

Invasion: Norway QuickStart Guide Errata - 12/23/2021 - Mark Oakley

1. All references to AP unit IDs should be used as a guide to following the narrative only because APs do not have an identifier. All APs are 1 point whenever an AP is referenced.
2. Page 3 from the April #2 turn, delete all of 9., Analysis, Procedure, and 10. Allied Air Units are unable to move per 17.1.2 Pre-Invasion Movement Restrictions subsection e: "Air units can only fly missions as a result of Air and Naval Interception during the Naval Segment."

e. The Allied player adjusts the VP total on the VP Track by two VPs and gives the dead AP and battery counters to the German player.

7. The German player resumes naval movement, moving the surviving AP A (which has only used one of its two SMPs) into the Norwegian Leads zone. The Allied Naval Detection Value (NDV) in this zone is five, and the DRMs are again +2 (Cloudy weather in this zone, and surprise versus an Export Echelon AP). The die roll is a four. Adding the +2 DRM makes the final result a six. Thus, the Allied player barely misses detecting AP A. Because AP A has now expended both of its SMPs, it may move no further this turn.

8. There remains little else for the German player to do during the rest of the turn. He is prohibited from entering Norway with land units until the Invasion turn (April #4), so there is nothing for him to do during the German Operations Segment.

9. During the Allied Operations Segment, the Allied player flies two air missions, flying first the three Skua points based at Scapa Flow and then two Whitley heavy bombers based in England to Scotland. Because the air units are based on the Strategic Map and are flying to a target destination that is also on the Strategic Map, they move only on the Strategic Map, spending one Strategic Movement Point to fly to Scotland. They are placed in the Flown box in the Scotland zone.

Analysis

At Scapa Flow, the Skuas only had enough range to reach the Norwegian Leads zone. From Scotland, they can reach both the Norwegian Leads and the Jutland zones. From Scotland, the Whitleys have just enough range to reach Trondheim, and Vaernes airbase. This may be useful later.

Procedure

10. The Allied player has no other land or air units that he wishes to move, so play proceeds to the Repair Segment, in which the British player moves the air units out of Scotland's Flown box into the Scotland land zone. Because no units or installations on either map have taken any hits, no repairs are performed.

11. The turn marker is advanced to the April #3 turn.

April #3 Turn

Procedure

1. **Weather Segment:** Because weather is predetermined for this turn, there are no weather die rolls. The German player places the weather markers to indicate Foul weather in the South zone, and Storms in the North and Central zones.
2. There are no reinforcements for either side on this turn, so skip the Reinforcement/Replacement Segment.

Per 17.1.2 Pre Invasion Movement Restrictions subsection e.
Air units can only fly missions as a result of Air and Naval Interception during the Naval Segment.

Page 3

3. Page 8, step 6.a, 4th bullet, delete "two Skua points and" so the sentence reads "with one Swordfish point." The air movement that moved the Skua points from Scapa Flow to West Scotland is not allowed (see item 2 above). The Skua units changed to move to the CV Furious during the Allied Air Phase of April #4 (invasion turn).

- BB *Warspite*, CV *Furious* (with two Skua points and one Swordfish point loaded), CL *Aurora*, and one DD point move from Western Scotland zone to North Sea zone, moving through the Northern Approaches and Shetlands zones. Due to weather, no detection attempt is made in the Northern Approaches zone. Detection attempts in the Shetlands and North Sea zones fail to detect this group as did the attempts on the *Valiant* group previously.

The air unit movement described on the April #3 turn is not allowed, so only Swordfish points are in West Scotland.

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4. Page 9, first column, last paragraph, change "The German player scores +2VPs" to "The German player scores +1VP".

The *Berwick* now rolls against its AA factor of four, but the die roll of six exceeds the factor. The Ju-88s now roll for Naval Unit Bombardment with a factor of one. There is the +1 DRM for cloudy weather, so a hit can only be scored if a zero is rolled. The die roll is zero. The *Berwick* receives one hit which flips it to its damaged (reverse) side. The German player scores +1 VPs on the VP track for damaging a CA. A damaged ship ceases movement immediately, so the *Berwick* ends its movement phase in the North Sea zone.

