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NARVIK

DOMBAS • KVAM • MIDTSKOGEN



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KVAM, 25-26 IV



April 25 and 26 1940 saw a clash between the British 15th Brigade and German units from the 196th Infantry Division near the Norwegian town of Kvam. Initially, the reconnaissance companies clashed with the British battalion (1 KOYLI). However, as time passed, both sides brought in reinforcements.

The town of Kvam was finally captured in the evening of April 26 after heavy fighting. The Germans had to bring in a heavy artillery division to break through the British positions. German airborne units also took part in the fighting, performing a bypass maneuver from the north.

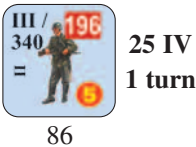
Germans:



85

95

196 ID							
I/340		4	4	3	2	2	1
II/340		4	3	3	2	2	1
III/340		4	4	3	3	2	1
I/345			4	3	2	2	1
II/345		4	3	3	2	2	1
III/345		4	4	3	3	2	1
I/112 Art.					5	3	1
I/729 Art.					6	4	2



86

Reinforcements:



86



86



86



86



86



86



86



86

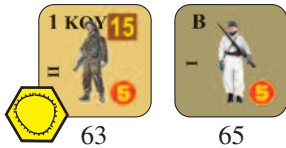


86

Fallshirm battalion							
1 comp.		2	2	1	1		
2 comp.		2	2	1	1		
3 comp.		2	2	1	1		

3/40	6	5	4	3	2	1
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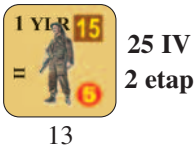
Allies:



63

65

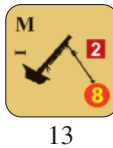
Reinforcements:



13



13



13

1 KOYLI	4	3	2	2	1
1 YLR	4	3	2	1	1
B				1	1
AT					1
M				2	1

FOOTNOTES:

- Initiative: Germans
- Supply: N/A
- Scenario length: 25-26 IV (six turns)

VICTORY CONDITIONS:

- Control the Kvam at the end of the game – instant victory

25
IV

D₁

D₂

N

26
IV

D₁

D₂

N



DOMBAS, 14-16 IV



The landing of German paratroopers was a big surprise for the small Norwegian crew. It seemed to everyone that the aim of the attack was to capture the royal family, who were hiding in nearby Sorperoa.

In the meantime, the Germans stormed the railway station in Dombas, wanting to capture this important railway junction. This was where Allied reinforcements from the ports were supposed to come from. However, the

Norwegians repelled all attacks and fortified the town. The Germans, who assumed that the attack would succeed without the slightest resistance, were very surprised by the situation. They tried to repeat the attacks, but three companies of paratroopers were definitely not enough. They also began to run out of ammunition and were forced to withdraw to the south, where after several Norwegian attacks, 41 paratroopers were taken prisoner.



Germans:



94 (1) 94 (1) 94 (1)

Fallshirm battalion					
1 comp.		2	2	1	1
2 comp.		2	2	1	1
3 comp.		2	2	1	1



Norwegians:





64 53

I/11 pp	3	2	2	1
II/11 pp	3	2	2	1
A			1	1
MG/5			1	1
D			2	1

Reinforcements:



15 IV 1 etap 15 IV 2 etap



15 IV 1 etap 16 IV 2 etap

VICTORY CONDITIONS:

- For each Dombas hex 2 VP
- For each destroyed enemy unit 1 VP
- Instant **German** victory if there are no Norwegian units on board.
- Instant **Norwegian** victory if there are no German units on board.

- FOOTNOTES:**
- Initiative: Germans
 - Supply: N/A
 - Scenario length: 14-16 IV (nine turns)

14 IV

D₁

D₂

N

15 IV

D₁

D₂

N

16 IV

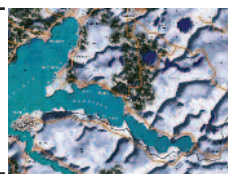
D₁

D₂

N



NARVIK, 13 V - 6 VI



Allies launched their attack on May 13, from Harstad in the north, through Bjerkvik and from the south through Ankenes, aimed at capturing Narvik and encircling the units of the German 3rd Mountain Division.

