OPERATION RYPE



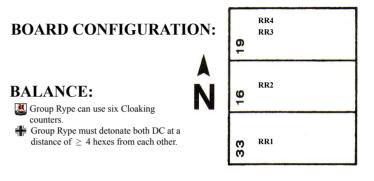
ASL SCENARIO RH2



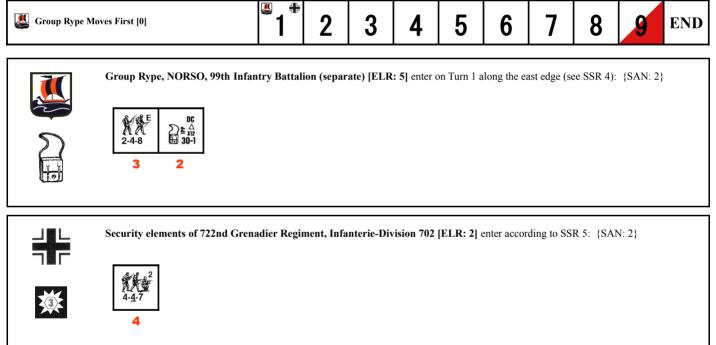
VICTORY CONDITIONS: Group Rype wins if they manage to detonated at least one DC anywhere on the *railway line* and exit all three HS off the east edge.

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LURUDALEN, NORWAY, 25 April 1945: The war was nearing its end and the Germans were retreating on all fronts. In Norway they were evacuating troops by rail along the Nordlandsbanen. The Allied High Command sought to prevent as many as possible from reaching Germany. A plan was devised to drop saboteurs to cut the railway line. The Norwegian Operations Group (NORSO) was formed to do the task. It included highly trained and motivated Norwegians who had escaped occupied Norway. One group of NORSO was called Rype and was lead by a young American major named William Colby. Their task was to cut the railway line in Lurudalen near Grong. The operation got off to a bad start when one of the transport planes crashed and all aboard died. The dead had to be given a temporary burial in the mountains. On April 22nd the small group finally set off from their base. Three days later they arrived in Lurudalen and approached the railway line in the darkness of the night. The wind was cold.



TURN RECORD CHART



SPECIAL RULES:

1. EC is Wet, with a Heavy Wind blowing from the southwest at start. Ground Snow is in effect. Only woods and brush exist. All wood-roads are woods. Woods are Light Woods (B35). A *railway line* exists along the K hexrow from the north edge to the south edge. Place overlays as follows: **RR1** on 33K6-K7; **RR2** on 16K5-K6; **RR3** on 19K4-K5; and **RR4** on 19K2-K3.

2. Night rules are in effect [*EXC: Straying (E1.53) only applies when moving from one Light Woods hex to another Light Woods hex*]. The initial Base NVR is seven hexes with a Scattered Cloud Cover and a Full Moon. Both sides are the Scenario Attacker. The Majority Squad Type for the Germans is Lax and for Group Rype Stealthy. Only Group Rype may utilize Cloaking counters and can use five such counters. A Cloaking counter can contain only one HS.

3. Group Rype uses Allied Minor 2-4-8 HS counters and are Commandos (H1.24). They have a Self-Rally capability, a broken morale of nine and never roll for Heat of Battle. They have Winter Camouflage (E3.712) and their DC can only be Placed (A23.3).

4. Possession of DC is noted in secret and is only revealed when the DC is Placed.

5. German squads enter on/between hexrow D and R on the north or south edge. The entry hexrow is random. First announce the board edge and then draw a chit from a pile marked D to R for each squad entering. The turn of entry follow these rules:

- Squad 1 enters on Turn 1.
- Squad 2 enters after a German squad has had LOS to an enemy unit.
- Squad 3 enters after the initial starshell (E1.91) has been fired.
- Squad 4 enters after both squad 2 and squad 3 have entered.

6. Starshells drift in the wind. Right after Placement is complete (E1.922) the starshell will move an extra number of hexes in the downwind direction. The number of hexes depends on the Wind Force according to the following table:

No wind: 0 hexes Mild Breeze: 1 + dr/3 (FRD) hexes Heavy Winds: 2 + dr/2 (FRD) hexes

AFTERMATH: The operation went as planned. The railway line was cut in several places. A few shots were exchanged with German patrols but all members of group Rype returned safely. After the war SHAFE concluded that RYPE and similar operations had reduced the transport of German divisions out of Norway from four each month to one. But many other factors contributed, like available rolling stock, coal and shipping capacity. The Norwegian High Command in London became less happy about destroying infrastructure so late in the war. Doubts were raised as to why the operation went ahead at all. But RYPE apparently gave the Americans a taste for covert operations. After the war the CIA was established and in the 1970s the once young American major was its director.