


This is an incremental release of GMT Games Invasion: Norway, Version 1.1 - Permission to upload the module was obtained from Anthony Curtis of GMT Games.

A few notes about the module.

- 1) All existing errata from GMT Games has been incorporated into the module.
- 2) A list of additional errata that found while making and playtesting the module is included.
- 3) All available documentation has been included.
- 4) The Rulebook has notes for the Vassal module as well as some of my personal comments. In general text in a red box is errata, in a blue box is a comment, and in a green box is specific to the Vassal module. Rules highlighted in dark blue are related to the Naval Rules, in light blue to the air rules, in red to combat, in light brown (looks peach) to ground units, and yellow are general notes. Feel free to delete all my highlighting if it doesn't help you.
- 5) A lot of additional information has been added to the Operational Map, Strategic Map, and charts as a memory aide.
- 6) The Terrain Effects chart has been updated to explain every feature on the maps.
- 7) The Norwegian Mobilization display and all units are located on a separate window with this

symbol: 

- 8) The Airbases with based aircraft are located on a separate window with this symbol: 
- 9) Note that the airbase displays aren't required to be used. The air units can be placed directly on the map as long as the units are properly marked as "flown". The displays are probably a lot more useful when playing a physical copy of the game.
- 10) There is a hard limit in the game regarding the number of counters that can be in play at one time. This is enforced for all units except APs and all Aircraft. All other counters are on map at start, either on map, on the turn track, or above the Operational map in the unit boxes. You can still get a counter from the pool if a unit is accidentally deleted.
- 11) The eliminated unit boxes above the Operational map are for information only and do not have to be used.
- 12) To upgrade Bardafoss Airbase, right click on the Airfield size on the map (in the hex on the strategic map and the Airbase Displays) and flip the size counter. If using the Pop Up window Airbase Display, do the same there as well.
- 13) All counter information is in the updated rulebook and a pop up chart in game (Unit Symbol Descriptions).
- 14) Symbols used in the toolbar:



Unit Symbol Descriptions



Reinforcements Chart



German Planning Map for planning the initial invasions. Doesn't have to be used.



Victory Point Chart



On Map tables so that you don't have to scroll the map to read them



Terrain Effects Chart from the Map so that you don't have to scroll the map to read it



Miscellaneous Chart that includes the Disruption Table, Alertness Checks, Surrender Checks, etc.



Norwegian Mobilization Display Pop Up Display



The Air/Naval Combat Display



The Fuel Roster Pop Up Display for the Optional Naval Fuel Supply Rules



Victory Point Tracker, which is easier to use than the one on the map.



The Combat Results Table



Airbase Pop Up Display



Show/Hide Units on the Map



Mini Map

Things that are missing from the module:

- 1) A way to secretly select Stay/Withdraw for naval combat. The counters are included but not a mechanism to secretly select and reveal the decision.
- 2) A check of all module components. I checked it, but can't say with 100% certainty that I didn't make any mistakes. I would appreciate any feedback that anybody has.