On May 28, after heavy fighting, the Allies managed to capture Narvik. The German units were forced to retreat towards the nearby border with Sweden, to positions located in the mountains. The almost hopeless situation of Dietl's troops caused confusion in the German Supreme Command, because Adolf Hitler, doubting the possibility of survival of the northern group, decided to allow the general to break through to the south, or, as a last resort, cross the Swedish border and submit to internment. However,

the situation was saved by the unwavering Chief of Staff of the OKW, General Alfred Jodl, who changed the content of the order so much that the telegram Dietl received suggested the need to hold on to the positions until the end.

A group of German troops led by General Valentin Feuerstein was coming to the rescue from the south, but their march was slowed down considerably by the terrible condition of the mountain roads, as well as by fighting with the Allied landing forces operating in the vicinity of Bodø. German aid for Dietl, who was being pushed further and further east, was therefore limited to airdrops made by the Luftwaffe.

Germans:

1203

1614

1106

615

515

1319

2203

1704

2317

1114

1415

1212

1716

1403

614

2004

2504

1614

21 V
1 turn

22 V
1 turn

23 V
1 turn



3 Gebirgs Division

HQ		1	1	1
1/I / 139	2	2	1	1
2/I / 139		2	1	1
3/I / 139		2	1	1
4/II / 139	2	2	1	1
5/II / 139		2	1	1
6/II / 139		2	1	1
7/II / 139	2	2	1	1
8/II / 139		2	1	1
9/II / 139		2	1	1
1 MG		2	1	1
2 MG		2	1	1
3 MG		2	1	1

1 / M	2	1
2 / M	1	1
3 / M	1	1
4 / M	1	1
5 / M	1	1



1	2	2	1	1
2	2	2	1	1
3	2	2	1	1



VICTORY CONDITIONS:

- For each destroyed enemy unit 1 VP
- **Instant** allied victory if there are no German units in Norway

FOOTNOTES:

- Initiative: Allies
- Supply:
Germans: Sweden
Allies: E, Narvik
- Scenario length: 13 V -6 VI
- Units not mentioned in the tables have 1 SP
- Units of different nationalities can't stack, save from combat engineers companies
- Hex available for airborne landing Reserve units. Entering of each of these costs 2 victory points.
- Naval units can attack from one hex range from the shores only
- Air units: 1 Bombers (Germans)

Allies:

I SP
= 317

II SP
= 317

IV SP
= 217

SP
217

1 E
708

2 E
212

1 13
212

2 13
212

342
307

21
105

3 24
200

19 24
200

69 24
200

11 6
203

2 6
1000

31 13
1000

14 27
1001

6 27
1101

12 27
1201

I/16 6
2000

II/16 6
2000

III/16 6
2000

3 6
2000

I/15 6
2400

II/15 6
2400

III/15 6
2400

Grom
Oforfiorden

Burza

Blyskawica

230 E 24
1300

1 SG 24
1300

2 SWB 24
1300

1 IG 24
1300

229 E 24
1300

49 2
201

20 2
201

9 2
201

III SP
217

2 Art.	3	1
11 Art.	3	1

6 ID (nor.)		
I/15	3	2 1
II/15	3	2 1
III/15	3	2 1
I/16	3	2 1
II/16	3	2 1
III/16		2 1
3 Art.		4 2

SP (Podhale Brigade)			
HQ			1 1 1
I	4	4 3 3	2 2 1
II	4	4 3 3	2 2 1
III	4	4 3 3	2 2 1
IV	4	4 3 3	2 2 1

