

# VICTORY AT SEA™

## NEW SCENARIOS

SCENARIOS CREATED BY RICHARD BAX

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## FIRST BATTLE OF NARVIK

The German plan to take Narvik depended on both force and guile. In the early morning of 9 April, 1940, a force of German destroyers, packed with ground troops, steamed up Vestfjord under total darkness, relying only on dead reckoning, a tough navigational feat. After destroying the two ancient coastal defence warships with torpedoes, the destroyers moved quickly to unload their troops. Its defences disorganised and overwhelmed, Narvik fell swiftly to the invading Germans.

Having succeeded in their mission, the German destroyers now had a problem. They were low on fuel and only one of the two ex-Norwegian whalers (converted to makeshift tankers) that were supposed to be in Narvik ahead of the invaders was present. With only one freighter present, it would take twice as long to refuel the destroyers. The plan had been for all the destroyers to leave that night of 9 April, but only three destroyers had been refuelled by midnight. Obviously, they would have to wait another day, and leave the next

night. In the interim, the destroyers were scattered around the fjord to lessen the danger of aerial attack. The Germans also deployed a group of U-boats off Ofotfjord as a picket against British naval attack. They reported four British destroyers on a southwest course – away from Narvik. Reassured, the Germans settled in for a long night of refuelling and waiting.

The four destroyers spotted by the U-boats were the Royal Navy's 2nd Destroyer Flotilla, commanded by Captain Bernard Armitage Warburton-Lee, who had orders to go to Narvik to prevent any German troops landings. They were heading southwest to await high tide before steaming into the fjord.

As he waited, Warburton-Lee was informed by the Admiralty that the Germans had managed to seize Narvik with only one ship. Sceptical that the Germans could do so much with so little, he contacted the Norwegian Tranoy Lighthouse on the east side of Vestfjord. The British spoke no

Norwegian and the Norwegians spoke no English but, despite their limitations, they determined that at least six German destroyers had sailed into Narvik along with a submarine.

Despite being joined by a fifth destroyer, Warburton-Lee was still outnumbered, but had orders to act aggressively. In the grandest of Royal Navy tradition Warburton-Lee decided to attack at dawn, utilising the high tide to get him over the reported minefields (there were none) and gain maximum surprise.

At 0300, the German destroyer *Diether von Roeder* headed for the entrance to Narvik harbour to take over patrol duties from *Anton Schmitt*. Thirty minutes later *Diether von Roeder* inexplicably turned back to Narvik harbour, despite having orders to remain on patrol until 0420.

At 0343, with visibility near zero, the British force, unaware that they were less than a mile behind *Diether von Roeder*, headed for Narvik.

# SCENARIO: FIRST BATTLE OF NARVIK

## Royal Navy Fleet

- H-Class Destroyers (*Hardy*, *Hotspur*, *Hostile*, *Havock*, *Hunter*)

## Kriegsmarine Fleet

- Type 1934-class Destroyers (*Georg Thiele* (Z2), *Wolfgang Zenker* (Z9), *Bernd von Arnim* (Z11), *Erich Giese* (Z12), *Erich Koellner* (Z13))
- Type 1936A-class Destroyers (*Diether von Roeder* (Z17), *Hans Ludemann* (Z18), *Hermann Kunne* (Z19), *Wilhelm Heldkemp* (Z21); *Anton Schmitt* (Z22))
- Tanker (*Jan Wellem*)

## Pre-Battle Preparation

All fleet units are placed on the table as shown on the chart. The *Diether von Roeder* is headed into the harbour.

