

# Bjorgeseter

## Norwegians Delay Group Zanthier

April 16, 1940

### Situation

On the 9<sup>th</sup> of April 1940 German troops embarked on Operation Weserübung, the invasion of Denmark and Norway. In Norway, key ports were secured within 24 hours of the initial landings. By the 13<sup>th</sup> of April the German's had a sufficient build-up of troops to break out from Oslo and relieve beleaguered troops at Trondheim and Narvik. A number of attacking columns advanced north, however Norwegian resistance was stiffer than expected.

At Hakadal, Norwegian troops from Colonel Carl Mork's 6<sup>th</sup> Infantry Regiment delayed the German advance before falling back to prepared positions near Bjorgeseter. On the 16<sup>th</sup> of April Colonel Zanthier's 349<sup>th</sup> Infantry Regiment, consisting of two infantry battalions with artillery and engineers in support, attempted to break through the Norwegian line.

### Scenario Notes

Duration of battle: 1100 to 1630 (12 Turns)

Number of players: 2 - 4

Weather: Overcast and cold with 2-3 feet of snow

Visibility: 30" (fog counts as open blocking terrain)

### Battlefield

**Built up areas:** BUA are of wooden construction and damaged on a roll of 1 or 2 by any HE weapon. Each 'small BUA' is a single sector holding up to 2 stands.

**Forest:** Shaded areas on the map are dense forest; x2 movement for personnel and impassable to vehicles.

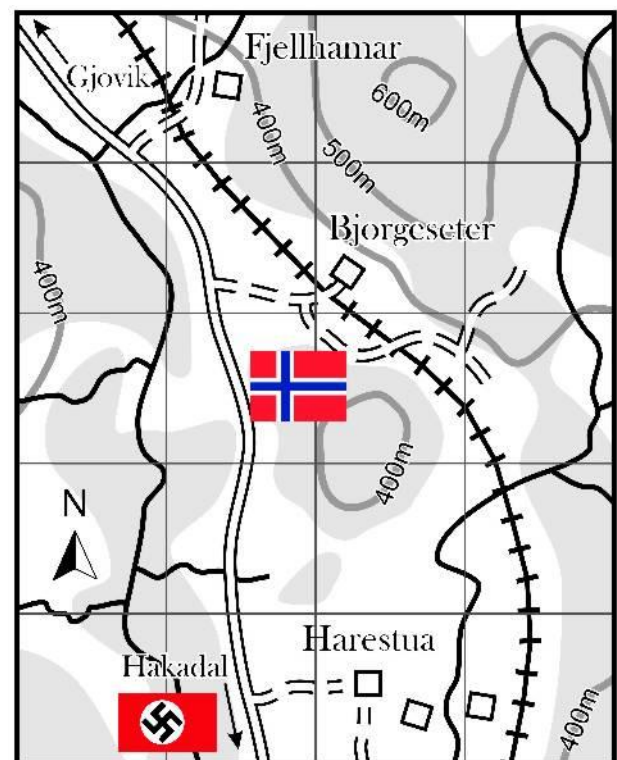
**Roads:** All roads and tracks shown on the map have been ploughed; treated as open terrain.

**Streams/Rivers:** All streams/rivers are frozen and may be crossed with no penalty.

**Snow:** Vehicles and personnel pay x2 movement when off road; vehicles mire on a roll of 1 or 2.

**Concealment in Snow:** Norwegian ski troops that are stationary or moving cautious in the open, count as being in concealment for spotting purposes.

**Difficult terrain:** The edge of the valley north of Bjorgeseter is extremely steep (x2 movement beyond the 400m contour). Note that movement penalties are cumulative; hence climbing these slopes is x8 movement (forest, snow and slope).



### Historic Result

The German's were greatly hampered by the snow and foggy conditions prevented air support. Over the course of the day two German attacks were repulsed. After the first attack failed the German commander wanted to wait for more artillery, but was ordered to resume the attack. It was eventually called off after significant losses. The Norwegians were eventually forced to withdraw when outflanked by other German groups.

## Norwegian Army

### Mission: Delay

Prevent German forces from exiting the Northern table edge via the road to Gjovik.

**Troop Quality: Regular**

**Morale: 8**

<b>6<sup>th</sup> Regiment</b>	
<b>Regiment HQ</b>	1 command stand
<b>Attachments</b>	1 engineer stand

<b>1/6<sup>th</sup> Infantry Battalion</b>	
<b>Battalion HQ</b>	1 command stand
<b>MG Company</b>	1 MMG stand
	1 weapon stand
<b>2 Infantry Companies, each</b>	1 command infantry stand
	2 infantry stands

<b>2/6<sup>th</sup> Infantry Battalion</b>	
<b>Battalion HQ</b>	1 command stand
	1 MMG stand
<b>2 Infantry Companies, each</b>	1 command infantry stand
	2 infantry stands

<b>Ski Detachment</b>	
<b>Ski Company</b>	1 command infantry stand
	2 infantry stands

#### Off-board Artillery

1 75L31 75mm field gun

Ammunition depletion (Red 1)

#### Notes

1. All non-ski troops start the game hidden and at least 12" north of Harestua.
2. All non-ski troops may be placed in concealed entrenchments (-3 cover).
3. Entrenchments were prepared by civilian labour and must be within 4" of a road, track or railway.
3. In some battalions only officers had been trained on how to use MGs. The MMG stand in the 2/6<sup>th</sup> must be with 2" of the Battalion HQ.
3. The ski detachment starts the game anywhere on the table (hidden).
4. One roadblock has been established by the Norwegian player; must be placed at least 24" from the German table edge.
5. Norwegian road blocks are significant obstacles and require engineers to remove them (1 stand takes 2 turns if not pinned or suppressed).

## German Army

### Mission: Breakthrough

Exit forces (at least one company) off the Northern table edge via the road to Gjovik.

**Troop Quality: Regular**  
**Morale: 8**

**Enter Turn 1 via the road from Hakadal**

349 <sup>th</sup> Infantry Regiment	
<b>Headquarters</b>	1 command stand
	1 car
<b>Headquarters Company</b>	1 recon motorcycle stand
	1 engineer stand
	1 medium truck
<b>Infantry Gun Battery</b>	1 command stand
	1 75L12 infantry gun and crew
	1 light truck

1/349 <sup>th</sup> Infantry Battalion	
<b>Headquarters</b>	1 command stand
	1 Car
<b>3 Infantry Companies, each</b>	1 command infantry stand
	2 infantry stands
	1 weapons stand
	2 medium trucks (see note 5)

#### Off board Artillery

1 105L28 Howitzer

**Reinforcements (Turn 2) enter via the railway east of Harestua**

2/349 <sup>th</sup> Infantry Battalion	
<b>Headquarters</b>	1 command stand
<b>3 Infantry Companies, each</b>	1 command infantry stand
	2 infantry stands
	1 weapons stand

**Reinforcements (Turn 4) via the road from Hakadal**

Engineers	
<b>Engineer Company</b>	1 command engineer stand
	2 engineer stands
	2 medium trucks

#### Notes

1. No German ski equipped troops are available for this battle.
2. The weather is overcast and hence no German air support is available.
3. German artillery was well supplied and hence suffers no ammunition depletion.
4. The recon stand (or patrol stands) start the game within 12" of the southern table edge and within 2" of a road or track (spotted).
5. Requisitioned vehicles (e.g. buses used by the 1/349<sup>th</sup> Infantry) may only travel on road.
6. The 1/349<sup>th</sup> Infantry can enter on foot or mounted in the available transport.