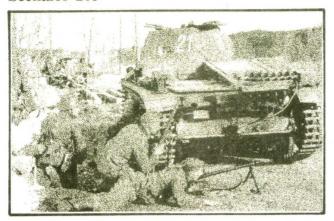
BITTER DEFENSE AT OTTA

Scenario 203



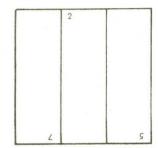
VICTORY CONDITIONS

The German wins by exiting 7 squads off any north edge hex(es) of board 2. An AFV counts as one squad if exited with a functioning main gun. Crews and/or half squads do not count. The British player wins by avoiding the German victory conditions.

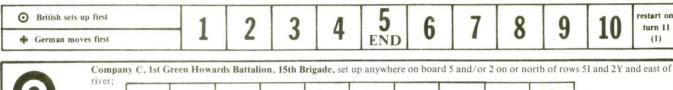
GUDBRANDSDAL VALLEY, NORWAY, April 28, 1940: As the fight in southern Norway moved into the highlands, the German tactics developed into somewhat of a uniform pattern. Largely restricted by the surrounding terrain and weather conditions any line of advance had to parallel the existing road system. Taking advantage of these restrictions, the Allies based their defense on a series of roadblocks supported by flanking fire from the surrounding high ground. The Germans, quick to learn, would answer this defense in a classic style by pinning the defenders with heavy fire while conducting a flanking maneuver with the main force which often included ski troops. After being forced to retreat from a number of positions in this way, Allied troops once again formed a similar defense with units of the newly arrived British 15th Brigade near the village of Otta on the Laagen River.

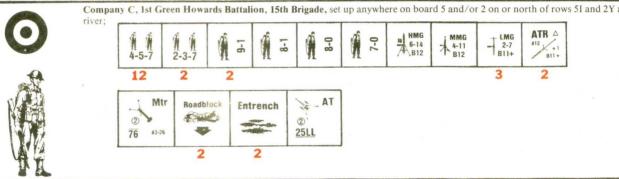
Board Configuration

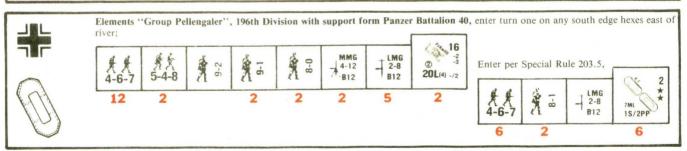
A N



TURN RECORD CHART







SPECIAL RULES

203.1 Snow is present on the ground though it is not "Deep Snow".

203.2 The general terrain of Norway did not lend itself to vehicle movement, therefore all AFVs must roll for immobilization (39.1) for each change in elevation made *unless* made while in CE status.

203.3 British crews are *not* penalized for "captured weapon" use (rule 90) when operating the French made 25LL ATG.

203.4 The two German 5-4-8 squads are considered "Ski Troops" (rule 114). Any one German leader may be equipped with skis at the German players choice.

203.5 Before the start of the scenario the German must secretly record the west board 7 edge area where his reinforcements will enter from. The inclusive areas are; AREA 1 (I to O); AREA 2 (Q to W); AREA 3 (X to DD). Every friendly movement phase one die is rolled, with a result less than or equal to the game turn number bringing on the units. The dice roll is modified by adding the number of the AREA chosen for entry.

203.6 All woods hexes on board 5 and those on board 2 connected by continuous woods hexsides to board 5 are considered "Tall Dense Pine".

Treat as normal woods hexes except that they are a level 2 LOS obstruc-

203.7 The river runs from north to south at a slow rate. Treat all marsh hexes as level "1" woods.

203.8 The level "2" hexes of Hill 538 are considered woods hexes and *not* level 2 hexes.

AFTERMATH: Holding the commanding positions on the heights around Otta, the British troops had little problem in driving off the first German attack. The next attack proved more effective, this time having been coordinated with a flanking move on the east by tanks and ski troops, and by a river crossing to the west in rubber boats. The river assault, having been made too close to the British positions, met with almost total annihilation. The other attempt at infiltration through the wooded area to the east, met with less opposition and came close to succeeding. Only after the redeployment of their troops, and the help of a borrowed French anti-tank gun were the British finally able to pin the German flanking move and prevent the envelopment of their position. By nightfall the Germans had withdrawn with their advance temporarily halted. The defense at Otta was to be the most satisfactory action fought by British land forces in Norway.