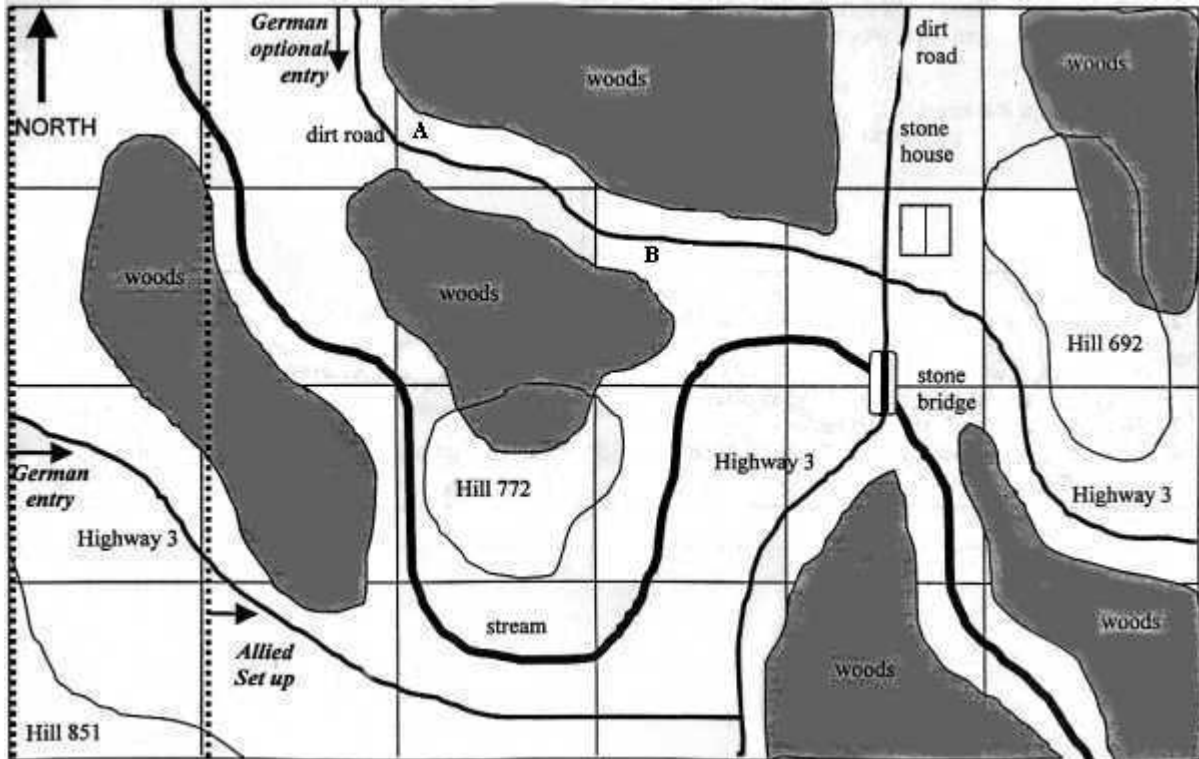


This page and the map below support two scenarios:

The first is Encounter at Roa, which is a simple conversion from the SkirmishCampaigns : NORWAY book.

The second is Battle at Roa, which is an expansion of the Roa situation by Kevin Rolfs to use larger forces.

You will need the Blitzkrieg supplement to play this scenario and some other unit types are not in our ruleset, but are posted in the [unit database](#) as prototypes.



Map used with permission of [SkirmishCampaigns](#)

## Encounter at Roa

Author: [SkirmishCampaigns](#)

**SKIRMISHCAMPAIGNS**

WWII SCENARIO/CAMPAIGN BOOKS

Click [here](#) for the process we used to convert the SkirmishCampaign scenario. into a Battlefront:WWII scenario

### Base German Forces

- HQ Element (Veteran)
  - 1 Kommandeur GE-46
  - 1 Kübelwagen GE-34
  - 1 SMG GE-45
  - 2 Infanterie GE-44 No Panzerfaust
  - 1 GE-101, Panzerbüchse 38/39
  - 1 LMG GE-49
- 2 Infantry Companies (Experienced)
  - 1 Kommandeur GE-46
  - 8 Infanterie GE-44 No Panzerfaust
  - 1 LMG GE-49

### Optional German Forces (roll a d20 before the start of the game)

The Germans need not reveal their results before the scenario starts.

