

# Road to Lillehammar - Encounter at Roa



## SETTING

**Date:** 16 April 1940, 0830 hours

**Location:** Just south of Roa, Norway

**History:** German forces consolidated their landing at Oslo and drove north. The capture of Lillehammar was critical, as it was the key to controlling south-central Norway. The German 196<sup>th</sup> Division, under Lt. General Pellengahr, approached Roa (which is about a third of the way north from Oslo to Lillehammar). Norwegian General Ruge ordered the Bergen Division and advanced elements of the British 148<sup>th</sup> Infantry Brigade to fight at Roa in hopes of delaying the German advance long enough to organize the defense of Lillehammar.

**German Orders:** Push through to Roa as rapidly as possible. Capture the stone house and clear Hill 692.

**Allied Orders:** Hold the stone house or Hill 692.

**Game Length:** 12 Turns.

## SCENARIO RULES

1. The stream is deep and moving swiftly with freezing spring run-off. Infantry and vehicles may only cross at the bridge.
2. The stone house is a small single story structure.
3. The stone bridge has built up sides that provide cover.
4. All woods are considered Heavy Woods.
5. Highway 3 runs from the west to the "T" intersection, then north to the crossroads, and then southeast to Roa. It is paved. All other roads are dirt and are considered Poor Roads.

**German Control of the Stone House:** The Germans control the stone house if they are the only side to occupy it with non-broken soldiers.

**German Control of Hill 692:** The Germans control Hill 692 if there are not any non-broken Allied soldiers on or within 2" of the base of the hill.

## AFTERMATH

Overwhelming German forces pushed back the Norwegians. Unfortunately for the Norwegians, their tactical organization was ad hoc as the German advance precluded a systematic mobilization. The few British forces in the Lillehammar area were also hard-pressed to offer a rigorous defense. Interestingly, the most effective anti-tank weapons the Allies possessed were medium machine guns which were only able to penetrate the thin armor of the German AFVs at close range.

## SCENARIO OPTIONS

**Rain or Snow:** Roll a d20, on a 1-6 it is raining lightly. Degrade visibility and to-hit rolls.

**German Victory Conditions:** The German player must exit at least one vehicle off the east edge of the board. Germans may count AFVs and the Kubelwagen as "vehicles" for victory purposes.

