

**NARVIK -- WARBURTON-LEE'S ATTACK 0423 10 April 1940**

Background: Aware that German ships had sailed 100 miles up the Vestfjord to Narvik in northern Norway, but unaware of their number, types or precise location, Admiralty ordered the H class destroyers with Admiral Whitworth to enter the fjord and attack. Captain Warburton-Lee, commanding these destroyers, steamed up the fjord on April 9th intending to strike at dawn on the 10th.

Forces:

Royal Navy Captain Bernard Warburton-Lee	Division 1	Hardy Hunter Havock	("H" Class Leader -- flag) ("H" Class) ("H" Class)
	Division 2	Hotspur Hostile	("H" Class -- flag) ("H" Class)
Kriegsmarine Commodore Friedrich Bonte	Division 1	Wilhelm Heidkamp Anton Schmitt Hermann Kunne Hans Ludemann Deither von Roeder	(Type 36 -- flag) (Type 36) (Type 36) (Type 36) (Type 36)
	Division 2	Wolfgang Zenker Erich Koellner Erich Giese	(Type 34A -- flag) (Type 34A) (Type 34A)
	Division 3	Georg Thiele Bernd von Arnim	(Type 34 -- flag) (Type 34A)

Set-up:



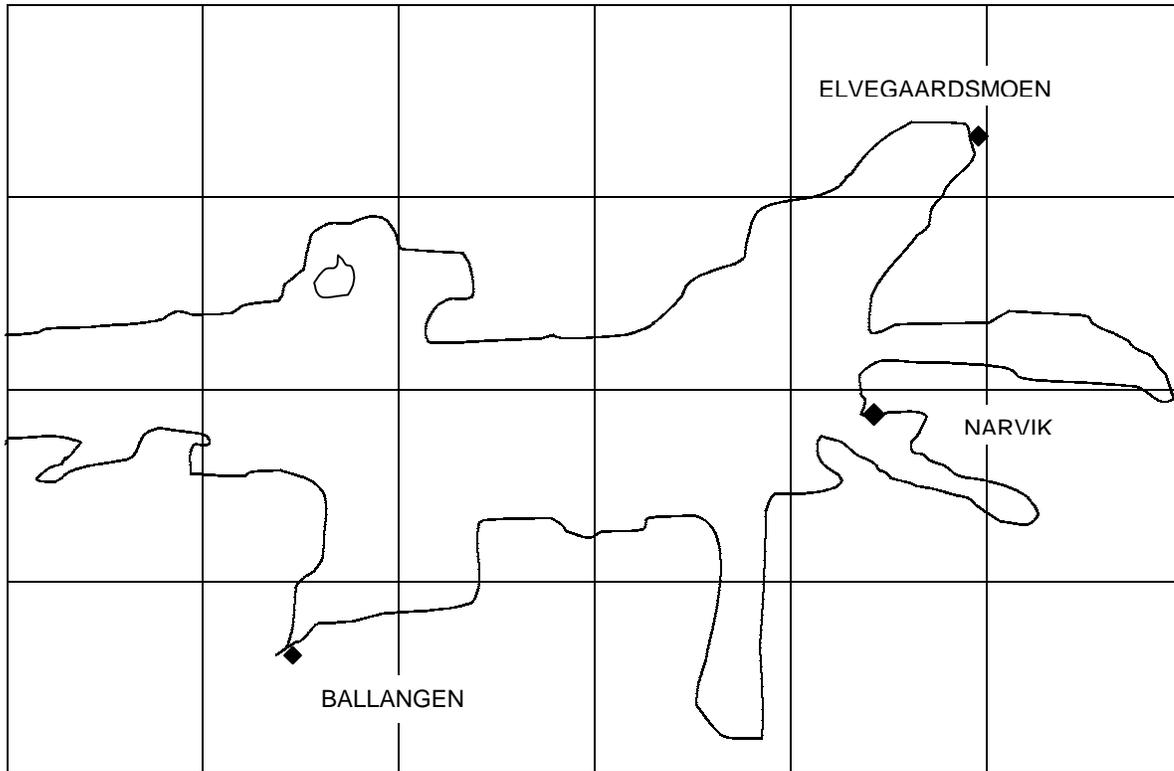
The playing area is restricted by land. The main channel of the fjord has a north-south width of 8 inches and an east-west length of 36 inches. The west end of this area is the British friendly edge. The harbor of Narvik is a circle of water 4 inches in diameter situated at the middle of the east end of the fjord so that there is a 2 inch opening between it and the fjord.

German Division 1 begins anchored in Narvik harbor in a line from south to north. Northmost is von Roeder, then the Jan Wellem (a large merchantman loaded with fuel oil) with the Kunne anchored close aboard to the west and the Ludemann anchored close aboard to the east, then the Schmidt to the south, then the Heidkamp southmost. All are anchored facing north.

British Division 1 is on a course of 090, just north of the southern lip of the harbor mouth and 1 inch west of it. British Division 2 is on a course of 060, 1 inch north and west of British Division 1.