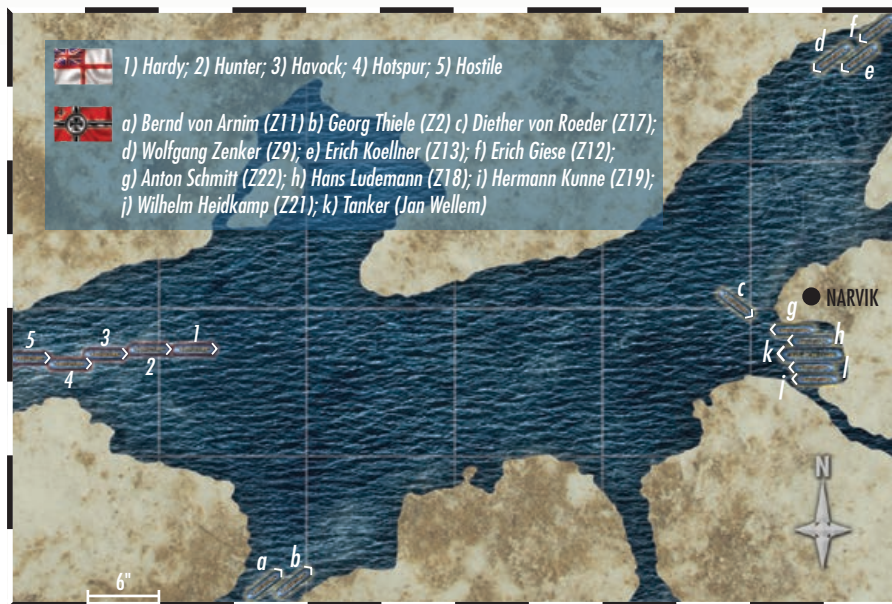
## Scenario Rules

The battle occurs during the day in good weather. At the beginning of each turn roll 1D6. On a roll of 1–2 a snow flurry rolls in (use the night battles rules). Continue to a roll a 1D6 at the beginning of each turn and on a 1–2, the flurry ends.

German destroyer *Wilhelm Heldkemp* has only four torpedoes loaded in one rack.

With the exception of *Diether von Roeder*, all other German destroyers are at anchor. *Hermann Kunne* and *Hans Ludemann* are alongside *Jan Wellem* refuelling.

All of the German ships must use night battles rules until the British ships are spotted, score a successful torpedo hit, or open fire with their guns, and with the exception of *Diether von Roeder*, may then attempt



to get underway (*Diether von Roeder* can behave normally).

At the end of each turn, every ship not under way makes a Crew Quality Check, on a success the ship gets under way and may move as normal. The refueling ships are at a -1 penalty on their Crew Quality Check due to the presence of fuel hoses crisscrossing their decks.

Each torpedo fired into or out of the harbour region (next to Narvik) that misses has a chance of hitting a civilian ship also in anchor. Roll 1D6 for each such torpedo.

- On a roll of a 6, the torpedo hits a civilian ship. If a Civilian ship is struck, roll 2D6.
- On a 2–6 the torpedo hits a German freighter and the Royal Navy gains 25 Victory Points.
- On a 7–10, the torpedo hits a neutral freighter and the Royal Navy loses 5 Victory Points.

- On a 11–12 the torpedo hits a British freighter and the Royal Navy loses 25 Victory Points.

The Royal Navy has the Initiative for the first three turns.

## Optional Rules

**Diether von Roeder on patrol:** Place the *Diether von Roeder* within 10" of the Royal Navy force, heading north.

## Game Length

The game ends when all German destroyers are sunk or the British exit the left side of the chart.

## Victory and Defeat

If one fleet manages to earn twice as many Victory Points as the other it will gain a Major Victory.

Otherwise, the fleet that earns the most Victory Points will gain a Minor Victory.



Type 1936A-class destroyers



HMS Warspite meets the Kriegsmarine head on

# SECOND BATTLE OF NARVIK

The initial British attack by the 2nd Destroyer Flotilla had been quite successful, destroying two German destroyers and severely damaging several others. A follow up reconnaissance by HMS *Bedouin* and HMS *Penelope* noted no signs of reinforcement and no new minefields. Their recommendation to the Admiralty was to go in again and finish the job.

