

In **Norway 1940**, the turn that the Axis invasion will occur is set during the Planning Phase by drawing an SCa Special Conditions chit. The same SC chit determines the "Approval" turn on or after which the Axis forces (with a few exceptions that start at sea or leave earlier) may leave port for their designated Norwegian targets. The actual invasion turn is always timed to occur during darkness (PM turns in April).

This example will work through the invasion process at Oslo where the Axis TF including Lützow and Blücher plus supporting vessels and embarked troops will attempt to slip past the defences undetected and land their troops in Oslo to capture it. On the other hand, the defences may be alert enough to detect the Axis forces and make a fight of it.

The Axis TF has managed to evade the RN wolfpacks in the Kattegat without being detected and approaches the Oslo defences.



The defences present at each port are listed on the expanded Norway 1940 planning sheet, those for Oslo are shown below.

<b>Oslo (Outer)</b>	CA	<input type="checkbox"/>	CL	<input type="checkbox"/>	<input type="checkbox"/>	(M)
<b>Oslo (Inner)</b>	BC	<input type="checkbox"/>	<input type="checkbox"/>	CL	<input type="checkbox"/>	(T)

Oslo has two sets of defences, outer and inner, which must be passed or overcome one after the other for the Axis troops to be landed in Oslo. Port defences are represented as a class of vessel, each box representing 1CS of that vessel type both for firing and defending. Port defences may be destroyed by naval gunfire or bombing, and the boxes are checked off as they are knocked out. Some boxes are shaded, these are not active in all circumstances but may be activated if the Norwegians smell a rat and mobilise early, which may happen by a random event. The circled M represents a minefield and the circled T, torpedoes.

Historical note: The Axis TF managed to pass the outer defences undetected but were caught by the inner defences. The Blucher was hit by 11" shells from the shore battery and two torpedoes, sinking a few hours later with casualties to her embarked troops.

The composition of the Axis TF is as shown below. The 1 REG units (note; playtest graphics) represent about one battalion of regular quality troops each embarked on the Lützow and

Formatiert: Block

Formatiert: Schriftart: Fett, Kursiv

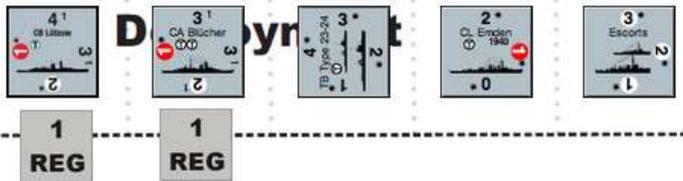
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Formatiert: Schriftart: Kursiv

Blücher. Which vessels are carrying troops is not revealed to the opposing side and is recorded during the Planning Phase.

Formatiert: Schriftart: Kursiv



Unlike other combat in PQ-17 and Norway 1940, naval invasions take place during movement. It costs 1MP extra above normal movement costs to execute the invasion. The sequence of events is as follows:

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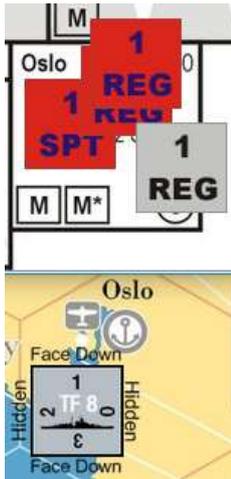
Formatiert: Schriftart: Fett, Kursiv

1. The Axis player must first try and pass the outer defences without being seen.
2. Roll for surprise using all the normal DRM's on the surprise table (the Axis hope it's a foggy night). There is an additional "surprise" DRM applied as well based on a SC chit draw during the Planning Phase. In this case the Axis roll a 9 for the outer defences. Applicable DRM's are: +1 for reduced visibility (it's pretty much always RV!) and +1 for the "surprise" DRM (this can vary from -1 to +2). Result: 11, and as 7 or greater is required for surprise the Axis have successfully slipped past the outer defences. The stronger inner defences await.
  - a. As can be seen from the surprise table, if the invasion took place during the day or the invading TF is identified, the Axis TF are almost certain to be spotted and will have to fight their way past the defences.
3. The inner defences are in sight and the Axis player rolls again on the surprise table: 1. Again there is a +1 DRM for RV and +1 for the "surprise" DRM which results in a score of 3. The invaders have been spotted!
  - a. The number of rounds of surface combat that take place is based on the modified surprise DRM die roll, in this case it's just a single round of combat (there is always at least one round of combat).
  - b. Shore defences always fire first, so combat against them is not simultaneous.
4. The Norwegians (controlled by the Allied player) have 1BC CS, 1CL CS and 1 Torpedo CS to fire. They elect to fire the guns at Lütow and the torpedoes at Blücher.
5. The Allied player rolls as follows: BC CS: 7 = hit. CL CS: 3 = miss. Torpedoes: 7+1DRM as target assumed to be slow = Success, Damage roll: 8 Blücher is sunk! Her embarked troops are also lost. All standard naval gunnery/torpedo DRM's apply and there is an additional +1DRM to gunnery if the targeted vessel is carrying troops so the BC roll would be modified to 8 and the CL roll to 4, neither of which affects the result.
6. The remaining Axis vessels reply using the standard naval gunnery table.
  - a. Lütow having taken a hit is reduced to 3CS which it fires at the BC shore defences: 5, 9, 2. One hit eliminates the big guns.
  - b. Emden and the DDs fire at the CL: Emden scores 9 and 8, putting the smaller calibre shore battery out of action, so no need for the DDs/TBs to shoot.
  - c. The Torpedoes cannot be targeted by gunfire (they were below the water level and thus invisible). Were there more rounds of combat the torpedoes could fire again.
7. Despite the shore defences being silenced, the Axis must roll for mandatory withdrawal due to the loss of a heavy ship (Blücher): The Axis player rolls a 0 with a +2DRM for being faster, +1 for RV and +1 for night = 4 so the remaining Axis vessels stick it out.

Formatiert: Schriftart: Kursiv

8. As there was only one round of combat, the surviving vessels are free to move into the port of Oslo and land their remaining troops. Oslo is captured!

8- The illustration shows the "Oslo" box (equivalent to the hex on the PQ-17 map) containing Oslo on the Norway Campaign Display. The M & M\* indicate it is a mobilisation centre for the Norwegian army.



However, although the city and its port are in Axis hands there are some Regular Norwegian troops plus some Supporting arms in the Oslo area so things may yet go against the Axis.

Historical note: The Axis TF managed to pass the outer defences undetected but were caught by the inner defences. The Blucher was hit by 11" shells from the shore battery and two torpedoes, sinking a few hours later with casualties to her embarked troops. This caused the invasion force to withdraw

Formatiert: Standard, Block, Keine Aufzählungen oder Nummerierungen

Formatiert: Block