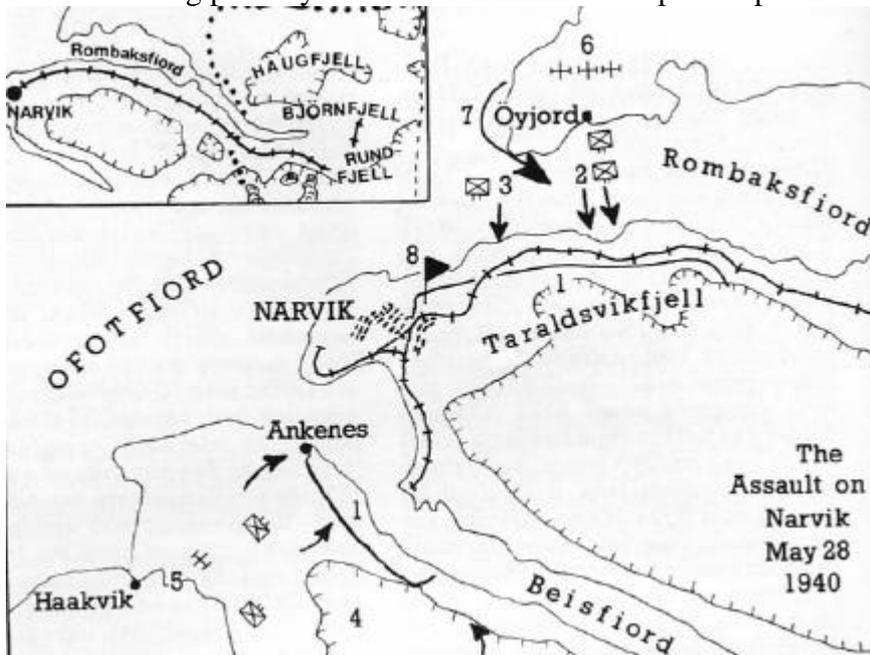


Narvik, May 28th 1940

by Michael Coughlan

The assault on Narvik began midnight 27th. at 0400 on the 28th May 1940. One French Foreign Legion battalion, the Norwegian battalion and a section of tanks were ashore working their way across broken ground up the slope of Taraldsvikfjell. The German infantry launched a counter attack and drove the Allied troops back and forced the second Foreign Legion battalion to be landed further down the shore, but after half an hour the line was held with help from a destroyers guns and artillery support from across the fjord. By noon the high ground had been taken and the Germans were with- drawing through broken ground along the railway. The Narvik garrison abandoned the town and joined the retreat.

Narvik was also being assaulted to the south by three Polish battalions and an outflanking move was also taking place by French and Polish ski troops to capture the railway in the German rear.



Map Legend

- 1) German positions around Narvik & Ankenes
- 2) 1st Foreign Legion Bn. Norwegian Bn there tanks
- 3) 2nd Foreign Legion Bn
- 4) Polish Chasseurs de Nord 1st 2nd & 4th Bns
- 5) British 25pdr Battery
- 6) Two French 75mm Batteries and Norwegian motorised battery
- 7) Route of assault forces
- 8) German HQ

I have decided to use Scenario 3. Counterattack p37 from the rulebook. All the scenario rules apply. The battle forces are as follows;

Allies

CO(CV8)

2 HQs(7)

1 FOA(7)

1 battalion of Norwegians with 9 inf unit/ 1 mg support/ 1 mortar support/ 3 Artillery(75mm)Stats from p94 rulebook

2 battalions Foreign Legion with 18 inf units/ 4 mg supports/2 mortar supports/2 AT guns(25mm)/
1 Light tank unit (H35/39) Stats from p71 from rulebook with the following changes the special
rules do not apply.

Germans

1 CO(CV10)

2 HQ(CV8)

1FAO(CV7)

1FAC(CV7)

27 inf units/9 mg supports/ 3 mortar supports/ 2 tank units(Pz1)/ 1 tank unit(PzII)/ 3 Artillery
units(75mm)/ 2 Dive Bombers

3 art assests and 2 air assests.

*The table is 6 by 4 with terrain being broken ground all over and sloping up to the german side,
which has a railway line running along their base edge. The game is played width ways.*

*Well I have simplified the forces involved, it's a real infantry battle, and have not play tested it. So
get out those dice and start rolling!*