The German situation was dire as the destroyers had not been able to refuel. Additionally, *Wilhelm Heidkamp* was sinking, *Diether von Roeder* was immobile and only usable as a floating battery, *Anton Schmitt* was sunk, and two other destroyers were badly damaged and one mildly damaged. The remaining four destroyers were undamaged but not refuelled. Amazingly, the tanker *Jan Wellem* was still intact and could refuel the surviving destroyers.

At 0840, 10 April, *Wolfgang Zenker* and *Erich Giese*, now refuelled, made a break for open sea only to turn back when British ships were spotted. The next day saw all four undamaged destroyers refuelled and ready to break out but the weather was determined to be unfavourable, so the decision was to delay again. It did not work out well.

That evening, *Erich Koellner* and *Wolfgang Zenker* separately ran aground while on patrol. *Koellner* was left unseaworthy and *Zenker's* propellers were damaged, cutting her speed. Now there were only two operational destroyers, three that could do 28 knots, one that could do 20 knots, and two so severely damaged they were no longer seaworthy. *Erich Koellner* was to be used as a floating

battery on the north side of Ofotfjord, while *Diether von Roeder* would be used near Narvik harbour.

The British tried a couple of airstrikes which resulted in no hits and the loss of three Swordfish. A naval assault led by the light cruiser HMS *Penelope* was then authorised but on the way she was severely damaged when she ran aground, halting the attack before it began. At this point British Admiralty lost all patience and sent in a battleship. The battleship in question was HMS *Warspite*, a veteran of the Battle of Jutland, under Captain Victor A.C. Crutchley, escorted by the destroyers *Icarus*, *Hero*, *Forester*, *Cossack*, *Kimberly*, *Foxhound*, *Bedouin*, *Punjabi*, and *Eskimo*. This time there would be no surprise assault at dawn; the British force simply stormed into the fjord.

# SCENARIO: SECOND BATTLE OF NARVIK

## Royal Navy Fleet

- Queen Elizabeth-class Battleship (*Warspite*)
- Tribal-class Destroyers (*Bedouin*, *Punjabi*, *Eskimo*, *Cossack*)
- H-Class Destroyer (*Hero*)
- I-Class Destroyer (*Icarus*)
- F-class Destroyers (*Forester*, *Foxhound*)
- J, K & N-Class Destroyer (*Kimberly*)

## Kriegsmarine Fleet

- Type 1934-class Destroyers (*Georg Thiele* (Z2), *Wolfgang Zenker* (Z9), *Bernd von Arnim* (Z11), *Erich Giese* (Z12), *Erich Koellner* (Z13))
- Type 1936A-class Destroyers (*Diether von Roeder* (Z17), *Hans Ludemann* (Z18), *Hermann Kunne* (Z19))

## Pre-Battle Preparation

All fleet units are placed on the table as shown on the chart.

## Scenario Rules

Battle occurs in the day during good weather. At the beginning of each turn roll 1d6. On a roll of a 1–2 a snow flurry rolls in (use the night battles rules). Continue to a roll 1d6 at the beginning of each turn, on a 1–2 the flurry ends.

German destroyers *Erich Koellner* and *Diether von Roeder* are immobile and have no torpedoes. They have been anchored in shallow water and cannot be hit by torpedoes. *Diether von Roeder* has Hull 4. *Erich Koellner* is otherwise undamaged.

