

# BATTLEFIELD WALKAROUND v1.1

## Operation Merkur: The German Air Assault on Crete

Converted from the ASL Heat of Battle game ATS conversion by Todd Larsen 2/20/2025

The Operation Merkur map covers the area around the Maleme Airfield in Crete. The map includes the airfield, Hill 107 and various Mediterranean terrain including crops, vineyards, olive gardens and dry riverbeds in the region.

**All information and rules provided here apply to all Operation Merkur scenarios and the Campaign Game.**

### 1.0 ELEVATIONS

Elevations range from Level -10 in Riverbed hexes(H10) and Level 0 Beach hexes(TT16) to Level +30 on Hill 107(O31).

### 2.0 TERRAIN FEATURES

Airfield(KK14)	Barb Wire(R9/R10)
Beach(TT16)	Brush(P41)
Clear Level +0(S2)	Clear Level+30(O31)
Cliff(K28/K29)	Creek(RR54)
Cretan Building(MM52)	Crop(V40)
Foot Bridge(Y49 & AA31)	Graveyard(KK42)
Weapon Pit(GG23)	Hedges(AA26/AA27)
Irrigation Ditch(BB40)	Olive Grove(Q21)
Masonry Bridge(dd32)	Olive Grove Road(Y13)
Path(BB15)	Ravine(BB31)
Reed Bed(Q51)	Riverbed(H10)
Shell holes(HH22)	Hillock(JJ4/JJ5)
Steeple(KK43)	Tavronitis Bridge(U5, U6)
Unpaved road(FF25)	Vineyard(Q38)
Wall(EE13/FF13)	Wrecked Glider(CC12)
Woods(O47)	

### 2.1 SPECIAL TERRAIN NOTES

– normal ATS rules except where modified below.

**Cretan Buildings** – All buildings, regardless of color, are masonry and are Level +0 only and a Level+10 LOS obstacle. Any hex with only 1 building depiction is considered to have a Rooftop Location (JJ53) accessible via internal stairwell (1MP) or via an external staircase which enables adjacent units to reach the Rooftop Location at a cost of 2MF. All LOS to an external staircase is traced to the hex center dot and units using an external staircase are subject to a +1/1L Terrain mod. Friendly units can use an external staircase while an enemy units remain in the building. Rooftop locations have a +1/1L Terrain Mod.

**Multiple buildings in hex** - (LL53) treat as 1 location, no rooftop

**Beach Sand** - (Level 0) Firm Sand, treat as soft sand with no IM roll for vehicles.

**Reed Bed** - (entire hex) Treat as an Orchard Level +5 for LOS. no Terrain mod. Inf 3 MP, Fully Tracked 4 MP, NA others. Glider +2 to crash d10 roll.

**River Bed** - (Level -10) Inf 1 MP, Fully Tracked 2 MP, Half Tracked 3 MP, Wheeled 6 MP. All vehicles IM roll after entering.

Glider +1 to crash d10 roll.

**Tavronitis Bridge** – Hex U5 & U6. 2 lane masonry bridge at Level +0 and is Level +10 obscuring terrain. Units under the bridge receive +1/1L for direct and Indirect fire. LOS through under the bridge is obscuring terrain. Glider +3 to crash d10 roll if it's landing hex is on or under the bridge.

**Other Bridges** – Y49 and AA 31 are infantry only. All other bridges are 1 lane masonry bridges.

**Weapon Pits** (GG23)– cannot be destroyed. Max 6 SP stacking limit, 1 H weapon plus 1 L or M weapon. Glider +2 to crash d10 roll. Normal ATS rules apply to weapon pit markers.

**Maleme Airfield** – treat as paved road. Optional rule C31 Wide Boulevard is in effect.

**Olive Grove** – Treat as an Orchard, but with +1 terrain drm and 2x entry costs. Obs terrain for ALL LOS, no blind hexes. Glider +3 to crash d10 roll.

**Olive Grove Road** - Any Level LOS along the road art and does not touch the Olive Grove art, do not apply Olive Grove terrain mod.

**Irrigation Ditch** – +1/1L terrain mod for Inf only and not cumulative with any other terrain mod. Inf COT to cross hex OR 1MP+COT to stop in hex and enjoy terrain mod benefit. Vehicle costs are for entering AND exiting a ditch. Fully Tracked 2 MP+COT, Half Tracked 3 MP+COT, Wheeled no entry. All vehicles IM roll after entering. Glider +1 to crash d10 roll.

