

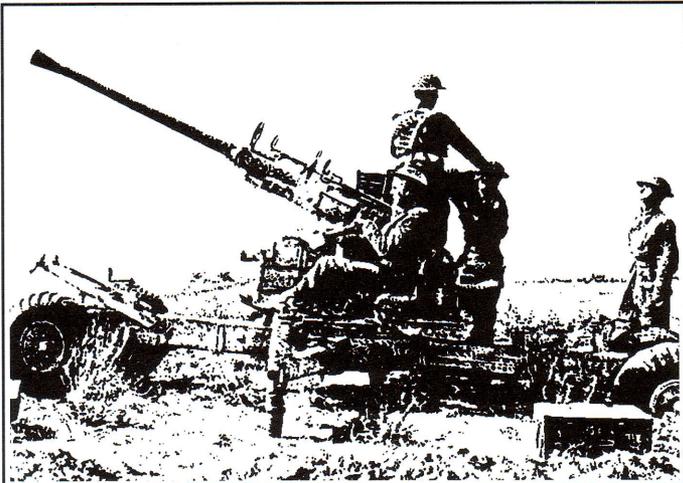
BOFORS BASHING



ASL SCENARIO 94

This scenario was previously issued as A2 and has been updated.

Scenario Design: Steve Swann



MALEME AIRFIELD, CRETE, 20 May 1941: For thirty minutes the Luftwaffe hammered the airfield at Maleme, concentrating on the AA positions near the mouth of the dry Tavronitis. Certainly the Bofors gunners at Maleme had an unenviable task. Out of necessity, the guns had to be sited well forward on the edge of the field. Not only was concealment practically impossible, but now dust and smoke obscured their vision. Thrown into confusion by the furious air attack, the New Zealand troops stationed to protect the guns, and the British gunners themselves, barely fired upon the descending gliders carrying the 3rd Company under Lieutenant von Plessen. He had been charged with ensuring that no AA gun survived to trouble the planned landing of transports at the airfield. At 0715, the first glider touched down and the Germans came out firing.

BOARD CONFIGURATION:

11	14
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BALANCE:

- Add a Hero to the British OB.
- ⚡ To simulate the confusion caused by the bombing, three British MMC (British player's choice) must begin play Broken and DM.

VICTORY CONDITIONS: The Germans win immediately when all British AA Guns have been eliminated (by any means) and/or captured.

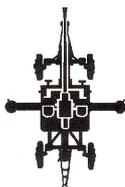
TURN RECORD CHART

● BRITISH Sets Up First [141]	⚡	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First [169]									



Elements of C Company, 22nd New Zealand Battalion [ELR: 4] set up ≤ 6 hexes of 1417 (see SSR 3): {SAN: 3}

4 ² -5-8	9-1	8-1	8-0	LMG IPP [1] 2-7	MTR ST [2-1]	Trench OVR, OBA: +4 Other: +2	Foxhole 5 1S OVR, OBA: +4 Other: +2	MPH/RTPh: dr = MF CC: +1/-1
9			2	3	3	3	3	6



Elements of 156th Light AA Battery set up ≤ 6 hexes from 1417. Each Gun must set up Emplaced, but on board and unconcealed in an Open Ground hex that is ≥ 4 hexes from every other AA Gun (see SSR 3):

2-2-8	8-1	AA M8 3 40L (8)
3		3



Elements of Abteilung von Plessen, Bataillon I, Sturm Regiment 1 [ELR: 4] enter on Turn 1 by Glider (E8.): {SAN: 2}

4 ² -6-8	9-1	8-1	8-0	7-0	LMG IPP [1] 3-8	dm MTR IPP [1] 50mm	GL ★ 10PP ○ 20PP ⚡ 14PP
13					5	2	13



SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze blowing from the northwest. Moderate Dust (F11.72) is in effect during Turns 1 and 2 (see F11.793). Beginning on Turn 3, Light Dust (F11.71) is in effect. No Dust is in effect on/after Turn 4.
2. All Orchards are Olive Groves (B14.8).
3. No British unit/Fortification may set up on a road or runway.
4. The British Sniper counter is placed onboard just before the gliders land (E8.22). The German Sniper counter is placed onboard at the start of the first British Player Turn.

AFTERMATH: A "blanket of dust and smoke" lay over the entire area. German casualties in the landing were relatively light, with only a few gliders crashing. But once on the ground, all was confusion. There was no time to organize. Each glider complement simply made for whatever AA gun was in sight, trying to reach the gun positions through the haphazard resistance offered by Company C of the 22nd New Zealand. Within minutes, bitter melees erupted as the gunners fought for their lives. There was no time for niceties such as surrender or prisoners. But, even in the midst of this, Lieutenant Sinclair managed to rally some 25 New Zealand troops to his side. Despite the fact that all the AA guns were now silenced, his quick action checked the German assault. In fact, von Plessen was killed at this point of the battle. Sinclair's small band suffered serious casualties (only two were not hit), but he had given the rest of the company time to reorganize. The Germans were now pinned down in the gun pits. For the next two hours, the German and New Zealand troops would be locked in a firefight at the edge of the airfield.