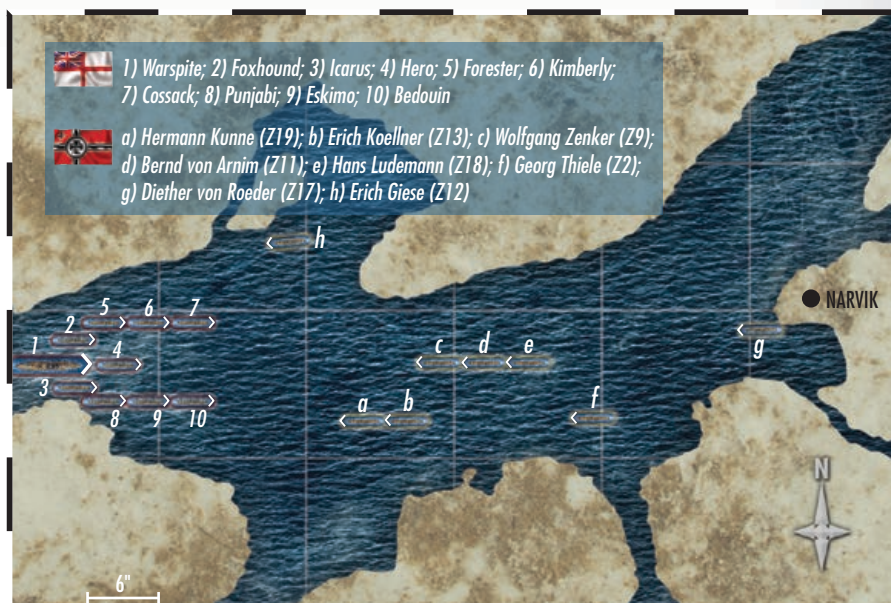
*Wolfgang Zenker* has Engine Critical 1 (props damaged), which cannot be repaired, and is reduced to Flank Speed 4". She is otherwise undamaged.

*Bernd von Arnim* has Hull 1, Flank Speed 6" and 6 torpedoes.

*Georg Thiele* has Hull 1 and 6 torpedoes.

*Hans Ludemann* has Hull 2, Flank Speed 6", Light Guns Attack Dice of 2 and 6 torpedoes.

*Erich Giese* has Flank Speed 6".



## Optional Rules

**Torpedoes Problems:** Both the British and German forces experienced problems with their torpedoes running deep. This was later determined to be due to the less dense fresh water in the fjords. The Germans torpedoes also had one addition problem, the highly sensitive magnetic detonator on their torpedoes was adversely affected by the more northern latitudes resulting in premature explosions.

For each torpedo that successfully hits its target, roll 1d6. If the torpedo was launched by a Royal Navy ship, a result of 1 is a miss. For the Kriegsmarine, a result of 1 or 2 is a miss.

**U-Boats:** U-64 was sunk by an aircraft from HMS *Warspite*. U-46 was preparing to attack *Warspite* when she hit an underwater ridge and was forced to surface and escape. Maybe this time they will do better?

Add two Type VIII U-boats. Place one at the centre of the northeast corner box of the chart. The second enters the table from the west side on Turn 3.

## Game Length

The game ends when all German destroyers are sunk or the Royal Navy exits the left side of the map.

## Victory and Defeat

If one fleet manages to earn twice as many Victory Points as the other, it will gain a Major Victory.

Otherwise, the fleet that earns the most Victory Points will gain a Minor Victory.

If HMS *Warspite* is sunk, the Kriegsmarine win a Major Victory immaterial of the Victory Point total.



HMS *Warspite*

# BATTLE OF THE BARENTS SEA

Convoy JW-51B, comprising fourteen merchant ships carrying war materials, set sail for the USSR on the Murmansk Run. They were protected by the destroyers HMS *Achates*, *Orwell*, *Oribi*, *Onslow*, *Obedient* and *Obdurate*, the Flower-class corvettes HMS *Rhododendron* and *Hyderabad*, the minesweeper HMS *Bramble*, and the ASW trawlers *Vizalma* and *Northern Gem*.

The convoy sailed in the dead of winter (December 1942) in order to limit attacks by German aircraft, which had devastated Convoy PQ 17 earlier that year. Force R, with the cruisers HMS *Sheffield* and *Jamaica* and two destroyers, were also in the Barents Sea providing distant cover.