27 Brigade (fr.)			
6		4 3 3	2 2 1
12		4 3 3	2 2 1
13		4 3 3	2 2 1
31/13	4	4 3 3	2 2 1

13 Brigade LC (fr.)			
1	4	4 3 3	2 2 1
2	4	4 3 3	2 2 1

2 Brigade (fr.)			
9		4 3 3	2 2 1
20		4 3 3	2 2 1
49		4 3 3	2 2 1

24 Brigade (fr.)			
3		4 3 3	2 2 1
19		4 3 3	2 2 1
69		4 3 3	2 2 1

24 Guards Brig. (br.)			
1 SG			1 1 1
1 IG		4 3 3	2 2 1
SWB	4	3 3	2 2 1
229 E			2 1
230 E			2 1

1 E	2 1	342	2 1 1 1
2 E	2 1	21	2 1 1 1

18 V
D N

19 V
D N

20 V
D N

21 V
D N

22 V
D N

23 V
D N

24 V
D N

25 V
D N

26 V
D N

27 V
D N

28 V
D N

29 V
D N

30 V
D N

31 V
D N

1 VI
D N

2 VI
D N

3 VI
D N

4 VI
D N

5 VI
D N

6 VI
D N

MIDTSKOGEN, 3-5 V



The Battle of Midtskogen was one of the last acts of the German conquest of Norway. The Norwegian battalion defending here blocked the only road to Elverum. Germans consistently aimed to take over the entire country and connect with the Swedish border. The German battle group attacked the Norwegians and surprisingly suffered a defeat. Almost a month after the campaign began, no one in the German headquarters expected such fierce resistance.

However, German reinforcements quickly arrived,

including artillery. Another attack on Lysgard forced the Norwegians to withdraw beyond the stream. The Germans pushed forward and crossed the road bridge on May 3.

The weakened Norwegian units tried to stop the Germans using the forest. But with no artillery of their own, the Norwegian infantry became only a target for the German guns. The Germans destroyed enemy positions as soon as they opened fire. On the evening of May 5, the Germans entered Midtskogen and the road to Elverum was open to them.

Germans:

13

13

13

196 ID							
I/340		4	4	3	2	2	1
II/340		4	3	3	2	2	1
II/234 Art.					5	3	1

Norwegians:

44

45

46

75

Sven	2	1
Movstad	2	1
Bo	2	1
Barlim	2	1

VICTORY CONDITIONS:

– Control the Midtskogen at the end of the game – **instant** victory.

- FOOTNOTES:**
- Initiative: Germans
 - Supply: N/A
 - Norwegian units are fortified
 - Scenario length: 3-5 V (nine turns)

3 V

D₁

D₂

N

4 V

D₁

D₂

N

5 V

D₁

D₂

N



FIRST NAVAL BATTLE



At 5:35, three destroyers, "Hardy", "Hunter" and "Havock", entered the port roadstead in a rail formation and attacked the German ships in the port by surprise with a salvo of torpedoes, then opened fire. The destroyer "Wilhelm Heidkamp" was hit. Two more torpedoes hit "Anton Schmitt", which also sank. The Germans were completely surprised and initially raised an anti-aircraft alarm. After the initial surprise, "Diether von Roeder", "Hans Lüdemann" and "Hermann Künne" opened fire on the British ships with their guns, but it was not accurate. "Diether von Roeder" moved, dragging anchors along the bottom and fired a salvo of eight torpedoes, but fortunately for the British, they passed under the British ships at too great a depth. In turn, the British destroyers, together with the other two, maneuvering in front of the port, severely damaged the "Roeder" with artillery fire and damaged the "Lüdemann" as well. The three British destroyers were then joined by "Hostile" and "Hotspur". Torpedoes and artillery fire also sank six German ships in the port, three

captured Allied ships and two Swedish ships. At 6:50, the British began their retreat. However, three German destroyers stationed there then sailed out of Herjangsfjord against the British flotilla: "Wolfgang Zenker", "Erich Koellner" and "Erich Giese", which fought, initially without effect on either side. The British flotilla then headed at high speed on a return course towards the exit from the fjord. At this time, however, the last two destroyers, „Georg Thiele” and „Bernd von Arnim”, entered the fight, sailing out of the southern Ballangen fjord and crossing the course of the retreating British from the left. At first, the British mistook these ships for their own cruisers, but soon realized their mistake and decided to turn to port to fire on Thiele and Arnim with their starboard guns. At about 7 o'clock, the German destroyers accurately fired at the leading destroyer „Hardy” from close range, hitting her in the bridge. Under further fire, „Hardy” turned into a burning wreck.

