removed from the game.

12.2 Freyberg

The game includes a marker to represent the commander of the Allied forces defending Crete. The Freyberg marker does not count towards the stacking limit of a hex.

12.2.1 Freyberg and Combat. If the Freyberg marker is present in a hex with more than one Allied nationality the Allied player may treat the units in the hex as a single nationality for the purposes of combat coordination.

12.2.2 Freyberg and Damage Points. If a hex containing the Freyberg marker suffers a damage point in combat, the opposing German player rolls a die. On a result of "6" the Freyberg marker is permanently removed from the game. If an enemy unit enters a hex containing only the Freyberg marker the Freyberg marker is permanently removed from the game.

12.3 Greek Irregulars

To represent the extra-ordinary resistance of the civilian population of Crete the game includes two Greek units marked "irregular". Irregular units do count towards the stacking limit of a hex.

12.3.1 Irregular Placement. Greek Irregulars are available at the start of the game. Place them in any vacant VP hex or any hex adjacent to a German unit. Any number may be placed at one time. Placement counts as the entire Allied Impulse.

12.3.2 Irregular Reinforcements. Greek Irregulars are never permanently eliminated. If destroyed during combat they automatically return to play and are eligible for placement the following Game Turn.

12.4 Allied Combat Coordination

To represent the difficulty of coordinating the combat operations of their multinational forces any Allied attack of more one nationality (Australian, British, Greek, or New Zealand) suffers a -1 dm for each nationality in excess of the first (to a maximum of -3).

12.5 Artillery Support

Each player has artillery support markers. Artillery support markers do not count towards the stacking of a hex. The German player may combine air support and artillery support in the same hex. A marker is placed in a hex with at least one friendly attacking or defending unit.

12.5.1 Allied Marker Placement. The Allied player may place their artillery support markers once per impulse. The British marker may only be placed in a hex containing a British unit, the Australian marker may only be placed in a hex containing an Australian unit, and the New Zealand marker may only be placed in a hex containing a New Zealand Unit.

12.5.2 German Marker Placement. The German player may place their air support and artillery support markers once per turn. The 7FD marker may only be placed beginning Turn 2 in a hex containing an airborne unit. The hex must be able to trace a supply line to a German-controlled airfield hex. The 5 GD marker may only be placed beginning Turn 3 in a hex containing at least one German mountain unit. The hex must be able to trace a supply line to a German-controlled airfield hex.

12.5.3 Artillery Support and Combat. The Allied player always places his artillery support first. If the German player has placed an artillery support marker the Allied player may not commit an artillery support marker to the same combat. If an artillery support marker is placed by the attacker, shift the column used on the CRT one column to the right. If the artillery support marker is placed by the defender, shift the column used on the CRT one column to the left. After combat resolution, remove any artillery support markers from the map before post-combat advance.

12.6 Bidding

Each player submits a secret, written, VP bid to command the Germans. The high bid receives the German side, with the winning bid becoming the number of points required for an Operational Victory. Automatic Victory rules remain unchanged.