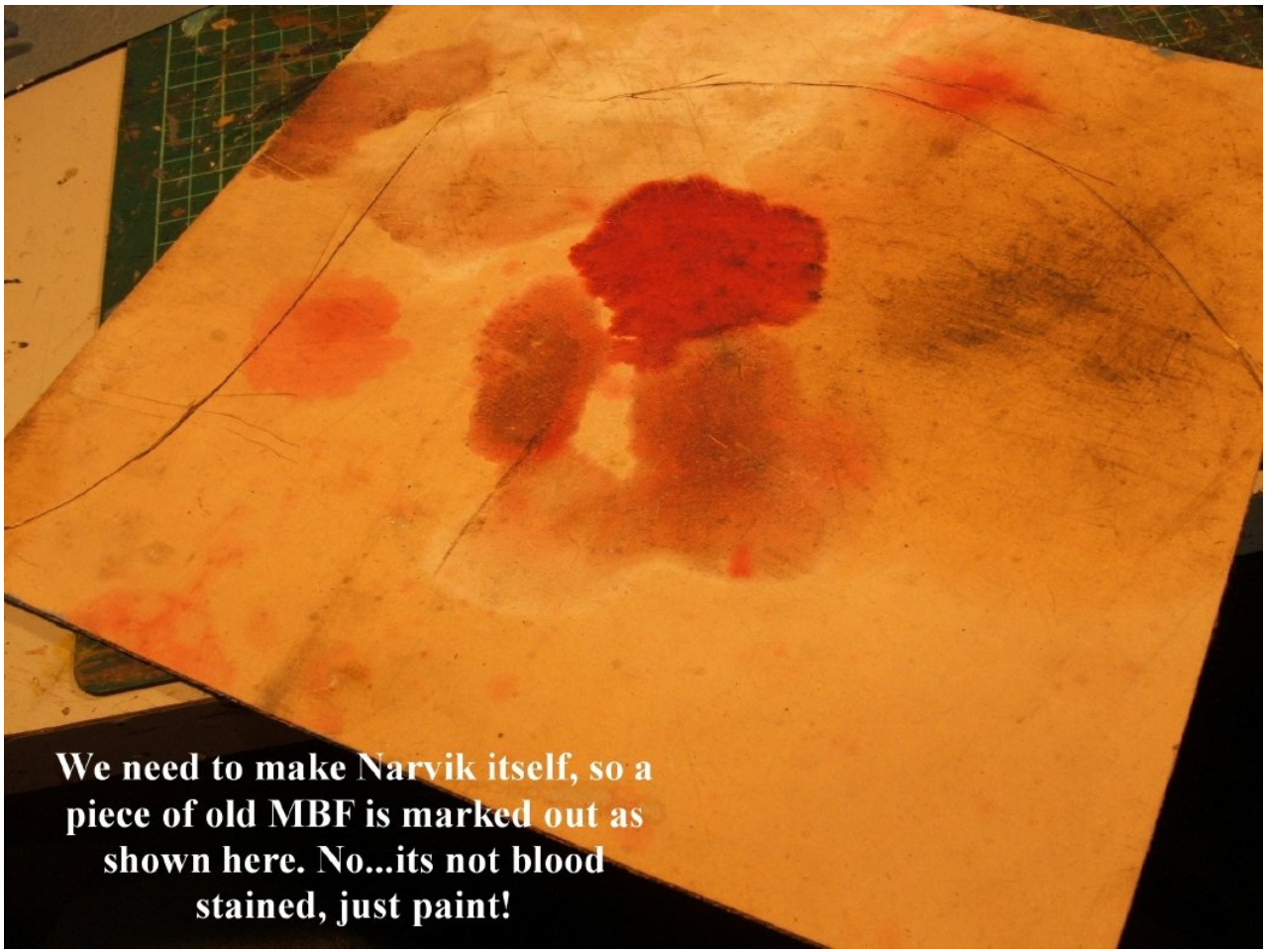




These more complicated sections need only be a few, or they can be left out and more of the simpler type used instead.

NARVIK.