Alternate Set-up:

Use masking tape or yarn laid on the playing surface to create the coastline of the fjord, referring to the map below. The map presumed that a 4 by 6 foot playing surface is being used. Each square on the map corresponds to a foot of surface area on the playing surface.



If this alternate set-up is used, German Division 2 begins at Elvegaardsmoen and German Division 3 begins at Ballangen.

**Victory Conditions:**

- a) For both sides, 1 point for each destroyer sunk or left dead in the water.

**Special Rules:**

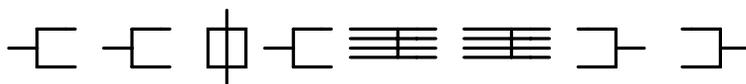
1. The German ships in Narvik harbor are unprepared for battle. They cannot fire guns or torpedoes until 1 turn after the British fire guns or torpedoes or enter the harbor. Except for von Roeder (which can move after 1 turn), they cannot move until 3 turns after the British fire at them. If the alternate set-up is used, the same rule applies to Division 2 and 3 until they are activated by die roll as provided in Special Rule 3.
2. German torpedoes at this stage of the war were afflicted by bad depth-keeping mechanisms and magnetic exploders unreliable in Arctic waters. All German torpedo fire receives a **-9** modifier.
3. The German player rolls 2D6 at the start of each turn after the British fire guns or torpedoes. On a 2 or 3, German Division 2 appears on the north edge of the playing area within 4 inches of the east edge of the fjord. On an 11 or 12, German Division 3 appears on the south edge of the playing area between 15 and 20 inches from the east edge of the fjord. If the alternate set-up is used, Division 2 can start to move on a 2,3 or 4 and Division 3 can start to move on a 10, 11 or 12.
4. Base visibility is **4** for turns 1 through 3 and **8** thereafter, with a gunfire modifier of **-5** for turns 1 through 3 and **-2** thereafter -- Arctic dawn.

**Outcome:** The British destroyers spewed torpedoes and shells into Narvik harbor, catching the Germans by surprise. Bonte died in the opening moments of the action when Hardy's torpedoes exploded the aft magazine of his flagship. The northern group of German destroyers pursued the British but broke off to avoid torpedoes launched by the southern group. This latter group scored the only German successes, sinking Hardy and Hunter and killing Warburton-Lee. The Germans lost Heidkamp and Schmitt with several other destroyers significantly damaged.

## “E/F/G/H/I” Leaders

<u>Navy Class</u>	Royal Navy Destroyer	<u>Date</u>	1940
		<u>Armor</u>	None
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	4.7 inch guns in 5 single mounts	18 inches	Fore
Torpedoes:	21 inch torpedoes in 2 quadruple mounts 2 special hits	13 inches at 4.25" 16 inches at 2.75"	Port and starboard
<u>Speed</u>	4.50	3 boilers	2 engines
<u>Flotation</u>	Total: 27	DIW: 14	Sinking: 18
<u>Torpedo Hits</u>	17.7"-18": ±1	20.5"-22.5": ±3	24": ±5

### Armament Arrangement



### Notes

- Designed as flotilla leaders for E through I class ships.
- Inglefield had quintuple torpedo mounts until 1942.
- Most gave up a torpedo mount later in the war to ship a 3 inch anti-aircraft gun. This is treated as an AAMG for game purposes.

### Hits

Fuel Oil 1	11-14	Forward Void
Fuel Oil 1	15	Main A
Forward Main Magazine	16-21	Main A
Forward Main Magazine	22-23	Main B
Fuel Oil 2	24	Main B
Fuel Oil 2	25	AAMGs
Fuel Oil 2	26	Bridge
Fuel Oil 2	31	Bridge
Boiler Room 1	32	Main Director
Boiler Room 1	33	Funnel
Boiler Room 2	34	Main M
Boiler Room 2	35	Main M
Boiler Room 3	36	Main M
Boiler Room 3	41	Funnel
Engine Room	42-44	Torpedo A
Engine Room	45-51	Torpedo B [AAMGs]
Aft Main Magazine	52	Searchlight
Aft Main Magazine	53	AAMGs
Aft Main Magazine	54-55	Main X
Fuel Oil 3	56	Main X
Fuel Oil 3	61-62	Main Y
Propshaft 1 or 2	63-64	Void
Steering	65-66	Steering

### Internal Diagram

FO1	FM	FO2	BR1	BR2	BR3	ER	AM	FO3	ST
1FP	A&B	3FP	B1	B3	B3	E1	X&Y	1FP	1FP
	1FP		3FP	4FP	3FP	E2	1FP		
						9FP			

## “E/F/G/H/I” Classes

<u>Navy Class</u>	Royal Navy Destroyer	<u>Date</u>	1940	<u>Armor</u>	None
<u>Surface Armament</u>		<u>Ranges</u>		<u>Directors</u>	
Main Battery:	4.7 inch guns in 4 single mounts	18 inches		Fore	
Torpedoes:	21 inch torpedoes in 2 quadruple mounts 2 special hits	13 inches at 4.25” 16 inches at 2.75”		Port and starboard	
<u>Speed</u>	4.50	3 boilers	2 engines		
<u>Flotation</u>	Total: 27	DIW: 14	Sinking: 18		
<u>Torpedo Hits</u>	17.7"-18": ±1	20.5"-22.5": ±3	24": ±5		

