INVASION: NORWAY

RULEBOOK

Contents

1.0 Introduction

Invasion: Norway is a battalion-level game covering the German invasion of Norway of 1940, which gave the world its first real glimpse of warfare in three dimensions (land, sea, and air) and in particular demonstrated the impotence of seapower in the face of unchallenged enemy air superiority. The game allows you to simulate this unique, precedent-setting campaign and to explore the alternative strategies that may have changed its outcome.

1.1 Definitions

The following list defines important game terms used throughout these rules.

DRM: means Die Roll Modifier. This is a number that you add to or subtract from your die roll to determine your modified result.

Invasion Turn: refers to the April #4 turn, which is the one during which the Germans invade Norway.

Unloading Capacity: Each port on the Operational Map has an Unloading Capacity, which is the number of Weight Points (in land units and supply points) that can be landed there during an Operations Segment. Hits reduce Unloading Capacity.

Port Capacity: Each port on the Operational Map has a Port Capacity, which is the number of ships and naval points that may be based there. If the Unloading Capacity is six or less, the Port Capacity is six. If the Unloading Capacity is greater than six, then the Port Capacity equals the Unloading Capacity. Hits do not reduce Port Capacity.

Operational Map Edge Hex Groups: These are group of hexes along the south and west edges of the Operational Map. Each group shares a common hex background color. Within a group's hexfield is the name of one or more Strategic Map zones and a range number.

and east (Finmark, which is uncolored)

Air units based in Strategic Map zones may move onto the Operational Map through the Edge Hex Groups. To do so, an air unit enters an Edge Hex Group that lists the name of the Strategic Map zone where the air unit was based. It pays the number of Operational Movement Points (OMPs) listed next to the base zone's name.

Example: "Scapa Flow = 16" in hex 4334 means that a unit based in Scapa Flow pays sixteen OMPs to enter the any of the Operational Map edge hexes 4033-4734.

1.2 The Operational Map

A hexagonal grid has been superimposed on the Operational Map of Norway to regulate movement and other game-related functions. Its scale is sixteen nautical miles per hex. Symbols representing various types of terrain are printed in hexes on the Operational Map. Each type of terrain has a different effect upon how units move and resolve combat [Terrain Effects Chart].

Note: A hex is always considered to consist entirely of the roughest type of terrain whose symbol it contains (Mountain is roughest, then Rough, Forest, and Clear). Thus, a hex that contains the symbols for Mountain, Forest, and Rough terrain is considered a Mountain hex for all purposes and a hex that contains Forest and Rough is considered a Rough hex for all purposes.

1.2.1 Fjords and Lakes. Any body of water that is linked to the sea—no matter how long or convoluted the connection—is a Fjord. Any other body of water on the Operational Map is a Lake. Major lakes straddle the border between two hexes, and are therefore referred to as Lake Hexsides. However, the map also contains a multitude of small lakes, most of which occupy only a tiny portion of one or more hexes. Their only effect upon play is that they may be used as Frozen Lake Airbases (the same is true of Lake Hexsides, incidentally).

Note: The term "body of water" in this section does not refer to River Hexsides.

1.3 The Strategic Map

The Strategic Map depicts (on a much larger scale) the same area shown on the Operational Map, plus adjacent areas of the Atlantic Ocean, Continental Europe, and the British Isles. Air and naval units that are located in a zone on the Operational Map are *simultaneously* located in the corresponding zone on the Strategic Map (and *vice versa*).

Note: Scapa Flow is a land zone that borders on the Scotland land zone and the Shetlands sea zone.

The *Scotland* land zone is divided into three sub-zones, each of which borders on a different sea zone. These sub-zones have no effect whatsoever upon land or air units located in the Scotland zone—they may board ship or take off/land anywhere in the zone. However, a naval unit based in the Scotland zone may only enter the sea zone which the sub-zone that it occupies borders on.