Of course at some stage we are going to have to build the town of Narvik. I could have sat down and cut up some bits of balsa wood to make the various houses and buildings needed. But for those challenged at the thought of that, there is something that can be used for scales from 1:1200 through to 1:300. The scale of the buildings is actually 2mm and they come in sections gathered together as villages, small towns, farms, woods and so forth. They are produced by Irregular Miniatures in the UK, but I obtained mine from Eureka Miniatures in Australia several years ago. I had some spares laying about after making other scenery, so they might as well find a new home as a snow bound Norwegian town. For those wondering, the prices are quite good and these miniature towns etc form an important part of my scenic modelling for coastal areas associated with my naval games. They have Middle Eastern sections as well, and I was able to convert a few bits to make some Asian ports too.

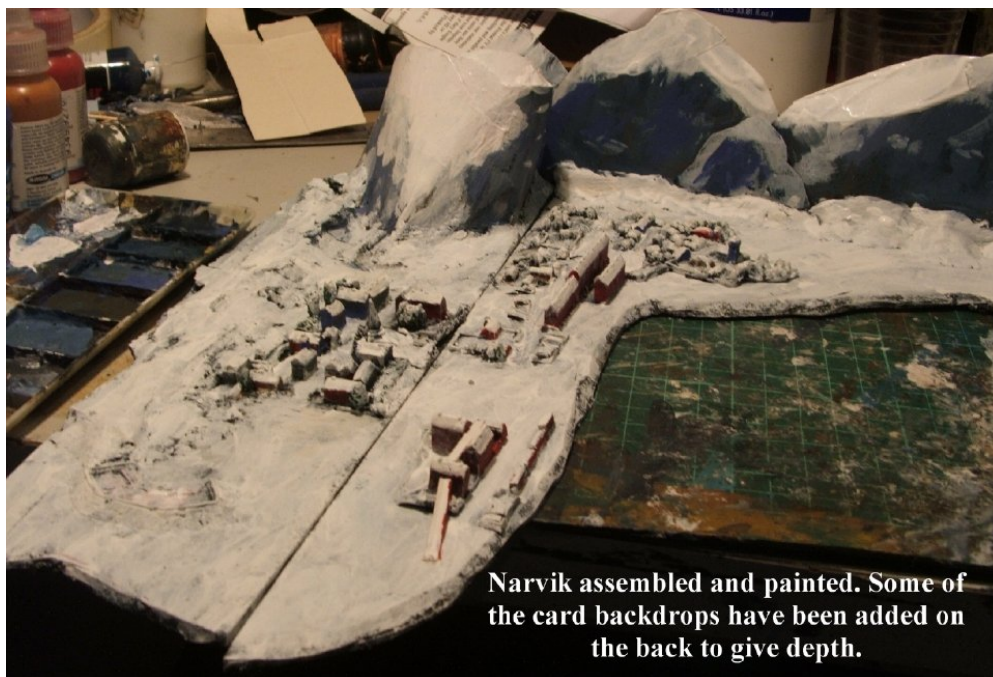


We need to make Narvik itself, so a piece of old MBF is marked out as shown here. No...its not blood stained, just paint!



Some sections of MBF cut into the shape of the Narvik site.





Here we see the card sections laid out over a naval wargames tabletop. The base sheet is the Atlantic one from Terrain Mat in the UK. <http://terrainmat.com/> Besides the Atlantic one above, the photographs of the 2nd Battle of Narvik were taken on another mat from the same company. Although a 'Pacific' mat for warm waters, I found when put with cold looking scenery that one fitted in very well and reflected the calmer waters inside the fjord much better. Note that some weights have been put on the back of some scenic sections to keep them flat. On the right centre section one has fallen over, conveniently illustrating why some temporary weights are a good idea.



