

XI. Operation 'EF': Churchill's Costly Gesture

Type: Air Strike

Date: August 1 1941 - AM Day 3

Environment: AM Turns - Day, PM Turns - Day

Convoy Routes: N/A

Ice Conditions: IW - Heavy Drift? IE - Solid Pack?
IHW - Clear? IIE - Light Drift? III - Clear?
IV & V - Clear

Air Sectors: Allied - Iceland 1;
Axis - North Sea 1, Trondheim 2, Barents 1

Forces: Allied

Patrol White: 1x CA (*Shropshire*) in Rekjavik
Seiðisfjörður: 2x CV (*Furious* w/ 1x Fulmar [800 Sqn],
1x Sea Hurricane [880 Sqn], 1x Albacore
[817 Sqn], 2x Swordfish [812 Sqn];
Victorious w/ 2x Fulmar [809 Sqn],
3x Albacore [2x 827 Sqn, 1x 828 Sqn]),
2x CA (*Devonshire*, *Suffolk*),
5x DD (A-I class);
2x DD (A-I class), 1x AO (*Black Ranger*);
1x CM (*Adventure*), 1x DD (A-I class);
1x DD (A-I class), 1x ES, 1x AO (*Oligarch*)
Scapa Flow: 1x BB (*King George V*); 2x CL (*Aurora*, *Nigeria*),
2x DD (J-R class); 1x Sub (BR)
Sumburgh: 1x Catalina [413 Sqn]
Hex 0717: 4x Subs (SU)
Murmansk: DD (Type 7); 2x I-153 [147 IAP],
2x I-16 [145 IAP], 1x SBbis [72 SAP]

Axis

Stavanger: 3x He111H-5 [I/KG26],
2x Ju88A-4 [4./KG30]
Trondheim: 1x Sub (GE); 1x Ju87B [Ergs/LG1]
Tromsø: 1x He115C [1./KüFlGr 406]
Banak: 2x Ju88A-4 [II/KG30]
Kirkenes: 1x CM (*Bremse*), 5x DD (Type 34-36 [1 **Inop**]), 4x
MV; 2x Bf109E/F [14./JG77], 2x Bf110D/F [1.(Z)/
JG77], 2x Ju88A-4 [II/KG30]
Within 2 hexes of Murmansk: 1x Sub (GE), 1x Dummy

CPs:	<i>Gruppe Nord</i>	0
	<i>Severnny Flot</i>	1

Dummies:	Maximum - 5 Allied, 2 Axis
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Reinforcements: Allied

- 1x Sub (BR) in Scapa Flow
- 2x LaGG-3 [72 SAP] at Murmansk

Axis

- 1x Sub (GE) in Kirkenes
- 1x Sub (GE) in Trondheim

Special Rules:

- The Allied Special Condition is 'FAA Strike' regardless of the Allied chit drawn. The primary target is either Kirkenes (if this chit is A-T) or Banak (if U-Z). Allies must launch air strikes on the primary target and either Kirkenes, Narvik, Tromsø, or Banak prior to Day 10 or the game results in German Victory. Treat Axis 'Atlantic Breakout' Special Condition as 'None.'
- Use the *Norfolk* counter to represent *HMS Shropshire*. No other ship is required for Patrol White [5.1.9].
- Do not count Hurricanes as Interceptors at Murmansk in this Operation.
- Except 4x DDs (and the Sub if the Axis Special Condition is 'Reinforcements'), German ships starting in Kirkenes may not move except to fulfill a Special Condition. Soviet Wolfpack(s) may not move.
- Soviet surface ships may not combine with another Allied TF. Once they return to port, they may not leave again.

- A TF of at least 2 units, including at least 1 cruiser ('Force K') must move to Barentsburg and Bear Island. Score +1 VP the first time Force K expends 1 MP in each of these hexes; deduct 1 VP per hex if it does not.
- CM *Adventure* scores 1 additional VP as if it is a loaded MX if it enters Murmansk or is sunk [2.1.1].

Historical Background: Motivated to somehow assist his new Soviet allies in the face of the German BARBAROSSA onslaught, Churchill ordered the Home Fleet to strike at Axis forces in northern Norway. The Royal Navy responded by mounting a Fleet Air Arm strike on the ports of Petsamo, Kirkenes, and Tromsø, but accomplished little in exchange for heavy casualties (described in the 7.2.3 Example of Play). Force K under RADM Philip Vian investigated settlements on Spitzbergen to ensure they were not under German control and destroyed a valuable German weather station on Bear Island, while *HMS Adventure* delivered a cargo of magnetic mines to Russia.

