

RAID ON VAAGSO

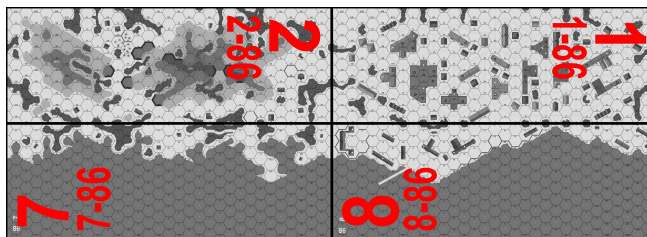
WWW Scenario 86

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SOUTH VAAGSO, NORWAY, December 27th, 1941: In the first Allied raid of the war against a defended port, some 600 officers and men of the British 2nd and 3rd Commando attacked Maaloy Island and Vaagso, near Bergen, with the aim of destroying factory and port installations. The force split into five groups, the largest of which launched an assault on the surprised defenders of South Vaagso.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Allies win by both setting fire to every building hex on board 8 south of hexrow Q and detonating a demo charge in hex 8F5. The German player wins by avoiding the Allied victory conditions.

TURN RECORD CHART:

German Sets Up First	1	2 ⁺	3	4	5 ^o	6	7	8	9	10	11	12	END
Allies Move First													

Vaagso Garrison – set up first in any building hexes of board 1 and/or board 8. No squad may set up within two hexes of any other squad (other units are exempt from this restriction). The tank sets up on any non-building whole hex of board 1 south of hexrow V using Hidden Initial Placement (per SSR 86.4):

Reinforcements – enter Turn 2 on any north edge hex of board 1:

Group 2, No. 3 Commando, with Norwegian detachment – set up second on any whole or half hex of board 2 south of hexrow K:

Norwegian detachment:

Elements of Groups 1 and 4, No. 3 Commando – enter Turn 5 anywhere along the north edge of board 10.

SPECIAL SCENARIO RULES:

SSR 86.1: Terrain: Vaagso lies on the banks of the Ulvesund Fjord. Treat all river, marsh, and island hexes, and all hexes east of the river, as deep water. Hedges do not exist. Treat all Orchard hexes as open ground. All buildings on boards 2, 7, and 8 are of wooden construction. Hex 1AA7 is a third-level hex. Vehicular bridge counters are placed in hexes 8H4, 8G5, and 8F5, representing a steamship wharf. Treat as a single lane vehicular stone bridge for all purposes except that rule 133.7 does not apply; any demo charge placed (not thrown) in the normal way destroys the wharf counter in the hex where it explodes. *Note to VSQJ players: available for this scenario are customized boards with the terrain changes already built in.*

SSR 86.3: Snow (not deep snow) rules are in effect.

SSR 86.4: The German player secretly records the location and facing of the tank during his set up; it is placed on the board as soon as it moves, pivots, or falls within the LOS of any Allied infantry unit. However, (due to the surprise of the Allied attack), neither the tank nor its crew may move, pivot, or fire any armament until game turn 8.

SSR 86.5: All Allied units are “Commandos” (rule 104.7, etc.) and any British (not Norwegian) squad or leader may use a demo charge.

SSR 86.6: Due to the presence of Norwegian civilian volunteers carrying ammunition (not depicted), the British 76mm Mortar is treated as a support weapon with a portage cost of 5, and rule 107.8 is cancelled. However, only the crew may operate it.

AFTERMATH: The unexpected presence of some 50 men of an elite German regiment in addition to the regular garrison caused resistance in the town to be much tougher than had been anticipated. The timely arrival of reinforcements from Groups 1 and 4, however, added sufficient momentum to Group 2’s attack to ensure the capture and destruction of vital installations before the raiders withdrew at dusk.

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