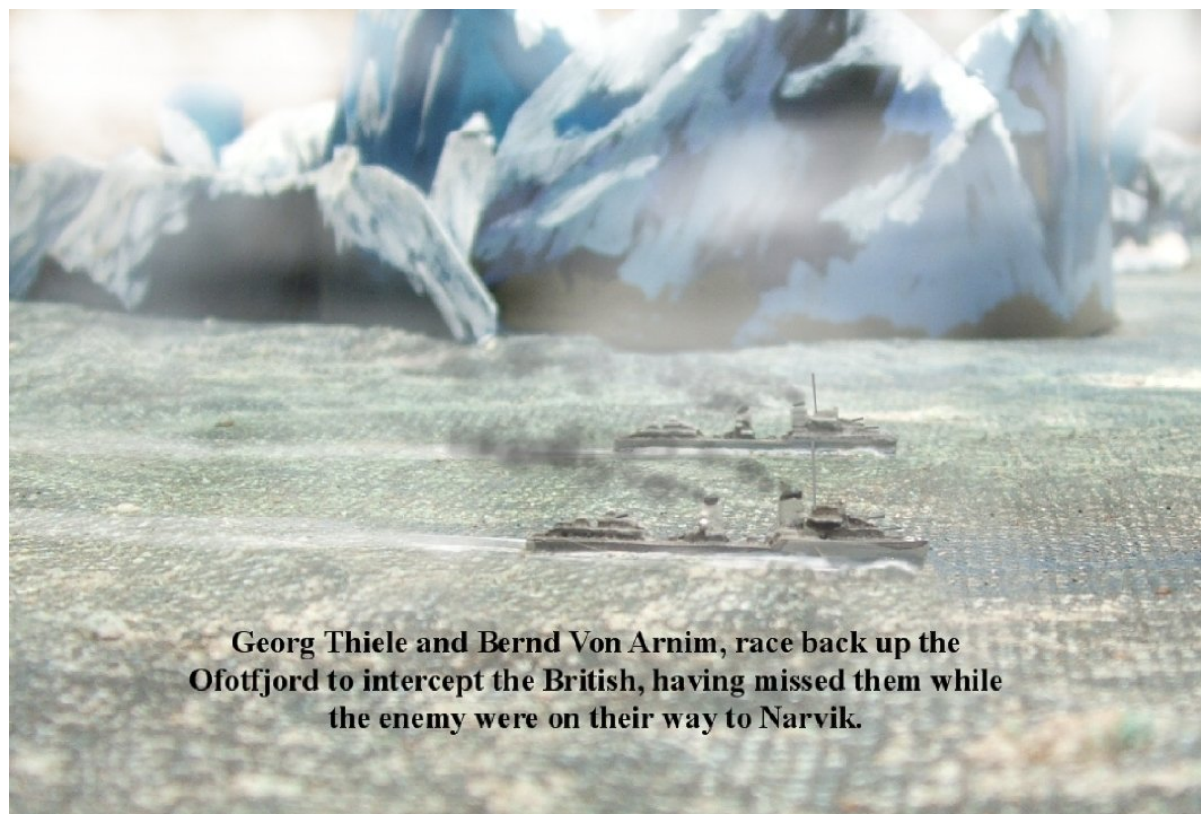
The above photograph shows the Narvik and Ofotfjord scenery with players present, and 1:3000 scale ships giving an impression of the size of the layout. Note that I have painted the back of most of the cardboard sections so that the effect is not spoilt for players sitting away from the frontal view.