Allies:

Havock

Hunter

Hardy

Hotspur

Hostile

415

215

116

613

612

FOOTNOTES:

– Initiative: Allies.

– In the D1 only allies can fire.

– Supply: N/A.

– Scenario length: 4 turns.

VICTORY CONDITIONS:

– For each destroyed enemy ship 1 VP

D₁

D₂

D₃

D₄

Germans:

Z 21

Z 18

Z 19

Z 17

Z 22

1313

913

1213

1312

1113

Z 2

Z 11

Z 9

Z 13

Z 12

119

120

908

1107

1108

Z 2

Z 9

Z 11

Z 12

Z 13

5

4

3

2

1

Z 17

Z 18

Z 19

Z 21

Z 22

5

4

3

2

1

For the naval scenarios rules 18.11-18.16 are in effect.

Each ship has 20 movement units
Ships can't end their movement stacked, but they can cross hexes occupied by friendly ships.

There has to be line of sight between target and firer.

7

SECOND NAVAL BATTLE



The second naval battle of Narvik took place on April 13, 1940. At about 12:30, a strong British squadron under Vice Admiral William Whitworth, consisting of the battle-ship "Warspite" and 9 destroyers, sailed into the Ofotfjord. The British ships were also preceded by a Fairey Swordfish reconnaissance seaplane from the battle-ship "Warspite".

The first to be spotted by the British at 13:28 and fired

upon was the destroyer "Künne", which, however, had for the time being left under a smoke screen. The British squadron was attacked by "Koellner".

However, it was detected by a seaplane and within a few minutes it was hit by a torpedo and several hits from the destroyers' shells. "Zenker", "von Arnim" and "Lüdemann" left Narvik and entered the waters of the Ofotfjord, joined by "Künne".

Allies (115):

Bedouin 7

Punjabi 7

Eskimo 7

Cossack 7

Hero 7

Forester 7

Warspite 12

Foxhound 7

Kimberley 7

Icarus 7

Germans:

Z 18 7

Z 19 7

Z 17 7

Z 2 7

Z 11 7

Z 9 7

Z 13 7

Z 12 7

613 314 1213 712 512 513 315 1108

Forester			5	4	3	2	1
Cossack	7	6	5	4	3	2	1
Kimberley			5	4	3	2	1
Foxhound			5	4	3	2	1
Icarus			5	4	3	2	1
Punjabi	7	6	5	4	3	2	1
Eskimo	7	6	5	4	3	2	1
Bedouin	7	6	5	4	3	2	1

Warspite			23	22	21
	20	19	18	17	16
	15	14	13	12	11
	10	9	8	7	6
	5	4	3	2	1

- FOOTNOTES:
- Initiative: Allies
 - Ships are moving alternately: British ship, German ship, British ship, etc
 - Supply: N/A
 - Scenario length: 4 turns
 - At any time each player may declare his loss – Germans are sinking their ships, Brits are leaving the battlefield

Z 2		4	3	2	1
Z 9	5	4	3	2	1
Z 11			3	2	1
Z 12	5	4	3	2	1
Z 13		4	3	2	1

Z 17	4	3	2	1
Z 18	4	3	2	1
Z 19		3	2	1



Combat and movent influence

terrain	combat influence	movement cost				
		infantry	armoured mechanized	motorized	cavallry	artillery
clear	0	1	1	1,5	1	1,5
stream	-1	+1	+2	+3	+1	+2
railway	depend of terrain		1,5	2	1,5	2
secondary roads	--	1/2	1/2	1/2	1	1
roads	--	1/2	1/3	1/3	1/2	1/2
bridge	depend of terrain	by road 1/2 MP, in clear terrain 2 MP				
mountain	1/2 strength points	3	unapproachable	unapproachable	unapproachable	unapproachable
forest	-1	+1	+2	+2	+2	+2
city	-2	+1	+1	+1	+1	+1
village	-1	+1	+1	+1	+1	+1