



# CEMETERY HILL

**GALATAS VILLAGE & CEMETERY HILL, CRETE 20 May 1941** The defenders of Crete distributed the available Greek troops among the veteran New Zealand units. The 6th Greek Regiment, under the command of Lieutenant Colonel Gregoriou, was assigned to the 10th N.Z. Brigade and posted to an area Freyberg, the New Zealand commander, felt would be a backwater during the coming battle. The 6th Greek Rgt. (2 battalions of mostly green recruits) was assigned to cover the high ground, known as Cemetery Hill, just south of the village of Galatas. Little did Freyberg know he had put the Greeks directly in the path of the coming storm. For the invasion of Crete, the German 3rd *Fallschirmjäger* Regiment had specific orders to attack Galatas. At 0730 on May 21, the German parachutists began rolling out of the side doors of their Ju 52s in sticks to carry out their orders...

**CG DATES:** Dawn to dusk, 20th May, 1941 [six CG Firefights].

**CG OBJECTIVES:** The Germans must Control all Graveyard hexes on Cemetery Hill (11F4) and the majority of the buildings on board 12 at end of the CG.

**TERRAIN CONFIGURATION:** All Orchards are Olive Groves (F13.5). All Grain is Brush. All buildings which contain a stairwell symbol are considered a Two Story House (B23.22), ignore all printed stairwell symbols. The village overlay on Board 12 uses Village Terrain (P5.1); the cemetery overlay on board 11 uses Slope Hexsides (P2.1). Place Cemetery, Hill and Gully overlays on matching hexes of board 11; Galatas Village Overlay on matching hexes of board 12. All hexes of Building 6N3 are treated as Open Ground. Place overlays in the following order of preference: **E** (from G.I. Anvil of Victory™) or **OG3** and **OG4** to cover all hexes 6O3-N3-O4-N4-M5-N5-M6. See the respective CG Cards for map configuration.

**FRIENDLY MAP EDGE:** The German FME is any edge of board 6. The Allied FME is any edge of boards 11 and 12.

**INTENSITY LEVEL (PL2.11):** Low for both nationalities.

## INITIAL ALLIED OB:

Elements of Greek and New Zealand forces setup first before Firefight one. In addition, forces totaling 9 CP and 30 FP may be purchased.

**Elements of the New Zealand 10th Brigade [ELR: 3]** set up in the Commonwealth area (see SR 3): {SAN: 4}

RG: N.Z. Rifle Pltn                      N.Z. 1-2-7 crew + MMG

**Greek 6th Regiment setup** in the Greek area (SR C3): [ELR: 4]

RG: Greek Elite Pltn                      RG: Greek Recruit Pltn x 2  
RG: Greek MG Pltn

## INITIAL GERMAN OB:

Elements of the 3rd *Fallschirmjäger* Regiment enter anywhere in Gliders (E8.) on turn one and by Paradrop (E9.) on/after turn one. In addition, forces totaling 16 CP may be purchased.

**Elements of the German 3rd Fallschirmjäger Regiment [ELR: 4/3 (see SR 5)]** {SAN: 2}

RG: Glider Inf Pltn x 2                      RG: Parachute Inf Pltn x 2

## CG SPECIAL RULES:

1. EC are Clear and Dry, with a Mild Breeze blowing from the Northwest at the start of CG Firefight one. Wind is determined as per F11.2-.4, and F11.5 for all succeeding CG firefights (or use the Historical information provided and simply determine Wind as per F11.5). This is version 2.5 of Cemetery Hill and supersedes all previous versions. Changes on the CG Cards are intentional (i.e., Greek MG Pltn, CG max for Greek Recruits, reduced CP cost for German Para. Inf. Pltn., etc.) Three adjacent Olive Grove hexes are defined as Woods-Lines, i.e., Strategic Terrain.
2. No Quarter is in effect and Hand-to-Hand CC is allowed between Greeks and German units only; resolve any CC involving Greek/German separately from Commonwealth/German. *Remember that 2nd Line British units may cower and ANZAC troops are Stealthy unless Green (A25.44-5)*
3. Greek units are represented by Allied Minor MMC, SMC and SW. The broken side Morale of Greek *squads* is one higher than shown. Greek Area is on/east of hexrow R of board 11 or anywhere on boards 12 and 6. Greek units suffer Ammo Shortage (A19.131). British and New Zealand units are represented by British counters and are considered ANZAC troops (A25.44). Commonwealth area is all hexes on/west of hexrow S of boards 11 & 12.
4. Any CC/Melee won by any Greek MMC without any Commonwealth MMC in the hex automatically Battle Hardens a number of *participating* Greek MMC equal to the number of German MMC just eliminated. Greek squad MMC may automatically Deploy (w/o Leadership) in order to comply. [EX: *Two Greek 4-3-7 squads eliminate one and a half German 5-4-8 squads; then one Greek squad BH to a 4-5-7 MMC while the second Greek 4-3-7 MMC deploys into a 2-4-7 and a 2-2-7 HS*]. A separate ELR LOSS/GAIN (3.47) DR is made for N.Z./Greek (count CVP by nationality).
5. German ELR is 4 for Initial Firefight only. All German units entering and/or purchased for CG Firefight one must enter by Glider (E8.) or Paradrop (E9.). [EXC: Each Parachute 'Stick' is composed of only one platoon.] German units may only enter via Glider and Paradrop during CG Firefight one.
6. Allied RG purchased must setup in their respective areas (see SR 3) during the Initial Firefight and pay normal setup costs as per PL2.34. Reserves are NA. The Allies initially Control all Strategic Terrain Locations on boards 12 and 11 at start.

**CONCLUSION:** The capture of Galatas was assigned to the 2nd Battalion, 3rd Parachute Regiment. Most of the battalion was dropped into the olive fields south of Cemetery Hill. The 2nd Company landed directly in an olive grove that was being used as a bivouac area for some Greek recruits. One company descended right into the village of Galatas where they were cut to pieces by the HQ personnel of the 6th Greek Regiment. The Greek recruits were no match for the superbly trained Germans, and were pushed steadily back onto Cemetery Hill. As the Germans tried going over the hill, they were ambushed by the 6th Greek Infantry Company, one of the few veteran infantry units in the Greek command, and were forced back into the valley. In the afternoon the Greeks received some assistance from the nearby New Zealand Petrol Company, defending Pink Hill to the Greeks west. Late in the afternoon a section of British Vickers tankettes rolled into Galatas and were immediately assigned to lead an attack. The German 3rd *Fallschirmjäger* Regiment spent the rest of the assault phase bottled up in Prison Valley south of Galatas. Crete's capital, Khandia, was preserved from German occupation until the last.