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5. Page 9, second column, e, first sentence, change “Western Norwegian Sea Zone” to “Shetland Sea Zone”.

e. Five British AP Points loaded with five Supply Points move from Western Scotland zone to the Shetland Sea Zone. The German player chooses to make no detection attempts.

6. Page 10, third column, paragraph after Note: Change “Minus two VPs are scored” to “Minus one VP is scored”.

Naval Combat concludes after the first round. Only the *Bremen* has received a hit. It is flipped to its reduced strength side. Minus one VP is scored on the VP track. The Allied player removes the hit marker (if used). The German player does not return his naval units to the Operational Map just yet. There may be In-Port Naval Combat.

The Allied player has a one point Norwegian TB unit in port at Kristiansand hex 5627. The TB unit is also subject to an Invasion Turn Surrender check die roll. The German player rolls the die and refers to the Norwegian Naval Surrender Chart [Figure 6]. The German player rolls a zero. The Norwegian TB point will engage in Naval Combat.

7. Page 12, middle column, third full paragraph, delete “The Germans score five VPs for its capture”. Kristiansand is a town, not a city. There are no VPs for capturing towns.

As a bonus for overrunning an Infantry Mobilization Center on the Invasion Turn, the German Player receives two SFs (captured supplies), which are placed in Kristiansand, the Mobilization Center hex. On balance, the Amphibious Assault on Kristiansand fared well. The German Player scores five VPs for its capture.

8. Page 12, Top of third column, II/15 should be I/15.

The I/15 battalion is removed from the Norwegian Mobilization Chart and two SFs are placed at Elvegjodnesen. The German Player scores +25 VPs for capturing Narvik.

9. Page 13, first paragraph, I/13 should be II/13. The retreat hex should be 3120, not 3219 (which is two hexes away, retreat is only due to Invasion Turn 1 hex requirement).

Norway

Amphibious Assault: one, at Trondheim. The remainder of the Trondheim Group conducts an amphibious Assault against II/13 Norwegian battalion hex 3019 (Trondheim). There is no Air Support and Naval Gunfire Support does not provide any DRM (bad rolls). The final odds are 3:1. The die roll is three (exchange). Because it is an Invasion Turn combat, the I/13 loses only one step, but must retreat to hex 3120. One German battalion is flipped to its German side.

10. Page 13, add before “Bergen” in first paragraph: “The Germans score +10 VP for capturing Trondheim.

The 12th Infantry Regiment Mobilization Center in Trondheim is captured. The II/12 be on the Mobilization Display is removed from play. The German receives two SPs at Trondheim. The Third Artillery Regiment Mobilization center in Trondheim is captured. The I and II battalions of third Artillery on the Mobilization Display are removed from play. The German places a Captured Artillery battalion at Trondheim.

The German score +10 VP for capturing Trondheim.

11. Page 14, Second column, first paragraph, delete the sentence: “The Allied player attempts to detect (in range Skuas on the Furious), but the attempt fails.” There are no Skuas on the Furious at this point (the first opportunity to move air units is the Air Mission Phase of the April #4 turn (invasion turn). Per 17.1.2 Pre-Invasion Movement Restrictions subsection e: “Air units can only fly missions as a result of Air and Naval Interception during the Naval Segment.”

The final air activity is a three mission combined Parachute/Air Transport Assault against Sola Airbase/Stavanger (hex 5132). The first mission is a parachute assault. The Ju-52 seaplane transports the last available parachute company to hex 5132. The Ju-52 also utilizes the optional Extended Range rule and returns to the Denmark Flown box after dropping the company. ~~The Allied player attempts to detect (in range Skuas on the Furious), but the attempt fails.~~ The drop itself is more favorable than either of the previous two drops. There is a Norwegian battalion (I/2) in the hex, so the left-hand column is used. The hex terrain, however, is clear. There is no -3 DRM. The German player rolls the die. The result is two. The parachute company is disrupted, but not destroyed.

12. Page 14, third column, first full paragraph, delete the following sentence in its entirety: “Allied Air Detection succeeds. The two Skua points from the Furious in the North Sea (the units are taken from the Furious Ready box on the Allied Air Display) points intercept. The two Skua points (air combat factor two) fire on two He-111 points (defensive air combat factor one). The Air Combat Table is cross-referenced, and the two columns intersect on hit number three. The die roll is six, plus one DRM (cloudy weather). The hit number is exceeded, so no defending air steps are lost. The Skuas return to the Furious CV Flown box on the Allied Air Display.” See above.