- Roll 1-6:1 x PzKpfw. Ib (Exp) GE-70. Counted as independent Maneuver Element.
- Roll 7-12:1 x SdKfz 222 (Exp) GE-91. Counted as independent Maneuver Element.
- Roll 13-18:Heavy Weapons element (Veteran)
  - 1 x SMG GE-45 - Treat the SMG unit as the ME commander.
  - 1 x Opel Blitz Truck GE-36
  - 1 x LMG GE-49
  - 1 x Infanterie GE-44
- Roll 19-20:Armored Recon Element (Exp).
  - 1 x PzKpfw. Ib (Exp) GE-70 ME commander
  - 1 x SdKfz 222 (Exp) GE-91

The Germans roll one d20 at the beginning of the game to determine which set of optional forces they will get. They then choose their entry as follows: One element of German infantry may enter the board at the optional entry point. On a roll of 1-5 on a

d20, up to 2 German vehicles may enter the road at the optional entry point. All other forces must enter from the west on Highway 3. The extra forces and entry options must be recorded before the game but are not revealed to the Allied player.

### **Base Allied Forces**

- Battalion HQ: 1 x Kapten NO-P01 (Experienced)
- 1st, 2nd, 3rd Norwegian Gevarskompani (Trained) each:
  - 1 Kapten NO-P01
  - 7 Gerverslag Infantry NO-P02

### **Optional Allied Forces (roll a d20 before the start of the game)**

The Allies need not reveal their results before the scenario starts.

- Roll 1: British 2lb ATG
  - 1 x Commander BR-50
  - 1 x British 2lb ATG (Exp) BR-74.
- Roll 2-3: British ATR team (Exp)
  - 1 x Commander BR-50
  - 1 x British Boys ATR(Exp) BR-76
- Roll 4-7: Norwegian Ski Company (Exp)
  - 1 x Kapten NO-P01 (Vet)
  - 7 x Ski Verslag NO-P03
- Roll 8-12: Norwegian MMG team (Exp)
  - 1 x Norwegian Colt M/29 NO-P04
  - 1 x Kapten NO-P01
  - 1 x Gerverslag NO-P02
- Roll 13-20: Norwegian Rifle Company (Trained)
  - 1 x Kapten NO-P01
  - 7 x Gerverslag NO-P02

After rolling for their variable forces on a d20, the Norwegians may set up their troops hidden anywhere to the East of the startup line. They may either block the road from A to B by felling trees (treat the road the same as the rest of the wooded area) or may elect to begin one infantry company in improved positions. They must make this decision before the Germans reveal their forces and entry area. The Norwegians also roll 1D6 for Molotov cocktails, and may designate that many of their squads or ski squads as having the extra close assault capability. If they get the 2-pdr, it may start in an improved position. The Allies do not need to reveal their forces nor dispositions to the Germans before the game begins.

### **Terrain Notes:**

- This scenario is designed for play on a 6 x 4 foot table.
- The woods are considered "Woods with Underbrush"

- The built up area (stone house) consists is considered hard cover and has two sectors. You may orient the sectors differently from what is shown on the map if you wish.
- The stream may only be crossed at the bridge.
- The bridge is considered to be a "low stone wall" to fire that is traced to a unit on the bridge through the side of the bridge.
- Highway 3 runs from the west edge to the "T" intersection then north to the crossroads, and then southeast to Roa. It is paved. All other roads are unpaved roads.

### **Scenario Conditions**

- Game Length: 16 turns
- Germans move first in each game turn
- Victory Conditions: The Germans must be the last to occupy the stone house **AND** there must be no undisordered allied unit within 2" of Hill 692

### **Optional Scenario Rule and extra victory condition.**

- At the beginning of the game, roll a d10. On a result of 1-3, it is raining lightly. Decrease maximum visibility to 20"
- In addition to the two victory conditions above, require that the Germans exit at least one vehicle (any kind, including the Kübelwagen) off the East edge the map on Highway 3.

## **Battle at Roa**

**Author: Kevin Rolfs, based on a situation developed by [SkirmishCampaigns](#).**

Kevin has expanded the basic scenario above to make more forces available to each side and add some extra special scenario "goodies". He sprung these on the University of Texas gaming group and some pictures of their battle can be found at their [egroup](#) site (join the "utgaming" egroup). This game is designed for 3 players on a side. Players may join the game in pairs, one German/one Norwegian. For each pair, add one set of optional forces to each side.

### **German Forces**

- 1st Battalion of 196th Infantry Division
  - BHQ:
    - 1 x Kommandeur GE-46 (Vet)
    - 1 x Kübelwagen GE-34 (Vet)
  - 1st Company

- 1 x Kommandeur GE-46 (Vet)
  - 11 x Infanterie GE-41 No Panzerfaust, 1 x GE-101, Panzerbüchse 38/39(Exp)
  - 1 x LMG GE-49 (Vet)
- 2nd Company (Mot)
  - 1 x Kommandeur GE-46 (Vet)
  - 1 x Kübelwagen GE-34 (Exp)
  - 6 x Infanterie GE-41(Exp)
  - 3 x LMG GE-49 (Exp)
  - 3 x Opel Blitz Trucks GE-36 (Exp)
- 1st Pz Pltn
  - 1 x Command PzKfw Ib GE-70(Vet)
  - 3 x PzKfw 1b GE-70(Exp)
- 1st Recon Pltn
  - 1 x Command Sdkfz 222 GE-91(Vet)
  - 3 x Sdkfz 222 GE-91(Exp)
- Optional German Extra Forces for each player
  - 1 x Kommandeur GE-46 (Vet)
  - 1 x LMG GE-49 (Vet)
  - 1 x Opel Blitz Truck GE-36 (Exp)
  - 1 x PzKfw Ib GE-91 (Vet)

## Allied Forces

Roll 1D6 for Molotov Cocktails. Up to that number of Gerverslag and Ski Lag stands may be equipped with these.