On 24 December, the convoy was sighted by German reconnaissance aircraft. In response, the German Naval Staff sortied a task force under the command of Viceadmiral Kummetz, centred on the heavy cruiser *Admiral Hipper* and the pocket battleship *Lützow*, with six escorting destroyers. His orders: 'Procedure on meeting the enemy:

*avoid a superior force, otherwise destroy according to the tactical situation.'*

On 28–29 December the convoy sailed through heavy gales and in the process lost five merchant ships, the destroyer *Oribi* and ASW trawler *Vizalma*. HMS *Bramble*, the minesweeper, was detached to search for the lost vessels because she had one of the two best search radars in the convoy.

Force R was reduced in strength when both destroyers were detached for refuelling to support an upcoming return convoy.

On 30 December, three of the missing merchants managed to reconnect with convoy. Unfortunately, they brought the German submarine *U-354* with them.

With the convoy shadowed by *U-354*, the Germans chose to split their forces in attempt to flank it and while the escorting British destroyers focussed their attention on one force, the second would be free to ravage the merchant ships. To that end, *Lützow*, with her three destroyers,

would stay south of convoy's projected course while *Hipper* and her three destroyers would swing around behind the convoy to the north side. They would then attack in the short window of daylight available in the far northern winter, making it easier to avoid enemy torpedoes as well as improving heavy ship gunnery. A classic set-piece attack. However...

Hours before the attack, German Naval Staff sent out one additional order; 'Contrary to the operational order regarding contact against the enemy, use caution even against enemy of equal strength because it is undesirable for the cruisers to take any great risks.' This put the Kriegsmarine into a bit of a bind; sink the convoy but do not get hurt in the process.

Then *U-354* was spotted and forced to break contact, putting the exact location of the convoy in question. The weather began to deteriorate and then two destroyers of the *Admiral Hipper* group were spotted by the British escorts at the back of the convoy.



Convoy JW-51B is set upon by the Kriegsmarine

# SCENARIO: BATTLE OF THE BARENTS SEA

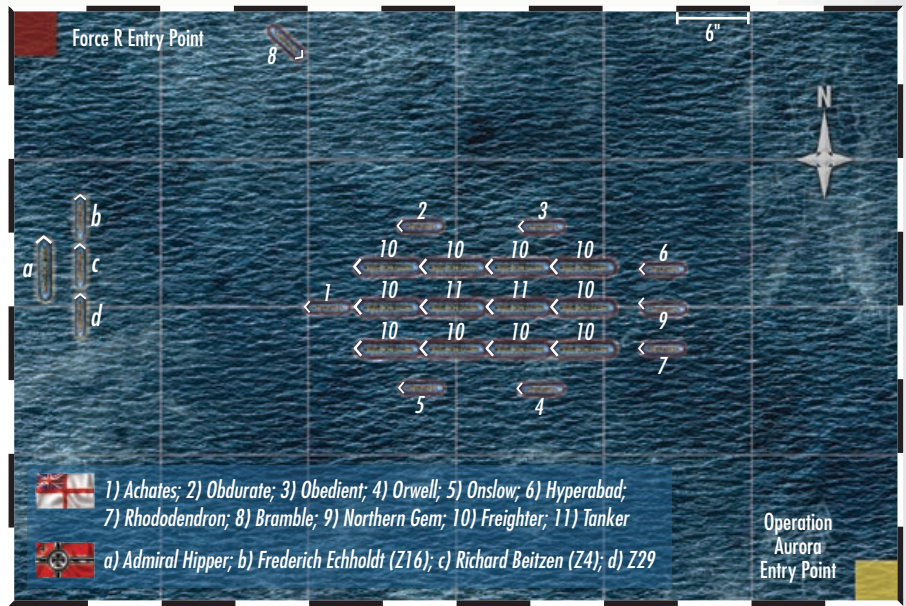
## Kriegsmarine Fleet

### Operation Regenboden

- Admiral Hipper-class Cruiser (*Admiral Hipper*)
- 1934-class Destroyers (*Frederich Echholdt (Z16)*, *Richard Beitzen (Z4)*)
- 1936A-class Destroyer (*Z29*)