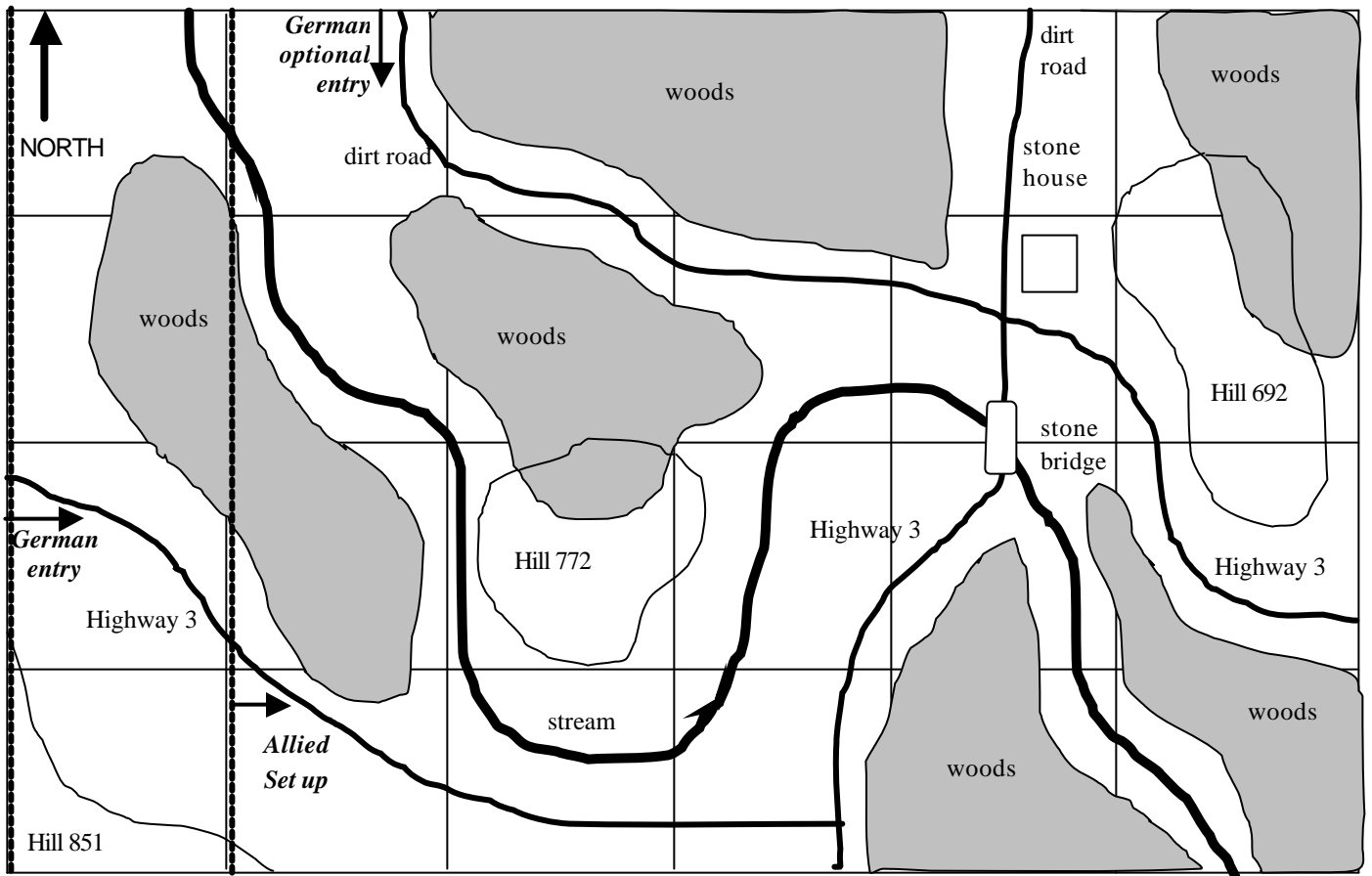
## CAMPAIGN NOTES

It is important for the Germans to win this scenario. If they are successful, the next battle will be sharp and bloody as German Fallschirmjagers drop into Dombaas in the hopes of stopping Allied reinforcements. Conversely, an Allied victory here allows time for British reinforcements to arrive for the defense of Lillehammar (Lillehammar II). If all seems lost for the Allied player, it is prudent to retreat as risking further casualties will only make a victory in the campaign that much more difficult.

## SCENARIO NOTES

Roa pits untrained Norwegians against a German force that most likely includes armor. If the Allies do not receive the British ATR team as an attachment, things can be pretty rough. Norwegian ski troops armed with Molotov cocktails can be potent against German armor, but will still be at a significant risk if caught in the open. A tactical set-up that worked several times in playtesting was for the Allies to concentrate on defending the Hill, with only a small (brave) delaying force in the house. Placing the roadblock can be effective in slowing the Germans, and might be a good location for an ambush. In one scenario the Norwegian ski team hid east of the bridge and assaulted a PzKpfw I with Molotovs as it crossed the bridge. In another game the Norwegians had the ATR team and knocked out both the PzKpfw I and the SdKfz 222. The German forces have plenty of firepower, but only limited time to capture some difficult objectives. It is essential to place some infantry on the vehicles to get them forward quickly, even at the risk of ambush. Starting some forces in the northwest can be very effective, but at the cost of reducing the firepower available when contact is made with the Allies.

