

ON THE ROAD TO ANDALSNES

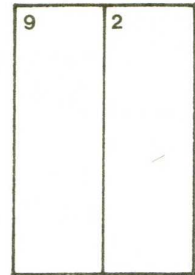
Scenario R212



NORWAY, April 24, 1940: With the Allied landings at Namsos and Andalsnes the strategic and political importance of Trondheim was brought into sharp focus. Quickly implementing alternative planning, Von Falkenhorst ordered the German 196th Infantry Division to clear several key valleys and isolate Trondheim. On April 24th, lead elements of the German division advancing along the valley leading to Andalsnes, where the British 148th Infantry Brigade had landed and was moving inland, found themselves stymied by fierce resistance in the vicinity of Dombaas. With ammunition running low, and the road behind them threatened by the Norwegian 2nd Division, an urgent message was dispatched to bring up munitions and reinforcements. The 196th's HQ loaded an assortment of commandeered wagons with ammunition and sped them northward with all available troops.

Board Configuration

Rows 2A & 9A not in play



VICTORY CONDITIONS

To win the German must exit one leader, four squads, and four wagons off road 9B5 by game's end. The Norwegians win by avoiding the German victory conditions.

TURN RECORD CHART

⊙ Norwegian sets up first.	1	2	3	4	5	6	7	8	9	10	11	END
⊕ German moves first.												

Elements of the 196th Infantry Division enter turn 1 or later on any/or all hexes 2GG4-2GG7 inclusive:

9-2	9-1	8-0	4-6-7	2-4-7	LMG 2-8 B12	MMG 4-12 B12	Inf 75*	8 ★ 7ML 1S/5PP S3
2	2	16	5				6	

Elements of the Norwegian 2nd Division: Setup anywhere on Boards 9 and/or 2 except rows CC through GG inclusive on Board 2:

9-2	9-1	8-0	4-4-7	3-4-7	LMG 2-7 B11+	MMG 4-11 B12	Roadblock	Entrench	?
2	7	7					2	6	

SPECIAL RULES

- R212.1 No boresighting
- R212.2 No shellholes
- R212.3 Wagons that spend all movement points on the road may move one additional road hex.
- R212.4 Wagons must move last of all German units.
- R212.5 Wagons may not carry REGULAR infantry squads.
- R212.6 Building 2DD3-2EE4 does not exist.
- R212.7 Crags are the four grey blobs found on certain hexes. They represent large rock formations. Crags may be routed into and through. They are *not* an additional level higher than the terrain they occupy. They add +1 to the IFT.
- R212.8 Center dots for hexes 9E7 & 9U1 & 9FF8 are at level 1.
- R212.9 All buildings are of wooden construction.

R212.10 The cost to move from 9CC7 to 9BB7 is FOUR times cost of terrain.

R212.11 Due to the tough Norwegian terrain all offroad terrain costs for wagons are doubled.

AFTERMATH: With a roadblock established and troops positioned on the hills flanking the road, the Norwegians waited confidently. The Germans, however, with a single skillfull infantry assault, swept the Norwegians from their entrenchments and cleared a path through the roadblock. The munitions moved forward to the advance divisional elements. Desperate fighting continued around Andalsnes until, on the nights of 30 April and 1 May, the British troops re-embarked.