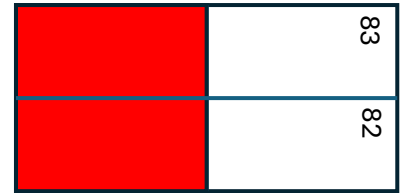


"Trollskremd"



Romsdalen, Norway– April 25th,1940

On April 13th, British forces made their way into the Romsdalen valley, one of Norway's most scenic areas in an effort to secure Trondheim. A week later, they were falling back towards Åndalsnes. The pursuing Germans moved quickly and on the night of April 25th, were crossing one of the many bridges crossing the gorges...when something occurred that shocked the OKW to its very core as reports came in from the 181st Infantry Division of a severe defeat at the hands of..."Trolls"...



VICTORY CONDITIONS: The Germans win immediately once 30 EVP have exited the bridge through Hex 82N6. Any other result is a Norwegian victory.

German Player Moves First	+	1	2	3	4	5	6
Norwegian Player Sets up First							

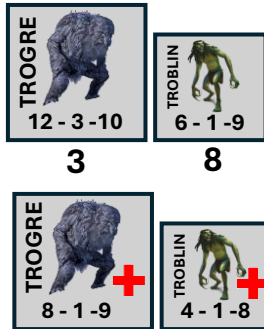
Board Configuration:
Boards 82 & 83
(only A-PP Playable on both boards.)



Elements of 181st Infantry Division (ELR 4) (SAN 2) (Set up: enter turn 1 in Convoy through Hex 83A4)



Trolls of Trollveggen (ELR N/A) (SAN 0) (Set up: HIP on Boards 82 & 83 see SSR 6)



Wounded Sides

Trogres:

- 12 Factor Close Combat Value
- 3 Hex Range for hurling boulders, trees, etc.
- Range attack conducted as Area Fire 80mm Mortar. Vehicles & AFV's are attacked as 80+ Heat.
- Night Vision – attack normally at night.
- Treat as vehicle at night for opponent NVR.
- Treat as Hero in all respects.
- +2 to Kill in Close Combat
- Very Large Target Type – Unarmored Vehicle
- 6 MP for movement & pay 1 MP for all terrain types
- CCV value of 7

Troblins:

- 6 Factor Close Combat Value
- 1 Hex Range
- Night Vision – attack normally at night.
- Treat as Hero in all respects.
- +1 to Kill in Close Combat
- 4 MP for movement & pay normal terrain MP's.
- Climbing – may move on the side and bottom of the bridge as per Bypass Movement. May gain concealment under the bridge and may not be attacked while under the bridge. They automatically gain wall advantage when on the side of the bridge.
- CCV value of 5

Special Rules/Notes:

1. EC are Wet, with no Wind at start. Ground Snow (E3.72) is in effect.
2. Kindling (B25.11) and Bore Sighting (C6.4) are N.A.
3. Night Rules (E1.) are in effect. The Base NVR is 6 hexes with a full moon. Cloaking is N.A. The Majority Squad Type for both sides is Normal. Neither side is under No Move.
4. Place 2 Lane Stone Bridges in the following Board 83 Hexes: A4, B4, C5, D4, E4, F3, G3, H2, I2, I1 and on Board 82 Hexes: I10, J9, K9, L8 and N7. Elevation changes do not exist from B83A4 to 82M8 and 82M8 to 82N7 is 1 Level Descent and 82N7 to 82N6 is another 1 Level Descent.
5. German Units may not leave Bridge Hexes except to exit the bridge from 82N7 to 82N6. Concealment Gain is N.A. for German Units in bridge hexes.
6. Norwegian Trogre Trolls may set up on a bridge hex on the deck, but are concealed at game start instead of HIP. They may setup HIP off of the bridge. The Troblins may set up HIP on the underside of the bridge or concealed if on the side of the bridge. They may also be concealed in any location off of the bridge.

Aftermath: Brigadier General Kurt Woytasch submitted the report and took a tongue lashing from General Falkenhorst. Woytasch reported the loss of several tanks and more trucks to boulders thrown from the Trollveggen. And the surviving Landers reported being attacked by monsters...akin to trolls from Norwegian mythology. In a fury, Falkenhorst had Woytasch removed from command pending further investigation. The German advance continued and further instances of attacks by trolls were not reported. OKW suppressed Woytasch's report on the engagements of the 20th at the direct command of the OKW. Norwegian resistance elements in the region would later tell historians about the night the trolls of Romsdalen stood for Norway.



Scenario GJ165