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## German Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p><b>Advanced Elements of the 196<sup>th</sup> Infantry Division</b></p> <p><b>1x Platoon Headquarters Squad (T2)</b></p> <p>1 Lt. with P-08 Pistol &amp; MP-40 A*</p> <p>1 Sgt. with P-08 Pistol &amp; MP-40 B*</p> <p>1 Gunner with PzB39 ATR B</p> <p>1 Asst. ATR Gunner with Kar 98k B</p> <p>1 Gunner with MG-34 LMG B</p> <p>1 Asst. Gunner with Kar 98k B</p> <p>1 Driver with Kar 98k B</p> <p>1 Kubelwagen B</p> <p><b>2x Squad (T3)</b></p> <p>1 Squad Leader with P-08 &amp; MP-40 B*</p> <p>1 Asst. Squad Leader with Kar 98k B</p> <p>1 Gunner with MG-34 LMG C</p> <p>1 Asst. Gunner with Kar 98k C</p> <p>6 Riflemen with Kar 98k C</p>	<p><b>Advanced Elements of the 196<sup>th</sup> Infantry Division</b></p> <p><u>Roll</u>   <u>Attachment</u></p> <p>1-6   <b>1x PzKpfw. Ib</b> with Crew of 2 (T3)   B</p> <p>7-12   <b>1x SdKfz. 222</b> with Crew of 3 (T3)   B</p> <p>13-18   <b>1x LMG Team (T2)</b></p> <p>          1 Team Leader with P-08 &amp; MP-40   B*</p> <p>          1 Gunner with MG-34 LMG   C</p> <p>          1 Asst. Gunner with Kar 98k   C</p> <p>          1 Opel Blitz truck</p> <p>19-20   <b>1x PzKpfw. Ib</b> (as above)</p> <p>          and</p> <p>          <b>1x SdKfz. 222</b> (as above)</p>

1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- One squad of German infantry may enter the board on the road to the northwest (German optional entry point, see the map). Roll a d20 for optional entry, on a 1-5 up to two German vehicles may enter on the road to the northwest with the infantry squad. All other forces must enter from the west on Highway 3. The entry positions for all forces must be recorded prior to play.
3. Germans start with 2 stick grenades each.
4. German AFVs armed with the 20mm autocannons (SdKfz 222) must roll 6+d6 for actions of 20mm ammunition (min 7, max 12 actions).

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## *Allied Forces*

BASE FORCE	VARIABLE ATTACHMENTS
<p><b>Elements of the Norwegian Bergen Division</b></p> <p><b>1x Norwegian Platoon Headquarters Squad (T4)</b>                      1 Lt. with Colt pistol &amp; Krag-Jorg      B*                      7 Riflemen with Krag-Jorg                      D</p> <p><b>2x Norwegian Squads (T4)</b>                      1 Sq. Ldr with Colt pistol &amp; Krag-Jorg      C*                      7 Riflemen with Krag-Jorg                      D</p>	<p><b>Elements of the Bergen Division and the British Leicester Regiment, 148<sup>th</sup> Infantry Brigade</b></p> <p><u>Roll</u>    <u>Attachment</u></p> <p>1        <b>1x British 2lbr. AT Gun (T3)</b>                      1 Sgt. with Webley Rev. &amp; Lee-Enfield      B*                      1 Gunner with Lee-Enfield                      C                      1 Asst. Gunner with Lee-Enfield              C</p> <p>2-3     <b>1x British ATR Team (T3)</b>                      1 Sgt. with Webley Rev. &amp; Lee-Enfield      B*                      1 Gunner with Boys ATR                        C                      1 Asst. Gunner with Lee-Enfield              C</p> <p>4-7     <b>1x Norwegian Ski Squad (T3)</b>                      1 Sgt. with Colt Pistol and Krag-Jorg        A**                      1 Cpl. with Colt Pistol and Krag-Jorg        B*                      6 Riflemen with Krag-Jorg                      B</p> <p>8-12    <b>1x Norwegian MMG Team (T3)</b>                      1 Sgt. with Colt Pistol and Krag-Jorg        B                      1 Gunner with Colt M/29 MMG                C                      1 Asst. Gunner with Krag-Jorg                C</p> <p>13-20 <b>1x Norwegian Squad (T4)</b>                      1 Squad Ldr. with Colt Pistol &amp; Krag-Jorg    C*                      7 Riflemen with Krag-Jorg                      D</p>