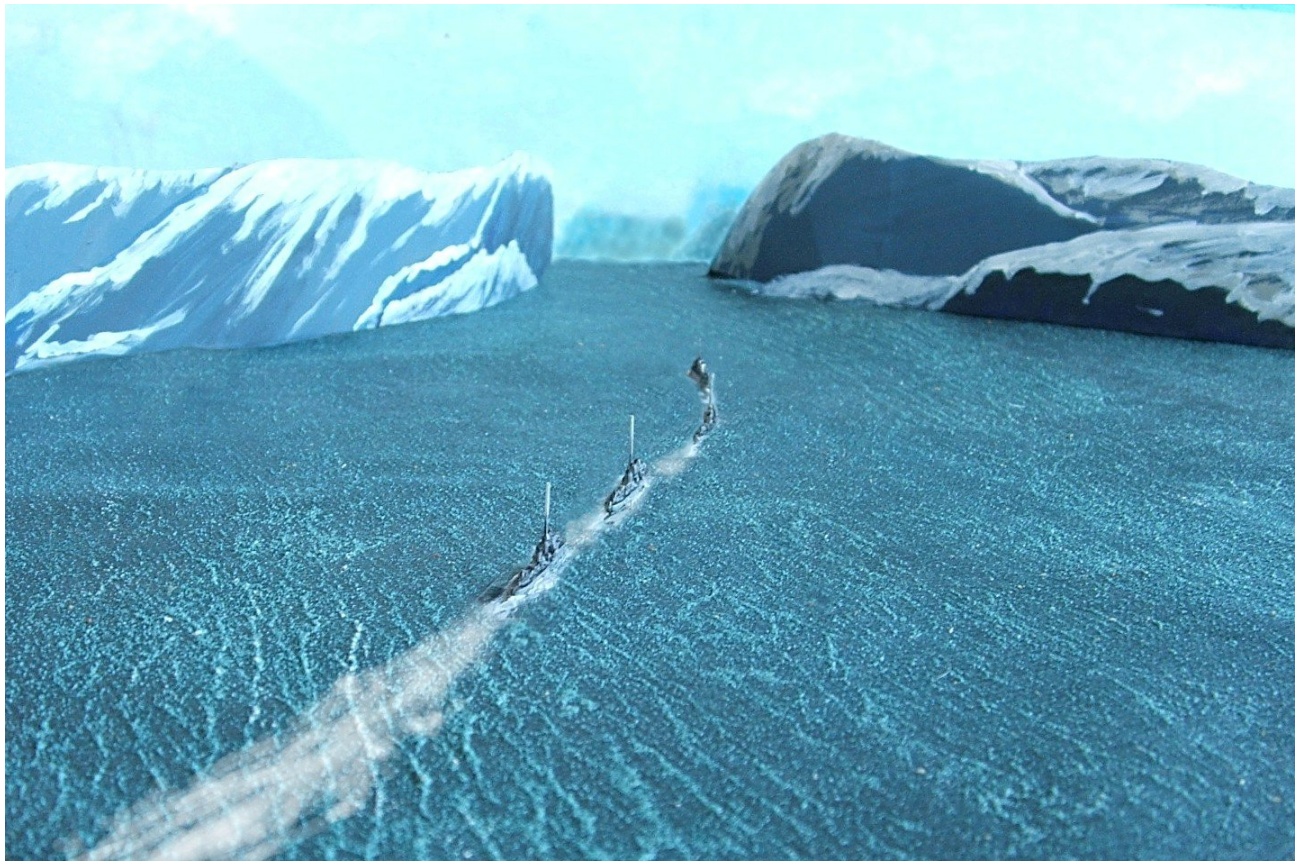
Below are photographs of the completed Narvik town with ships in position. A cloudy effect has been put over the original photographs to give the impression of looking down from an aircraft at a town with light snow falling.





This section of scenery is not cardboard like the rest. It is merely a section of white Styrofoam cut out and painted; it has some sections of the cardboard background glued to the back of it. On the front, or water section, I have glued some very clear, but strong cellophane, then touched some white under that to give the effect of waves near a beach. Below the peninsular section we made earlier stands out on the sea base. With the help of some flat card sections behind it, a strong depth of field is achieved.





The above and below photographs are the same one. The lower has had some foggy cloud effects added with a photo program. My ships are mostly mounted on very clear plastic or thick clear cellophane, so only the very last section of the ships wake has been added in the top photograph.

The headland effects make the composition interesting, especially when you consider that most of the scenic background on the left is actually flat, with a curve at the far end. The scenery on the right is also mostly flat, and the headland only slightly rounded. It is the same one shown in the photographs of how to assemble a fjord side.



Lastly here are a few photographs of my 'Narvik' in action.

Simple to build, easy to paint, and very economical, you can see how useful this technique can be for wargames scenery.



No animals were harmed in the making of this fjord, but my three dogs had fun helping out when I needed an extra empty dog biscuit box!