### Operation Aurora

- Deutschland-class Cruiser (*Lützow*)
- 1934-class Destroyer (*Theodor Riedel (Z6)*)
- 1936A-class Destroyer (*Z30*)
- 1936A (Mob)-class Destroyer (*Z31*)



## Royal Navy Fleet

### Convoy JW-51B

- A-class Destroyer (*Achates*)
- O-class Destroyers (*Obdurate*, *Obedient*, *Orwell*, *Onslow*)
- Flower-class Escorts (*Hyderabad*, *Rhododendron*)
- Minesweeper (*Bramble*) – (treat as Flower-class)
- ASW Trawler (*Northern Gem*) – (treat as Flower-class with no radar)
- 10 Merchant Ships (treat as Tramp Freighters)
- 2 Oil Tankers

### Force R

- Crown-class Cruiser (Southampton Group) (*Sheffield*)
- Crown-class Cruiser (Fiji Group) (*Jamaica*)

## Pre-Battle Preparation

The convoy and the Operation Regenboden fleet units are placed on the chart as shown.

## Scenario Rules

Battle starts in the day during good weather, but maximum visual spotting distance is 16" due to the twilight lighting and snow flurries.

Use Refits up to and including 1942.

At the beginning of each turn roll 1d6 and consult the table below.

- |      |                           |
|------|---------------------------|
| 1:   | Decrease visibility by 2" |
| 2:   | Decrease visibility by 1" |
| 3-4: | No change                 |
| 5:   | Increase visibility by 1" |
| 6:   | Increase visibility by 2" |

Due to their orders the *Admiral Hipper* and *Lützow* must attempt to open range if a Royal Navy destroyer or cruiser approaches to within 10". If either Kriegsmarine cruiser is hit by a torpedo it must immediately attempt to exit the map.

At the start of the fourth turn, roll 1d6; on a 4-6, the Operation Aurora battle group is placed on the table at its entry point. Keep rolling at the beginning of each subsequent turn, but add a consecutive +1 to the roll.

At the start of Turn 6, roll 1d6; on a 4-6, the Force R battle group is placed on the table at its entry point. Keep rolling at the beginning of each subsequent turn, but add a consecutive +1 to the roll.

Neither side may fire on the other until an enemy unit is identified. To identify one ship visible to another, make a successful Crew Quality Check. The Kriegsmarine ships were afraid of firing on each other as they closed in on either side, and the Royal Navy ships were erroneously informed that Russian destroyers might be in the area.

## Optional Rules

**Force R Destroyers:** Add the M-class Destroyers (*Musketeer*, *Matchless*) to Force R.

**Oribi Finds Convoy:** Add one O-class Destroyer to Convoy JW-51B between *Hyderabad* and *Rhododendron*.

**No Last Minute German Orders:** The German cruisers are no longer forced to turn away or escape if hit by torpedoes.

**U-354 is Back:** Add a Type-VIII Submarine, 10" directly behind the convoy.

## Game Length

The game ends when all Kriegsmarine units are sunk or exit the map.

## Victory and Defeat

If the Kriegsmarine can sink six merchants or tankers without either cruiser being crippled, they win a Major Victory. Similarly, if they can sink three merchants or tankers without either cruiser being crippled, they win a Minor Victory.

If the Royal Navy loses two or fewer merchant ships, or cripple a Kriegsmarine cruiser, they win a Minor Victory. If they can cripple both German cruisers, or sink one of them, while losing fewer than six merchants or tankers they win a Major Victory. Anything else is a draw.