- Battalion HQ: 1 x Kapten NO-P01 (Experienced)
- 1st Gevararskompni:
  - 1 x Kapten NO-P01 (Experienced)
  - 8 x Gerverslag Infantry NO-P02(Trained)
  - 4 x Ski Lag NO-P03 (Experienced)
- 2nd Gevararskompani:
  - 1 x Kapten NO-P01 (Trained)
  - 8 x Gerverslag Infantry NO-P02(Trained)
  - 2 x Colt M/29 MMG NO-P04 (Experienced)
  - 2 x Ski Lag NO-P03 (Experienced)
- Platoon from British Leicester Regiment, 148 Inf Brigade (Experienced)
  - 1 x Commander BR-50
  - 1 x British 2-pdr ATG BR-74.
  - 1 x British Boys ATR BR-76
- Optional Allied Extra Forces for each player Roll a d20:
  - On a 1-17:
    - 1 x Kapten NO-P01 (Trained)
    - 1 x MMG NO-P04 (Exp)
    - 2 x Ski Lag NO-P03 (Exp)

- 4 x Gerverslag NO-P02 (Trained)
- Roll 1d4-1 for extra Molotov Cocktails
- On 18-20:
  - 1 x Commander BR-50
  - 1 x British 2-pdr ATG BR-74.
  - 1 x British Boys ATR BR-76

At the start of the game the Allies may have 6 gun pits (permanent improved positions). They may trade 2 gun pits to create a single roadblock in the area from A to B on the dirt road (see the terrain effects chart for the effects of roadblocks).

### **Scenario Rules/Terrain Notes:**

- This scenario is designed for play on a 6 x 4 foot table.
- The woods are considered "Woods with Underbrush"
- The built up area (stone house) consists is considered hard cover and has two sectors. You may orient the sectors differently from what is shown on the map if you wish.
- The stream may be crossed at the bridge without penalty. Infantry units may attempt to cross it anywhere but on a roll of 1-8 on a d10 they are swept away by the icy current.
- The bridge is considered to be a "low stone wall" to fire that is traced to a unit on the bridge through the side of the bridge.
- Highway 3 runs from the west edge to the "T" intersection then north to the crossroads, and then southeast to Roa. It is paved. All other roads are unpaved roads.
- Remove Wreck action:  
A wreck can be removed from the road by vehicles performing a Remove Wreck action during the maneuver phase. Units performing a remove wreck action must start their movement adjacent to the wreck and have at least one maneuver action available. Units performing a remove wreck action may not perform any other action during the turn. At the end of a remove wreck option, move the wreck 2" in any direction.

Kübelwagens may only move wrecks of other Kübelwagens

It requires one vehicle performing a remove wreck action to remove a wrecked Kübelwagen

It requires two vehicles working together to remove a wrecked PzKfw I, Sdkfz 222, or Opel Blitz

- Remove road block action:  
A roadblock can be removed by two stands performing a Remove Roadblock action together during the maneuver phase for three turns (need not be consecutive). Both units performing a remove roadblock action must start their movement adjacent to the roadblock and have at least one maneuver action available. Units performing a remove roadblock action may not perform any other

action during the turn. After 3 remove roadblock actions are performed, the roadblock is removed.

- Weather: It is snowing intermittently. This may effect movement and visibility.

The ground is considered snow-covered. Ski troops are unaffected and may use their special ski move of 8/12 if skiing downhill (they end on a lower terrain contour than they started).

At the beginning of each game turn, roll a d10.

Die Roll	Result	Max Visibility	Snow accumulation
1-3	Heavy Snow	10"	2 points
4-7	Light Snow	20"	1 points
8-10	Clear	Normal	0 points

At the beginning of the game, 4 + 1d4 points of snow has fallen. Additional snow accumulates as per the table above. When a total of 16 points of snow has fallen, "deep snow" movement effects go into effect.

### Scenario Conditions

- Game Length: 16 turns
- Germans move first in each game turn
- Victory Conditions: The Germans must be the last to occupy the stone house  
**AND**  
there must be no undisordered allied unit within 2" of Hill 692

**Optional Scenario Rule and extra victory condition.** In addition to the two victory conditions above, require that the Germans exit at least two vehicles (any kind, including the Kübelwagen) off the East edge the map on Highway 3.