

V10 RIPOSTE AT DUSK

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HISTORICAL ACCOUNT

LOCATION: Galatas, Crete

DATE: 25 May 1941

COMMENTARY: The 25th had seen the start of the final German offensive to smash the British line and capture Canea and Suda. It had been a bloody day for both sides, but in the end the British lost Galatas, the key to maintaining a solid defensive line. Colonel Kippenberger had just barely managed to stop a total rout as he ignored the crack of bullets and crash of mortar rounds to walk among the 18th Battalion troops shouting "Stand for New Zealand!".

Now a desperate counter-attack to restore the line was to be made by the only fresh troops left; C and D Companies, 23rd Battalion. They were joined by volunteers from 18th Battalion and the two remaining light tanks of 3rd Hussars.

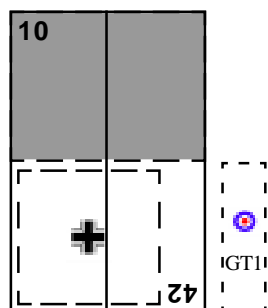
A determined shout issued from the 200 men as they moved forward; the shout was heard by the tank crews within their noisy compartments and by German units several miles away in the Prison Valley. The New Zealanders charged into the town taking the mountain troops by surprise. A furious struggle ensued in the failing light. Grenades were tossed through windows, gun flashes lit the streets, and dim figures struggled in hand-to-hand combat in doorways. The New Zealanders were not to be denied and soon the Germans were fleeing from the town. For a while longer Galatas would remain in British hands.



TURN RECORD CHART

GERMANS Sets Up First	1	2	3	4	5	6	7	END
NEW ZEALANDERS Moves First								

THE BATTLEFIELD AND CONDITIONS



Only hexrows R-GG on mapboard 10 and A-P on mapboard 42 are playable.

All buildings are stone.
All Orchard hexes are Olive Groves (F13.5).
All Grain hexes are Vineyards (F13.6).

EC are Dry with No Wind at start.

VICTORY CONDITIONS

The New Zealanders win immediately upon gaining Controlling of all multi-hex buildings on board 10.

SCENARIO SPECIFIC RULES:

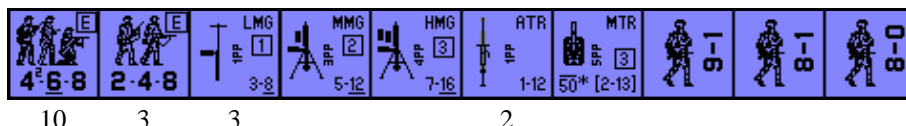
- 1 Add a +1 LV Hindrance DRM to all fire attacks and a -1 drm to all Concealment dr.
- 2 The New Zealand player only may declare Hand-To-Hand combat (J2.31).



Elements of Gebirgsjaeger Regiment 100, Gebirgs Division 5 set up anywhere west of the road 42A5-42P3.

BALANCE: the New Zealanders win if they Control all multi-hex buildings on board 10 at the end of any Game Turn.

ELR: 4
SAN: 4



10 3 3 2



Elements of C and D Companies, 23rd Battalion and remnants of 18th Battalion, 5th New Zealand Brigade enter on the east edge on Game Turn 1.

BALANCE: increase the game length by one Game Turn.

ELR: 4
SAN: 4



20 4

Remnants of C Squadron, 3rd Hussars enter on the east edge on Game Turn 1.

