

1.1 NARVIK -- WARSPITE WEIGHS IN

1251 13 April 1940

Background: After Warburton-Lee's attack, the Admiralty resolved to destroy the remainder of the German destroyers penned up at Narvik. They launched the battleship Warspite and a strong destroyer force against the cut-off Germans.

Forces:

Royal Navy	Division 1	Warspite	(Warspite)
Vice-Admiral Jock Whitworth	Division 2	Icarus Foxhound Hero	("I" Class -- flag) ("F" Class) ("H" Class)
	Division 3	Bedouin Punjabi Eskimo	("Tribal" Class -- flag) ("Tribal" Class) ("Tribal" Class)
	Division 4	Cossack Kimberly Forester	("Tribal" Class -- flag) ("K" Class) ("F" Class)
Kriegsmarine Captain Erich Bey	Division 1	Wolfgang Zenker Hans Ludemann Bernd von Arnim Erich Giese Georg Thiele	(Type 34A -- flag) (Type 36) (Type 34A) (Type 34A) (Type 34)
	Division 2	Hermann Kunne	(Type 36)
	Division 3	Erich Koellner	(Type 34A)

Set-up:



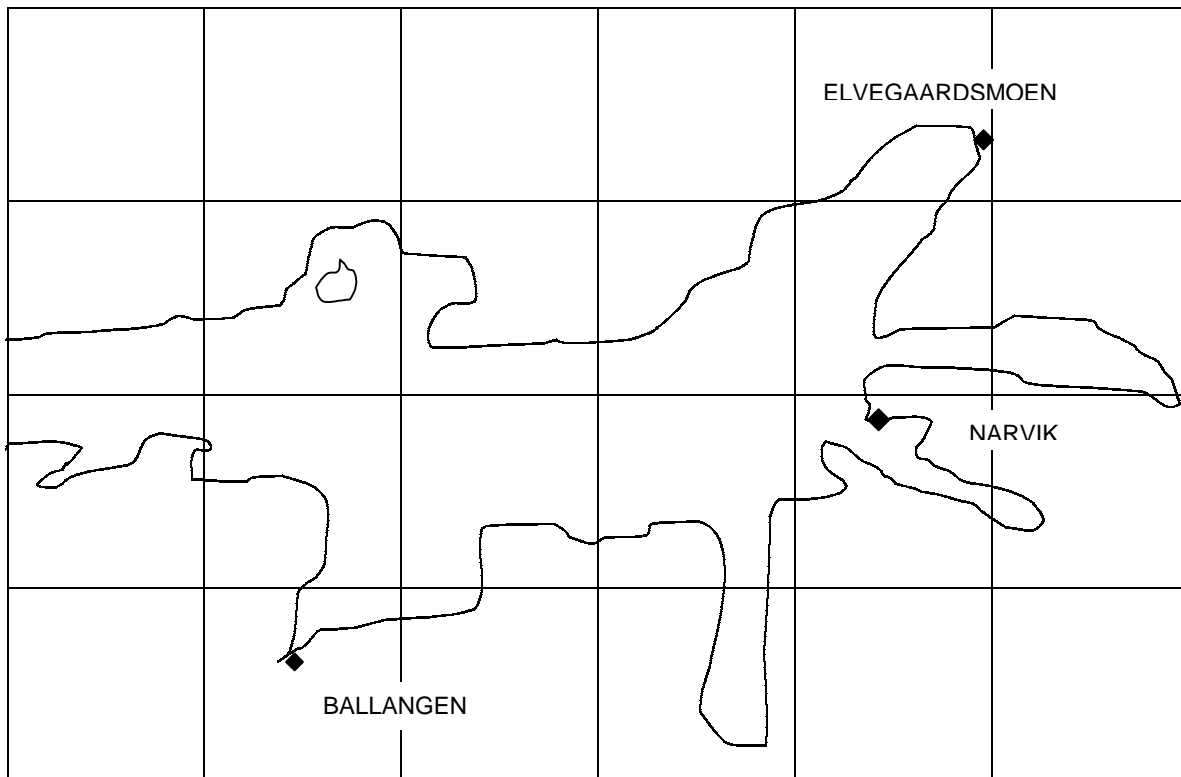
The playing area is restricted by land. The main channel of the fjord has a north-south width of 8 inches and an east-west length of 40 inches. The west end of this area is the British friendly edge. The harbor of Narvik is a circle of water 4 inches in diameter situated at the middle of the east end of the fjord so that there is a 2 inch opening between it and the fjord. A small spit of land projects 1 inch into the fjord on its south side 11 inches from the west edge. This spit will block east-west line of sight.