**Vineyard** – unlike crops there is no terrain mod, entire hex is Level +5 obscuring terrain. Inf 2 MP, Fully & Half Tracked 2 MP, 6 MP Wheeled.

**Barbed Wire** – Inf No Running. Vehicles no cross country. Non Fully tracked vehicles roll for IM after crossing and No Towing.

**Glider Wrecks** – treat as wreck. Glider +1 to crash d10 roll.

**RAF Encampment (AA14)**– no effect.

**Riverlet(CC3)** - no effect

### d10 Landing hex terrain mods to apply on the Glider Crash table.

Reed Bed +2	River Bed +1	Tavronitis Bridge +3
Weapon Pit +2	Glider Wreck +1	Olive Grove +3
Vineyards +2	Irrigation Ditch +1	

### 3.0 SCENARIO SPECIAL RULES

**Allied LMG AA capability** – Up to 1/2 of Commonwealth LMGs may be recorded as having AA fire capability. Normal AA fire rules apply, LMGs have an AA range of 2 and a +2 AA fire DRM.

**Cretan Irregulars** – Apply Russian Inexperienced crews HPT drm. Cretans can never form multi location firegroups or any firegroup with other Commonwealth units. (use Italian units to represent)

**Fallschirmjager** - German 749s gain courage on MC rolls of 9 or 0.

#### Paradrop Rules – (By Pedro Ramis)

During the IF segment, place a maximum of 4 SP plus L/M weapons per Drop hex in groups of max 3 adjacent/connected Drop hexes. At start of the Movement and Fire segment, play begins with Parachute Landing. Make a roll for each Drop hex on the Accuracy Diagram (IA) with no modifiers, place the Personnel in its final Landing hex. Opportunity Fire can be made against the Aerial targets at level +10 above the highest level terrain in the hex as Assault Moving targets. Then resolve Landing Casualties if necessary (see below). Any surviving unit is now placed in the Landing hex and marked as Moved/Fired. Opportunity Fire may be conducted but now against Stationary targets. Landed units are able to use Grenade attacks/Infiltration normally during the ensuing Close Assault segment.

#### Landing Casualties

Personnel landing in non-open ground hexes must check for possible Landing Casualties. A unit must have a Final roll  $\leq 8$  in order to pass a Landing Casualties check with the following applicable drm to Parachute Landing Casualties Check:

#### Final Landing Hex

Brush Crops	+1 drm
Reed Bed Vineyard Building Debris	+2 drm
Woods Olive Grove	+3 drm

A unit loses 1 STEP for each point above 8 by which it fails its Casualties check. (eg a unit landing in Woods that rolls a '9' will be inflicted a 4 steps loss). No MC is taken following this check.

**German Parachute squads** - are considered to have a firepower of '2' until they 'recover' the canisters containing their weapons by spending an additional MP in an hex (or using Crawling/Infiltration movement) in any turn following the Parachute Landing. Support L / M weapons must be recovered during the next movement phase in the Landing hex.

**4.0 CAMPAIGN GAME RULES** – The normal ATS CG rules are not used here. Captured units are not VPx2.

- a running total of CG Points (CGP) and Casualty Victory Points (CVP) earned must be kept on the CG Tracking Table.
- The winner of each OM scenario receives CGPs equal to the Base Point Value (BPV) [number in brackets] for that scenario. The loser receives 1/2 the BPV, FRU.
- The BPV value of a scenario can be raised or lowered by up to 1 point depending on the CVPs inflicted by each side for that scenario. The CVP table indicates how many CVPs are needed by each side in order to change the BPV value. If neither side reaches the required CVPs or if both sides reach it that scenario is worth just the BPV. The side that has the most CGPs after playing scenarios OM 2-7 in order is the winner. If there is a tie, the side that has the most CVPs over all CG scenarios is the winner. If that is also a tie then the Commonwealth Player wins.

# OPERATION MERKUR CAMPAIGN GAME RECORD KEEPING SHEET

## SCENARIO BASE POINT VALUE & CVP TABLE

CG [Base Point Value]	CVP Inflicted on the Germans	CVP inflicted on the Allies
OM2 [4]	34	40
OM3 [4]	28	34
OM4 [3]	28	35
OM5 [3]	41	50
OM6 [4]	31	47
OM7 [6]	62	84

## Casualty Victory Point and CG Point Tracking Table

	OM2	OM3	OM4	OM5	OM6	OM7	TOTAL
CVP Suffered by the Germans							
CG Points Awarded to the Germans							
CVP Suffered by the Allies							
CG Points Awarded to the Allies							