1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- Set up anywhere more than 12" from the west board edge. All starting positions must be recorded prior to play.
3. The Allies may have either two rifle trenches for four soldiers each, or they may block the dirt road that runs west from the crossroads by felling trees in an area where both sides of the road are wooded.
4. Norwegian forces have enough gasoline to make d6 Molotov cocktails, these must be distributed prior to play. A soldier may only carry one.
5. Norwegians have no grenades; British have one grenade each.
6. The British 2lbr. starts the game with hasty camouflage if placed in any woods at the beginning of the scenario.

## **SkirmishCampaigns FORMAT**

### **INTRODUCTION**

*SkirmishCampaigns* scenario books focus on specific campaigns in World War II. Each book will contain background, pictures, maps, scenarios and a campaign system that will allow the linking of several scenarios all within the context of a campaign from World War II. The scenario format will be generic to allow *SkirmishCampaigns* to be compatible with many popular skirmish rule systems.

### **MORALE, TRAINING AND LEADERSHIP VALUES**

Morale, training and leadership values for units in this scenario book are listed in a generic format intended to quickly translate to several skirmish rule systems. Mark Bevis first used a similar generic system in his excellent books *WWII Battlezones* and *Kampfgruppe Peiper* (see Acknowledgements). For translations of these values to several popular rule systems, see the "Translations" section (p.4). The generic values are:

**Training**, representing the amount of training a unit has and the amount of time a unit has trained and/or fought together, is represented by six possible values:

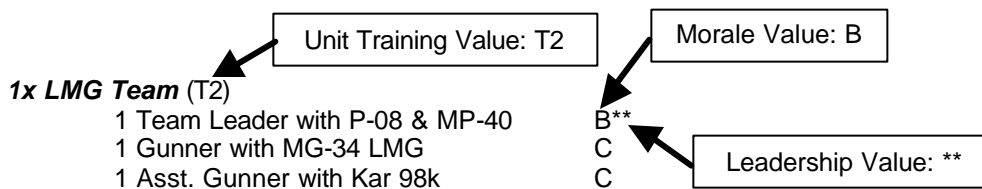
- T1+ = The most elite, extensively trained specialists who have seen combat (Fallschirmjager Engineers or US Rangers).
- T1 = Elite soldiers with extensive experience, very well trained and disciplined.
- T2 = Well trained combat veterans of quality armies, elite units of lower quality armies.
- T3 = Well trained regulars with little or no combat experience, regulars of most armies.
- T4 = Untested green troops with poor training (Russians '41, Norwegians '40).
- T5 = Very poorly trained troops such as civil militia and prison troops.

**Morale**, representing the ability of an individual to stay cool under fire, is represented by six possible values:

- A+ = Fanatics (Kamakazi, etc)
- A = Top quality battle-tested troops, (SS Pz Gren., Commandos, Rangers, some Japanese)
- B = Veteran troops, troops defending their homeland.
- C = Average motivated troops, motivated partisans.
- D = Reluctant or shell-shocked troops.
- E = Extremely unwilling troops, forced conscripts.

**Leadership**, representing the leadership skill of an individual. Squads and teams may have one or more leaders. Leaders are usually listed first and have a higher morale than the rest of the squad or team. Some squad leaders (and/or assistant squad leaders) may have special leadership skills. These special skills are designated by one asterisk (\*) to several asterisks (\*\*\*\*) after that leader's morale- for example, the team leader below has a morale "B" and is very skilled in leadership (as designated by not just one, but two asterisks after his morale rating). These asterisks can be translated into die roll modifiers in many game systems. For example, the leader referenced below may get "-2" (or a +2) on all his die rolls due to his proficiency (again, designated by "\*\*\*\*").

In every scenario, training values are listed for each unit (squad, team etc); morale and leadership values are listed for every individual as follows:



Players should feel free to adjust morale, training and leadership values as they see fit (for example, some players may rate the French Foreign Legion with better (or worse) morale than suggested by the authors).