German Division 1 begins in the harbor of Narvik. German Division 2 begins 20 inches from the west edge, in the middle of the fjord. German Division 3 begins on the east side of the small spit of land.

British Division 1 is on a course of 090, on the west edge, in the middle of the fjord. British Division 2 begins 4 inches ahead of Division 1, in line ahead, on a course of 090. British Division 3 is on a course of 090, 2 inches south of Division 2 and 3 inches ahead of Division 1. British Division 4 is on a course of 090, 2 inches north of Division 2 and 3 inches ahead of 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.



Victory Conditions:

- a) The German player gets 2 points for each British destroyer sunk or left dead in the water. The German player wins automatically if the Warspite sunk or left dead in the water.
- b) The British player gets 1 victory point for each German destroyer sunk or left dead in the water.

Special Rules:

1. The German ships have unrepaired damage from their previous engagement and have also expended some torpedoes. Optionally, use the damage actually inflicted and torpedoes used in the previous scenario.
 - Ludemann: A gunmount out, A torpedo mount fired.
 - von Arnim: limited to 4.00 inches speed.
 - Koellner: maximum speed of 1.00 inch.
 - Giese: in Narvik harbor trying to repair machinery, roll 2D6 each turn for a **3** or less to repair, can join Division 1 when repaired.
 - Thiele: in Narvik harbor trying to repair machinery, roll 2D6 each turn for a **4** or less to repair, can join Division 1 when repaired, maximum speed 2.50 inches, guns and torpedoes in local control.
 - von Roeder is a static battery in Narvik harbor with only her forward guns operational.
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 (**-6** against the Warspite).
3. All German destroyers are low on ammunition. A German destroyer will run out of ammunition if it rolls a **90** or higher (or pulls any red chit first) on a gunnery to hit die roll.
4. The Warspite's main battery has only armor-piercing rounds, which are relatively ineffective against unarmored targets. These only damage the locations they hit, with no additional damage. They are considered to have a power factor of **4**.
5. The British have a spotting aircraft present to spot gunfire for Warspite. It will also reveal the presence of all German ships, even if they are out of the line of sight of British ships.
6. The Tribals have their original gun armament of 4 twin 4.7 inch mounts.
7. The visibility base is **15** and the gunnery modifier is **-3** -- day with some low mist.

Outcome: A furious close-range action developed between the German and British destroyers. Cossack sustained significant gunfire damage and Eskimo lost her bows to a torpedo. The British sank Koellner outright and severely damaged most of the other German destroyers. These were scuttled by their crews as they ran out of ammunition. The German naval presence at Narvik had been entirely wiped out, but the German land forces were ultimately successful in their efforts to hold against an Allied counter-landing.

Warspite

Navy Class

Royal Navy Battleship

Date

1940

Surface Armament

Main Battery: 15 inch guns in 4 twin turrets
 Secondary Battery: 6 inch guns in 8 single casemates
 Anti-air Battery: 4 inch guns in 4 twin mounts

Ranges

32 inches
 13 inches
 21 inches

Directors

Fore and aft
 Port and starboard
 Port and starboard

Speed

3.00" 6 boilers 4 engines

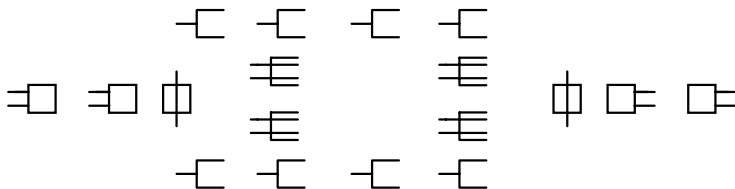
Flotation

Total: 79 DIW: 40 Sinking: 54

Torpedo Hits

17.7"-18": ±0 20.5"-22.5": ±1 24": ±2 Bulge: -1 to torpedo hits in way of locations 23-44

Armament Arrangement



Notes

- As refit in 1937.