# BATTLE OF EMPRESS AUGUSTA BAY

The invasion of the northern Solomon Island of Bougainville was conducted on 1 November, 1943. The Third Fleet Amphibious Force, consisting of the 3rd Marine Division, the 37th Infantry Division, and the Advance Naval Base Unit No. 7, constituted the landing force, while Task Force 39, commanded by Rear Admiral A. Stanton Merrill, covered the landings. TF39 consisted of Cruiser Division 12, which included the light cruisers USS *Montpelier*, *Cleveland*, *Columbia*, and *Denver*, supported by Destroyer Divisions 45 and 46. It was to screen the transports and support vessels from Japanese air and surface attack.

Vice Admiral Ōmori Sentarō, with Cruiser Division 5, was located at Rabaul. With

reports of landings at Bougainville, Vice Admiral Samejima Tomoshige, Commander of the Japanese Eighth Fleet, dispatched Ōmori to escort a counter-landing force of transports, but the link-up with the transports failed. Ōmori then requested to attack the American transports, hoping to replicate the successful night action executed by the heavy cruisers at Savo Island on 9 August 1942. With the heavy cruisers *Myōkō* and *Haguro*, the light cruisers *Sendai* and *Agano*, and a vanguard of destroyers, he moved to attack the transports.

However, the Japanese received a faulty report that the American transports were still unloading and as a result were dispersed in three columns. While some Japanese

ships mounted radar, the operators of the equipment were poorly trained, and so Ōmori relied on visual spotting.

Unfortunately, Ōmori's approach had been spotted by reconnaissance aircraft, and Admiral Merrill's TF39 was steaming to intercept. Merrill's force was set up in the standard formation employed for night action, with one difference: the destroyers were not tied to the main battle line. Instead they were removed from the cruisers, with flexibility and freedom of action. TF39's ships began to detect one of the Japanese columns at a range of 35,900 yards. With this contact, Admiral Merrill deployed across the Japanese line of approach and prepared to engage.

## SCENARIO: BATTLE OF EMPRESS AUGUSTA BAY

### Imperial Japanese Fleet

- Myoko-class Cruisers (*Myōkō*, *Haguro*)
- Sendai-class Cruiser (*Sendai*)
- Shiratsuyu-class Destroyers (*Shigure*, *Samidare*, *Shiratsuyu*)
- Yugumo-class Destroyer (*Naganami*)
- Agano-class Cruiser (*Agano*)
- Kagero-class Destroyer (*Hatsukaze*)
- Akizuki-class Destroyer (*Wakatsuki*)

### US Navy Fleet

- Cleveland-class Cruisers (*Montpelier*, *Cleveland*, *Columbia*, *Denver*)
- Fletcher-class Destroyer (*Charles F. Ausburne*, *Dyson*, *Stanley*, *Claxton*, *Spence*, *Thatcher*, *Converse*, *Foote*)



### Pre-Battle Preparation

The Japanese and US Navy fleet units are placed on the table as shown.

### Scenario Rules

Battle occurs at night during good weather.

Use refits up to an including 1943.

A few hours earlier *Haguro* received a single bomb hit amidships, reducing her Hull by 2 points and her Flank Speed to 6".

### Optional Rules

**Reconnaissance Flight:** The Japanese had two floatplanes airborne that night. At the start of each turn roll 1d6 for each floatplane. On a result of 1, randomly determine a US ship and place a flare over it (use the Star Shell rules).

### Game Length

The game ends when all of one fleet's units are sunk or have exited the table.

### Victory and Defeat

If the US Navy cripple three cruisers and prevent the heavy cruisers from exiting the lower right corner of the map, they win a Major Victory. If they cripple one cruiser and prevent the heavy cruisers from exiting the lower right corner, they win a Minor Victory.

If the IJN can cripple three cruisers and exit both heavy cruisers at the lower right corner of the map, they win a Major Victory. If they can exit both heavy cruisers at the lower right corner, they win a Minor Victory. Any other result is a draw.