The *Finnmark* Strategic Map land zone is divided into six spaces that are used to regulate the movement of land units within the zone (basically, a land unit must expend is entire Movement Allowance to move from one space into an adjacent space). The spaces have no effect whatsoever upon air and naval units based in the zone (land units and supply points may be Naval Transported to or from any space in the Finnmark zone).

Kjevik Airbase should probably be adjacent to the Kattegat and Jutland sea zones, but it's not in the rules as written.

1.4 The Counters

Invasion: Norway contains 560 half-inch playing pieces, also known as counters. These come in two main types: *units*, which represent the land, air, and naval units that were historically involved in the campaign, and *markers*, which are used to record various types of information during the course of play.
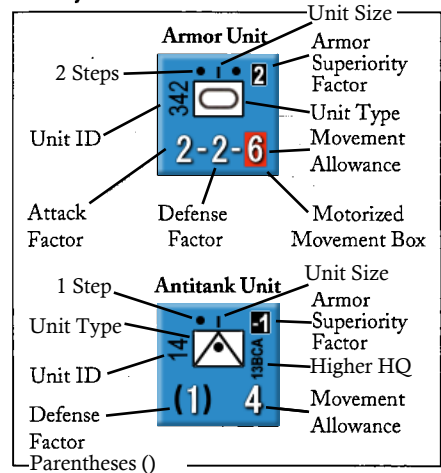
1.4.1 Land Units
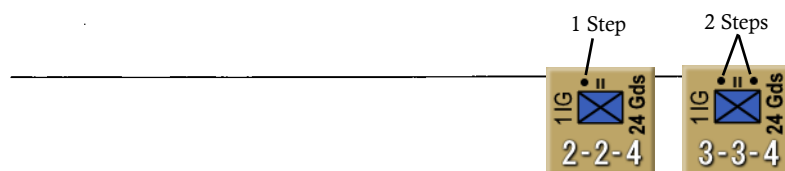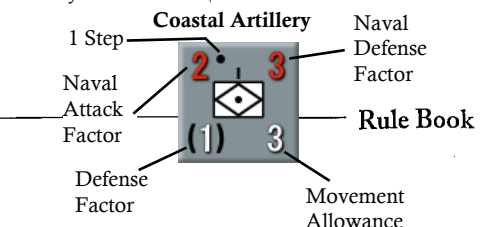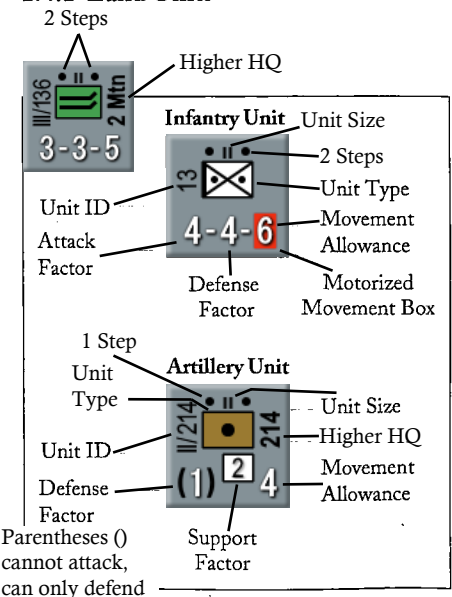
Identification of steps on counters is to make it easier to see units that have lost a step, because unlike physical cardboard counters, it's impossible to tell when a counter is "flipped" in Vassal.

Note: The inclusion of DD point counters is required to enable all reinforcements to be set up on the turn track.

Note: Airbase capacity was added to CV units so that air units could be stacked directly with the ships if desired.
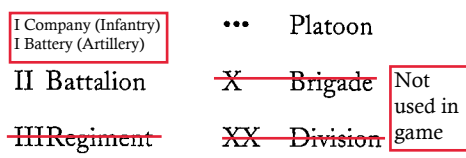
Norway

Armor Unit

- 2 Steps
- Unit Size
- Armor Superiority Factor
- Unit Type
- Movement Allowance
- Motorized Movement Box
- Unit ID
- Attack Factor
- Defense Factor

2-2-6

342

Antitank Unit

- 1 Step
- Unit Type
- Unit ID
- Defense Factor
- Unit Size
- Armor Superiority Factor
- Higher HQ
- Movement Allowance

(1) 4 — 13BCA / 14

— Parentheses () cannot attack, can only defend

Unit Size Symbol

The unit size symbol indicates the relative size of a land unit, using standard military terminology.