Historical VPs: +2

XII. QP-15: Survivors' Return

Type: Convoy (QP-15)


Environment: AM Turns - Night, PM Turns - Night

Ice Conditions: I - Solid Pack; II - Solid Pack?;
IIIW - Thin Pack?, IIIIE - Heavy Drift?;
IV - Light Drift?; V - Clear


Date: November II 1942 - AM Day 4

Convoy Routes: QP-15 Arkhangelsk - Loch Ewe

Air Sectors: Allied - Iceland 1, Soviet 1
Axis - North Sea 1, Trondheim 1, Barents 3

Forces: Allied 

Patrol White: 1x CA (*Berwick*) in Reykjavik
Seiðisfjörður: 2x CA (*London, Suffolk*),
2x DD (1x A-I, 1x J-R class), 1x TB (O-P class)
Leuchars: 4x Hampden [144, 455 Sqn]
Wick: 2x Hampden [489 Sqn]
Scapa Flow: 3x BB (*King George V, Anson, Howe*),
2x CA (*Cumberland, Norfolk*),
2x DD (2x A-I class); 1x DD (L-M class),
4x TB (Hunt II class)
Sumburgh: 2x Beaufighter VIC [236 Sqn],
1x Catalina [413 Sqn]
Within 1 hex of any North Norwegian
Coastal hex(es): 4x Subs (BR), 1x Dummy
Soviet Sub Patrol Area: 3x Subs (SU)
Murmansk: 5x DD (A-I class), 1x ES; 2x DD (Type 7);
3x Pe-2 [28, 29 BAP], 2x IL-4 [35 MTAP]
Arkhangelsk: 1x ES (1/6 MF), 1x AA (*Ulster Queen*),
1x MC CAM, 29x MV

Axis 

Aalborg: 2x Ju88A-4 [IV/KG30]
Trondheim: 1x BB (*Tirpitz [Inop]*), 1x CL (*Nürnberg*),
3x DD (Type 36A); 1x Fw200C [2./KG40],
1x He177A-1 [1./KG40]
Narvik: 2x Subs (GE)
Tromsø: 2x He115C [1./KüFlGr 406]
Alta: 1x CA (*Admiral Hipper*), 1x CL (*Köln*),
4x DD (2x Type 34-36, 2x Type 36A);
1x He115C [1./KüFlGr 906]
Kemi: 4x Ju88A-4 [I/KG30]
Within 1 hex of Akureyri: 1x Sub (GE), 1x Dummy
Within 2 hexes of Bear Is.: 8x Subs (GE), 2x Dummies

CPs:	<i>Gruppe Nord</i>	1
	<i>Severnny Flot</i>	2

Dummies:	Maximum - 8 Allied, 7 Axis
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Reinforcements: Allied

- 1x DD (Type 7) + 2x TB (Type IV-V) in Murmansk
- 1x CL (*Sheffield*) + 2x DD (1x A-I, 1x J-R class) in Scapa Flow
- 2x Beaufighter VIC [254 Sqn] at Wick, Hatston, or Sumburgh

Special Rules:

- Treat the 'FAA Strike', 'Operation SIZILIEN', and 'Operation WUNDERLAND' Special Conditions as "None."
- CA *Berwick* in port Reykjavik is the only ship required for Patrol White [5.1.9]. Do not set up a Dummy in Reykjavik (Exception to 4.1.3).
- Twilight Attack Random Event allows *all* German bombers to attack (not just torpedo bombers).
- Score ½ VP for each MX reaching Loch Ewe.

Axis

- 1x Sub (GE) in Trondheim; 1x Sub (GE) in Narvik
- Transfer 2x Ju88A-4 [I/KG30] from Kemi to Banak.
- Increase *Gruppe Nord* HQ CPs by 1

Historical Background: With *Tirpitz* under repair and most of Luftflotte 5's bombers called away to oppose the landings in North Africa, the British determined to sail the unloaded ships from Arkhangelsk before ice closed the White Sea. 29 ships sailed in QP-15 on 17 November, one missing departure with mechanical problems and one running aground. Eight U-boats lay in wait and *Hipper* was ready to intercept, but remained in port when air reconnaissance failed to locate the convoy. Three days at sea the convoy was scattered by a gale, and the German subs succeeded in sinking only two freighters before the rest reached safety. Two Soviet destroyers of the local escort were less fortunate; *Baku's* hull cracked and part of her superstructure was torn away before she struggled into Murmansk, while *Sokrushitelny* broke in two and foundered in the storm.

Historical VPs: +9