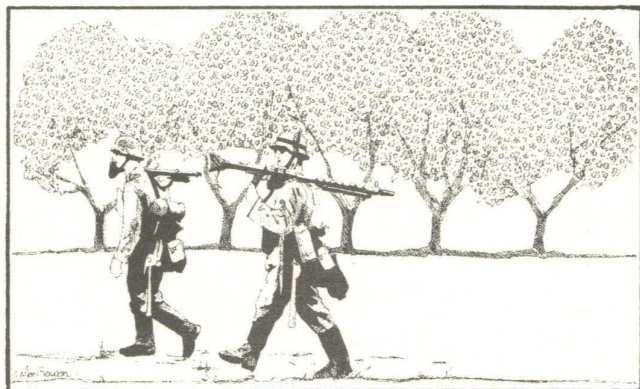


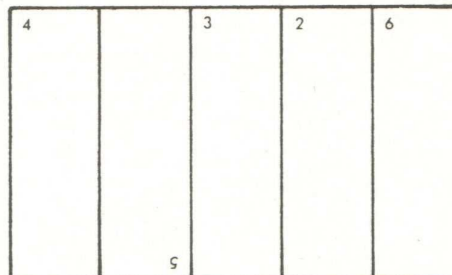
ACTION AT BALBERKAMP

Scenario 24



BALBERKAMP, SOUTHERN NORWAY, April 22, 1940: Following the initial landings of air and seaborne forces at Oslo, the Germans began to move northward through the valley of the Gudbrandsdalen, towards Trondheim. The Norwegians and British attempted numerous blocking actions which were largely unsuccessful. One such attempt was made by elements of the Norwegian Group Ruge outside Balberkamp fully expecting British reinforcements to aid them in their stand.

Board Configuration



VICTORY CONDITIONS

The Germans win if they are able to trace a continuous road from the south edge of the playing area to the north edge which is neither occupied nor adjacent to any unbroken Norwegian or British squads not engaged in melee at the end of the game. The Allied player wins by preventing the German victory conditions.

TURN RECORD CHART

⊙ Norwegian sets up first	1	2	3	4	5	6	7	8	9	10	restart on turn 11 (1)
⊕ German moves first				END							

Rules Introduced: Sections 116 - 120

Remnants of Group Ruge set up on any whole hex of board 5:

4-4-7	3-4-7	2-2-7	8-1	8-0	7-0	HMG 6-12 B12	?	AT 37L	?
8	8	2				2	18		3

Company of the 1/5th Leicesters, 148th Brigade enter anywhere along north edge of board 6 as per 24.3:

4-5-7	9-1	8-1	8-0	MMG 4-11 B12	LMG 2-7 B11+	ATR #12 +1 B11+
12	2			2	2	2

Advanced elements of the 340th Infantry Division enter turn 1 anywhere along the south edge:

4-6-7	2-4-7	9-1	8-1	8-0	LMG 2-8 B12	MMG 4-12 B12	Mtr #11 #2-13	18 -3 -/8	Inf 75*	18 -4 -5 1S/5PP -1/-4	24 1S/7PP *
18	4	3	2		6	2	2		2		3

Flanking Company of the 340th Infantry Division enters along predesignated board edge as per 24.3:

4-6-7	9-2	9-1	8-1	8-0	LMG 2-8 B12
9					3

SPECIAL RULES

- 24.1 All buildings on board 6 are considered of wooden construction.
- 24.2 Prior to the Norwegian setup the German player must secretly designate the board number (2, 3 or 5) and edge (east or west) that his flanking company will appear on.
- 24.3 The exact timing of the appearance of the British reinforcements and German flanking company is determined by chance as follows. Each player rolls two dice during his Rally Phase. If the British dice roll equals or is less than the current turn number, his reinforcements arrive that turn. If the German dice roll is less than the current turn number his flanking company arrives that turn.
- 24.4 A large '?' counter can be used to conceal an AT Gun and its attendant crew or any number of smaller counters in the same hex.

- 24.5 Armor may not enter or attempt overruns against a multi-level wooden building.
 - 24.6 If Battlefield Integrity is used, separate records must be kept for the British and Norwegians throughout the game.
 - 24.7 If there are three players, the third commands the 1/5th Leicesters and cannot communicate with the Norwegian player. During the Allied player turn, the British player moves and/or fires all of his units before the Norwegian moves and/or fires any of his.
- AFTERMATH:** Displaying superb tactical insight, the Germans dispatched a lightly armed company on a wide flanking movement to seize the heights behind the position. Luck was with them and the Germans were able to establish themselves on the heights just prior to the arrival of the British. The British got the worst of the confused battle which followed and sensing a disaster in their rear, the hard-pressed Norwegians caved in and soon joined their British allies in headlong flight.