This is the initial release of Invasion: Norway, Version 1.0 - 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 as a memory aide.
6) The Norwegian Mobilization display and all units are located on a separate window with this symbol:
7) The Airbases with based aircraft are located on a separate window with this symbol:
8) 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 accidently deleted.
9) The eliminated unit boxes above the Operational map are for information only and do not have to be used.

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 sequence of play. The rulebook will need to be consulted.
3) 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.