Infantry Regiments use the Battalion Unit Size Symbol in the game.

Symbol	Name		
I	Company (Infantry) / I Battery (Artillery)	•••	Platoon
II	Battalion	X	~~Brigade~~
III	~~Regiment~~	XX	~~Division~~

Not used in game

Box around Unit Size is Special Grouping. For instance: Combat Group / Battlegroup.

Unit Type Symbol

The unit type symbol indicates the kind of troops that comprise the unit.

Unit Types

Symbol	Type
⊠	Infantry
⊟	Mountain (Ski) Infantry
⊠	Motorized Infantry
🚲	Bicycle Infantry
⌒	Airborne Infantry
⊥	Naval Infantry
•	Artillery
:•	Mountain Artillery
◈	Coast Artillery
△	Antitank
▭	Tank
🚚	Truck
⊠	Landsvern Artillery Battalion

Attack Factor: Measures a unit's effectiveness when attacking in land combat. It is based upon training, morale, and leader-

ship factors and on a unit's strength and equipment. A unit that does not possess separate Attack and Defense Factors, but that instead has a "(1)" or "(2)" printed on its counter, cannot attack in Land Combat: it can only defend using a factor of one or two.

Armor Superiority Factor: Measures an armor unit's ability to provide a support column shift to land combat and an antitank unit's defensive ability to reduce the effectiveness of enemy armor.

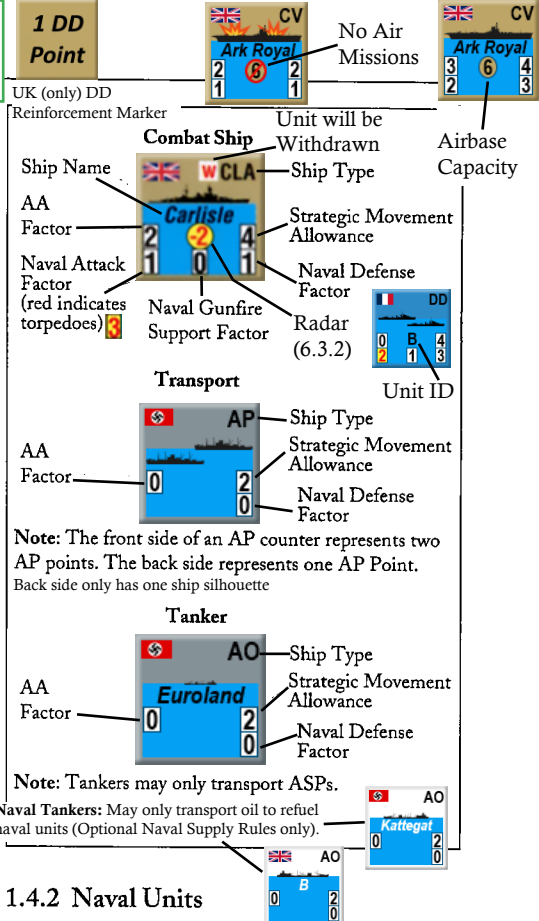**Artillery Support Factor:** Measures an artillery unit's ability to provide a support DRM to land combat.

Defense Factor: Measures a unit's effectiveness when defending in Land Combat.

Movement Allowance: A unit's Movement Allowance measures the distance that it can move whenever it performs land movement. All land units fall into one of three movement classes, each of which expends a different quantity of Movement Points to enter hexes on the Operational Map when conducting Land Movement [Terrain Effects Chart].

- **Leg:** Infantry, bicycle infantry, airborne infantry, naval infantry, artillery, coast artillery, and antitank units.

- **Motorized:** Motorized infantry, truck, and tank units. These units are easily identified by the red box around their Movement Allowances.