Hits

Officers Berths	11-12	Void
Fuel Oil 1	13-14	Void
Main Magazine A	15-21	Main A
Main Magazine B	22-24	Main B, AAMGs
Main Magazine B	25	Bridge, Secondary 1 or 2
Transmitting Room	26	Bridge, Forward Main Director
Secondary Magazine	32	Bridge, Search Radar, AAMGs, Secondary Director 1 or 2 Secondary 3 or 4
Boiler Room 1 or 2	33	Secondary 5 or 6
Boiler Room 1 or 2	34	Funnel, Searchlight 1 or 2
Boiler Room 3 or 4	35	Funnel, Secondary 7 or 8
Boiler Room 3 or 4	36	Funnel, AAMGs
Boiler Room 3 or 4	41	Funnel
Boiler Room 5 or 6	42	Aircraft, Antiair 1 or 2
Boiler Room 5 or 6	43	Aircraft
Boiler Room 5 or 6	44	Aircraft, Catapult
Engine Room 1, 2, 3, or 4	45	Aircraft, Catapult, Antiair 3 or 4
Engine Room 1, 2, 3, or 4	46	Searchlight 3 or 4
Engine Room 3 or 4	51	Aft main director, Aft antiair director
Engine Room 3 or 4	52	Void
Main Magazine X	53-55	Main X, AAMGs
Main Magazine Y	56-62	Main Y
Fuel Oil 2, Propshaft 1 or 2	63	Void
Fuel Oil 2, Propshaft 3 or 4	64	Void
Steering	65	Steering
Void	66	Void

Internal Diagram

V1 1FP	FO1 2FP	PM A 2FP	PM B 2FP	TR 1FP	SM 2FP	BR1 B1 7FP	BR3 B3 7FP	BR5 B5 7FP	ER1 E1 5FP	ER3 E3 5FP	PM X 2FP	PM Y 2FP	FO2 2FP	ST 1FP	V2 0FP
						BR2 B2 7FP	BR4 B4 7FP	BR6 B6 7FP	ER1 E2 5FP	ER4 E4 5FP					

“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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“J/K/N/M” Classes

<u>Navy Class</u>	Royal Navy Destroyer	<u>Date</u>	1940
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	4.7 inch guns in 3 twin mounts	18 inches	Fore
Torpedoes:	21 inch torpedoes in 1 quintuple mount 2 special hits	13 inches at 4.25" 16 inches at 2.75"	Port and starboard
<u>Speed</u>	4.50	2 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

- Twenty-four Js and similar Ks and Ns were built.
- Most gave up a torpedo mount to ship a 4 inch anti-aircraft gun. This is treated as an AAMG for game purposes.
- Twelve Ls and Ms were similar, but with 4.7 inch guns in turrets (range 21 inches) and 2 quadruple torpedo mounts.

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	Search Radar
Boiler Room 1	34	Funnel
Boiler Room 2	35-36	Funnel
Boiler Room 2	41	AAMGs
Engine Room	42-44	Torpedo A
Engine Room	45-51	AAMGs [Torpedo B]
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	Void
Propshaft 1 or 2	63-64	Void
Steering	65-66	Steering

Internal Diagram

FO1 1FP	FM A&B 1FP	FO2 3FP	BR1 B1 5FP	BR2 B2 5FP	ER E1 E2 9FP	AM X 1FP	FO3 1FP	ST 1FP
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"Tribal" Class

<u>Navy Class</u>	Royal Navy Destroyer	<u>Date</u>	1941
		<u>Armor</u>	None

<u>Surface Armament</u>	<u>Ranges</u>	<u>Directors</u>
Main Battery: 4.7 inch guns in 3 twin 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

Speed 4.50 4 boilers 2 engines

Flotation Total: 27 DIW: 14 Sinking: 18

Torpedo Hits 17.7"-18": ±1 20.5"-22.5": ±3 24": ±5

Armament Arrangement



Notes

- Twenty-seven "Tribals" and their variants were completed.
- This form represents the "Tribal" class as modified by the substitution of a twin 4 inch AA mount for X Mount. The 4 inch mount 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	Search Radar
Boiler Room 1	34	Funnel
Boiler Room 2	35	AAMGs
Boiler Room 2	36	Funnel
Boiler Room 2	41	AAMGs
Engine Room	42-44	Torpedo A
Engine Room	45-51	AAMGs
Aft Main Magazine	52	Searchlight
Aft Main Magazine	53	AAMGs
Aft Main Magazine	54-55	AAMGs
Fuel Oil 3	56	Main Y
Fuel Oil 3	61-62	Main Y
Propshaft 1 or 2	63-64	Void
Steering	65-66	Steering

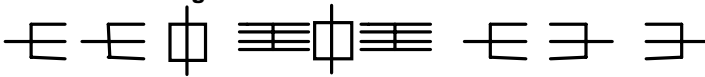
Internal Diagram

FO1 1FP	FM A&B 1FP	FO2 3FP	BR1 B1 5FP	BR2 B2 5FP	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	B1,B2	B3,B4	1FP	B5,B6	E1	1FP	E2	MX	3FP	2FP
	3FP	3FP	3FP		3FP	4FP		4FP	4FP		