### Armament Arrangement



### Notes

- Classic British inter-war destroyer design.
- Eight ships in each class, for a total of 40.
- Is had quintuple mounts.
- Similar in game terms were 6 Hs built for Brazil but taken over by the Royal Navy. These lacked Y mount.
- Also similar were 2 Is built for Turkey (Inconstant and Ithuriel) but used by the RN. These had quadruple torpedo mounts.
- Most gave up a torpedo mount later in the war to ship a 3 inch anti-aircraft gun. This is treated as an AAMG for game purposes.

### Hits

Fuel Oil 1	11-14	Forward Void
Fuel Oil 1	15	Main A
Forward Main Magazine	16-21	Main A
Forward Main Magazine	22-23	Main B
Fuel Oil 2	24	Main B
Fuel Oil 2	25	AAMGs
Fuel Oil 2	26	Bridge
Fuel Oil 2	31	Bridge
Boiler Room 1	32	Main Director
Boiler Room 1	33	Funnel
Boiler Room 2	34	Funnel
Boiler Room 2	35	AAMGs
Boiler Room 3	36	AAMGs
Boiler Room 3	41	Funnel
Engine Room	42-44	Torpedo A
Engine Room	45-51	Torpedo B [AAMGs]
Aft Main Magazine	52	Searchlight
Aft Main Magazine	53	AAMGs
Aft Main Magazine	54-55	Main X
Fuel Oil 3	56	Main X
Fuel Oil 3	61-62	Main Y
Propshaft 1 or 2	63-64	Void
Steering	65-66	Steering

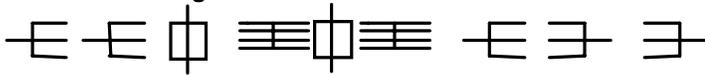
### Internal Diagram

FO1 1FP	FM A&B 1FP	FO2 3FP	BR1 B1  3FP	BR2 B2  4FP	BR3 B3  3FP	ER E1 E2 9FP	AM X&Y 1FP	FO3 1FP	ST 1FP
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# Type 34

<u>Navy Class</u>	Deutsches Kriegsmarine Destroyer	<u>Date</u>	1940
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	5 inch guns in 5 single mounts	18 inches	Fore and aft
Torpedoes:	21 inch torpedoes in 2 quadruple mounts	8 inches at 5.00" 13 inches at 3.75"	Port and starboard
<u>Speed</u>	4.75"      6 boilers      2 engines		
<u>Flotation</u>	Total: 33      DIW: 17      Sinking: 22		
		<u>Torpedo Hits</u>	17.7"-18": ±1      20.5"-22.5": ±3      24": ±5

## Armament Arrangement



## Notes

- Class included Z-1 through Z-8.
- Z-9 through Z-13 were Type 34A, similar in game terms.
- Z-14 through Z-21 were Type 36, also similar in game turns.
- Fuel tanks like cruisers, outboard of machinery spaces.

## Hits

	Void 1	11-13	Forward Void
	Void 1	14	Main A
	Void 1	15-16	Main A
Forward Main Magazine		21-22	Main B
Forward Main Magazine		23	AAMGs
Forward Main Magazine		24	Bridge
	Boiler Room 1	25	Torpedo Directors, Bridge
	Boiler Room 1	26	Forward Director, Bridge
	Boiler Room 2	31	Funnel
	Boiler Room 2	32	Torpedo A
Turbogenerator Room		33	Torpedo A
	Boiler Room 3	34	Torpedo A
	Boiler Room 3	35	Funnel, AAMGs, Searchlight
	Engine Room 1	36	Funnel, AAMGs, Searchlight
	Engine Room 1	41	Aft Director
	Engine Room 1	42	Torpedo B
	Void 2	43	Torpedo B
	Engine Room 2	44	Torpedo B
	Engine Room 2	45	Main M
	Engine Room 2	46	Main M
	Aft Main Magazine	51	Main M
	Aft Main Magazine	52	AAMGs
	Aft Main Magazine	53-55	Main X
Void 3, Propshaft 1 or 2		56-62	Main Y
Void 3, Propshaft 1 or 2		63-64	Void
	Steering	65-66	Steering

## Internal Diagram

V1	FM	BR1	BR2	TR	BR3	ER1	V2	ER2	AM	V3	ST
2FP	A 3FP	B1,B2 3FP	B3,B4 3FP	1FP	B5,B6 3FP	E1 4FP	1FP	E2 4FP	MX 4FP	3FP	2FP