There are two DRMs. The first is -2 DRM for Parachute/Air Transport Assault. The other DRM is German Air Support which is now computed. The German player moves eight He-111 points from Germany to hex 5132. ~~Allied Air Detection succeeds. The two Skua points from the Furious in the North Sea (the units are taken from the Furious Ready box on the Allied Air Display) points intercept. The two Skua points (air combat factor two) fire on two He-111 points (defensive air combat factor one). The Air Combat Table is cross-referenced, and the two columns intersect on hit number three. The die roll is six, plus one DRM (cloudy weather). The hit number is exceeded, so no defending air steps are lost. The Skuas return to the Furious CV Flown box on the Allied Air Display.~~

13. Page 14, last paragraph, change first sentence to read “The German player scores +5 VPs for capturing Stavanger, and an additional +5 VPs for Sola Airbase.”

other two battalions and the parachute company remain at Sola. Stavanger
 The German player scores +5 VPs for capturing Sola, and an additional +5 VPs for Sola Airbase. The Norwegian Truck unit is flipped to its German side. The one point of Norwegian TBs at Stavanger rolls a four on the Surrender Check and surrenders. The ten surviving Ju-52 points are now free

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14. Page 15, third column, fifth bullet, I/8 should be I/3.

- Norwegian truck at Halden (5219) is voluntarily destroyed and removed.
- I/3 (-) moves from Kjevik Airbase to Evje (5427).
- c. Two Skua points fly from Scapa Flow to CV Furious in the North Sea.
- d. There is no German Air Movement during the German Air Phase.
- e. The Allied player declares no attacks.

15. Page 15, third column, c., delete all and replaced with “Two Skua points fly from Scapa Flow to CV Furious in the North Sea”, this replicates the intent of the QuickStart Guide.

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- d. There is no German Air Movement during the German Air Phase.
- e. The Allied player declares no attacks.

16. Page 15, third column, Norwegian Mobilization, L/13 Battalion and L/3 Artillery Battalion should say “within two hexes of Trondheim (3019)”. L/9 Battalion should say “within two hexes of Ulven (4331)”

- L/13 battalion: Steinkjer (2717)
- ^{within two hexes of} L/12 battalion: Trondheim (3019)
- ^{within two hexes of} L/3 Artillery battalion: Trondheim (3019)
- II/11 battalion: Andalesnes (3325)
- I/10 battalion, 2 Mountain Artillery battalion (-): Voss (4228)
- ^{within two hexes of} L/9 battalion: Ulven (4331)

17. Page 15, third column, Norwegian Mobilization, I/3 should be II/3.

- I/6 battalion: Honefoss (4621)
- II/3 battalion: Kongsberg (4822)
- I/4 battalion, I/2 Artillery battalion, I/2 battalion: Gardenmoen (4619)

18. Page 16, sentence just before “Now It’s Your Turn”, change +71 to +56.

This concludes the April #4 turn. The turn marker is advanced to the April #5 turn.
 The VP total on the VP track stands at +56 VPs.

Now It's Your Turn

VPs	For
-2	AP "B"
-2	AP "A"
-2	AP "D"
-1	AO Senator Sunk
-1	AO Dollart
-2	AP "C"

-6	PB Lutzow Damage + 1 Land Step Eliminated
-6	PB Lutzow Sunk + 1 Land Step Eliminated
+1	CA Berwick damaged
-1	AO Euroland sunk
-2	AP "J" Loss of 1 step
-2	AP "N" Loss of 1 step
-1	Bremse damaged
0	Kristiansand
+25	Narvik
+20	Varenes Airfield
+10	Trondheim
+5	Bergen
+5	Fornebu Airfield
-2	Ground step Loss at Sola
+5	Stavanger
+5	Sola Airfield
+10	Olso
56	Total

19. Page 16, second column, last bullet, first sentence should read "AP J" (one point carrying..."), not "AP K".

- **AP J** (one point, carrying a reduced infantry battalion), AP N (one point, carrying a reduced artillery battalion), and AP O (one point, carrying one SP) all enter port at Horten and unload their cargoes.