

HALTED AT MIDTSKOGEN



ASL SCENARIO RH5

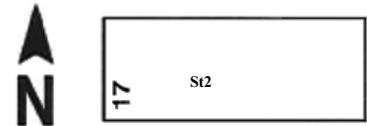
Scenario Design: Rhett Richwell & Hannu Tuikkala



VICTORY CONDITIONS: At the end of the game the Germans win if they control buildings S4 and S6.

West of Elverum, NORWAY, 10 April 1940: The war had come to Norway. In the early hours of 9 April 1940 German forces attacked all major ports from Oslo to Narvik. At 04:21 the Oscarsborg fortress in Oslofjorden opened fire at the German heavy cruiser Blücher and sank it. This gave King Haakon VII, the Norwegian cabinet, members of parliament and the national gold reserve vital time to leave the capital. At 07:00 the King departed, first by train to Hamar, later the same day by car to Elverum. German forces entering Oslo at 09:00 soon realized he had left. All possible vehicles were commandeered, including busses from Oslo's public transport, and a company of paratroopers sent to Elverum. Past midnight the company neared a farm west of Elverum called Midtskogen. Here Norwegian draftees and officers of the King's Guard and civilian volunteers of local rifle clubs had hastily build a roadblock and set up a defensive position. They were determined to halt the Germans. At 02:10 they saw the lights of cars, trucks and busses appear in the darkness.

BOARD CONFIGURATION:



BALANCE:

- The Germans need to control either S4 or S6 at game end.
- Remove a German 5-4-8.

TURN RECORD CHART

GERMAN Moves First [91]	1	2	3	4	5	6	7	END
NORWEGIAN Sets Up First [76]								

Elements of 2. Kompanie, I. Bataillon, Fallschirmjäger-Regiment 1 [ELR: 4] set up according to SSR 3: {SAN: 2}

7				3	5	2

Elements of 1. Gardekompani, Hans Majestet Kongens Garde [ELR: 3] set up east of the stream: {SAN: 4}

8				8

Volunteers with officer [ELR: 2] set up anywhere except on or adjacent to road A4-G7-M6:

6		8

SPECIAL RULES:

1. EC is Wet, with no wind at start. Ground Snow is in effect. Orchards are out-of-season. All buildings are wooden. Place a stone bridge in N5 connecting M6 and O5. Place a Roadblock facing M6 on the stone bridge. The road A5-G7-R4-GG5 is Plowed. Kindling is NA. Place overlay St2 on N6-M7.
2. Night rules are in effect. The initial Base NVR is three hexes with an Overcast Cloud Cover and No Moon. Both sides are the Scenario Attacker and both sides set up onboard. The Majority Squad Type for the Germans is Normal, for the Norwegians Stealthy. No side may use Cloaking counters.
3. All German Personnel set up as Passengers. All vehicles set up in Motion on the road with one vehicle per hex from A5 to G7 facing east.
4. The Norwegian Green HS can not be Recombined.
5. At the start of the German Player Turn 2 place a Flame counter in P4 on Level 1. This flame can not be Extinguished (B24.7) or Hampered (B24.721). It automatically becomes

a Blaze (B25.151). After this the Blaze spreads normally (B25.6) [EXC: The -2 EC DRM does not apply for Locations in building P4].

AFTERMATH: The Norwegians let lose a hail of fire. The Germans hastily disembarked and returned fire. Tracer-bullets pierced the darkness. Flares lit up the sky. Soon the main building at Midtskogen stood in full blaze. The Norwegian flanks had to fall back but the center held. Only at 03:00 did the Norwegian force retreat to regroup. By then the German company had taken many casualties, were short on ammunition and unsure of just how many enemies they faced. At 03:45 they returned to Oslo. The King was once again given time to escape, first up Gudbrandsdalen, then to Åndalsnes and Molde, later by ship to Tromsø. On 7 June he was finally evacuated by the British cruiser Devonshire to England where he would lead the Norwegian Government in exile for the rest of the war. The King left Norway alone in 1940. In 1945 he returned as a member of the greatest military alliance the world has seen.