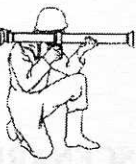


TRIUMPH ATOP TARALDSVIKFJELL



SCENARIO BB13



VICTORY CONDITIONS: The Allies win at game end if there are no Good Order German units on Level 3 hill hexes.

THE TARALDSVIKFJELL, NORWAY, 28 May 1940: Although the campaign for Norway had been one demoralizing setback after another for the Allies, their efforts in the north had not gone unrewarded. Despite an incredible number of command mistakes, a series of flanking attacks had put the Allies in position to cut off and destroy the isolated Germans who had captured Narvik. The defending German force was a mixed batch of excellent Gebirgsjaeger infantry and the crews from the destroyer flotilla which had transported the mountain troops during the assault on Narvik. With no training and only captured Norwegian weapons to use, the crews were almost more of a liability to General Dietl's command than an asset. The Allies launched a coordinated attack from two sides: the Poles from the south, and a beach assault from the north by combined forces of the Norwegians and the French Foreign Legion. The beach assault met with initial success, but the accompanying armor support soon bogged in the mud of the fjord banks. Just as the Legionnaires gained the first slopes of the Taraldsvikfjell, the Germans counterattacked, nearly driving a wedge between the French on the hill and the Norwegians who had just landed. Only naval gunfire from a British ship stationed in the fjord stopped the counterattack, driving the Germans back in confusion. During the German retreat to the heights, the French regrouped and were quick to react.

BOARD CONFIGURATION:

HANDICAPS:

G3: Use G2, and increase the game length to 8 Turns.

G2: Use G1, and replace the Norwegian 7-0 with one Norwegian 9-1.

G1: Replace the German HMG with a German MMG.

A1: Add one 4-3-6 to the German OB.

A2: Use A1, and replace three 4-3-6s with three 4-6-8s in the German OB.

A3: Use A2, and add one 9-1 Leader to the German OB.



2

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	END
	ALLIED Moves First [176]							



Elements of Gebirgsjaeger Regiment 139 and supporting naval personnel of the Haussels Group [ELR: see SSR 2] set up on any hex of Hill 621: {SAN: 4}



4-6-8	4-3-6	8-1	7-0	7-18	3-8	5 13 OVR. ODA: +4 Other: +2
5	4			2	8	



Elements of the 1er Bataillon, 13eme Demi-Brigade de Legion Etrangere [ELR: 5] set up on any hex of Hill 538: {SAN: 2}



4-5-8	2-4-8	9-1	8-1	1 2-6
8				2

Elements of the 2/15th Infantry Battalion [ELR: 3] enter on Turn 1 along the north/east edge(s) on/between GG1 and Y10:

4-5-7	2-3-7	8-1	7-0	1 2-6
9				

SPECIAL RULES:

- Weather is Ground Snow (E3.72), with no wind at start.
- All German leaders, 4-6-8s, 4-6-7s, and their HS have an ELR of "4". All 4-4-7s, 4-3-6s and their HS have an ELR of "1". Any ELR loss/gain affects both ELRs.
- All French MMC have their broken-side Morale Level increased by one.
- Multi-Location FG that contain both French and Norwegian MMC (/SW manned by those MMC) are NA.

AFTERMATH: Amid cries of "A moi! La Legion!", the Legionnaires charged up the slopes of the hill. The Norwegians also had caught up to the attack, and moved up the hill to flank the Germans. Significantly outnumbered, German resistance weakened as they broke up into isolated pockets. One by one, these pockets were reduced until the Taraldsvikfjell was finally in Allied hands. With only 400 mixed troops left, General Dietl had no choice but to withdraw from Narvik and try to save what was left of his command. The first major Allied victory was overshadowed, however, by the surrender of the Belgian Army. The Allied successes were also short-lived as the French and British soon abandoned their Norwegian allies and withdrew all of their troops by 9 June.