- **Mountain:** Mountain infantry and mountain artillery units.

Formation Identification Unit Type Boxes

All units of a particular nationality that have the same color (except white) in their unit type boxes belong to the same Formation. Units with white unit type boxes are independent and belong to no Formation. The distinction is an important one, because a disadvantageous die roll modifier is applied when units that belong to different formations attack or defend together in Land Combat [6.1]. Independent units may attack or defend with any friendly units of the same nationality without penalty

1 DD Point

UK (only) DD Reinforcement Marker

Ark Royal — No Air Missions

Ark Royal — Unit will be Withdrawn, Airbase Capacity

Combat Ship

- Ship Name
- AA Factor
- Naval Attack Factor (red indicates torpedoes)
- Ship Type
- Strategic Movement Allowance
- Naval Defense Factor
- Radar (6.3.2)
- Naval Gunfire Support Factor

Carlisle — W / CLA — 2 1 4 / 0 1 — ②

Transport

- Ship Type
- Strategic Movement Allowance
- Naval Defense Factor
- AA Factor

AP — 0 / 2 0

Note: The front side of an AP counter represents two AP points. The back side represents one AP Point.

Back side only has one ship silhouette

Tanker

- Ship Type
- Strategic Movement Allowance
- Naval Defense Factor
- AA Factor

Euroland — AO — 0 / 2 0

Note: Tankers may only transport ASPs.

Naval Tankers: May only transport oil to refuel naval units (Optional Naval Supply Rules only).

Kattegat — AO — 0 / 2 0
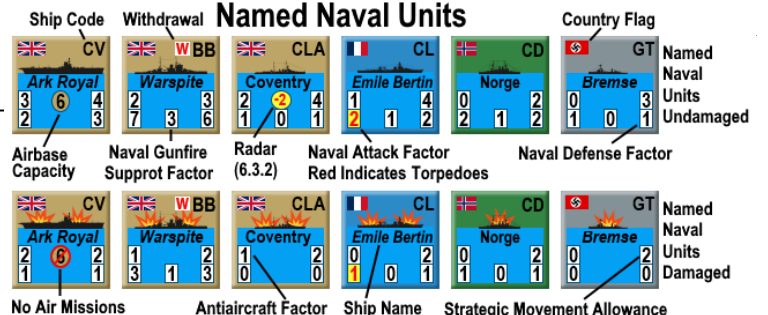
DD — 0 2 / B 1 — 4 3 — Unit ID

1.4.2 Naval Units

Naval units come in two different varieties: *ships* and *naval points*. Each ship counter represents a single ship. Each TB, DD, or Sloop point represents three vessels, and each AP point represents one vessel. Each S-Boat Flotilla point represents between five to ten S-Boats. Tankers are single point naval units that represent one vessel. Each tanker point bears the name of a tanker that participated in the invasion of Norway. Unlike AP points, tankers cannot combine into two-point units.

Note: Some naval units' Naval Attack Factors are printed in red to show that they have torpedoes [9.3].

Naval Attack Factor: The number that an attacking naval unit cross-references with a target naval unit's Naval Defense Factor to determine a Hit Number in Naval Combat. It represents the number and quality of the ship's guns and the accuracy of its fire control systems.

Naval Defense Factor: Used to determine the Hit Number in Naval Combat, as above. It represents the ship's ability to avoid or withstand damage.

Named Naval Units

- Ship Code
- Withdrawal
- Country Flag

CV Ark Royal 3 2 / 6 4 3	W BB Warspite 2 7 / 3 6	CLA Coventry 2 1 / -2 4 1	CL Emile Bertin 1 2 / 4 1	CD Norge 0 2 / 1 1	GT Bremse 0 0 / 3 1	Named Naval Units Undamaged

- Airbase Capacity
- Naval Gunfire Support Factor
- Radar (6.3.2)
- Naval Attack Factor Red Indicates Torpedoes
- Naval Defense Factor

CV Ark Royal 2 1 / ⑥ 1	W BB Warspite 3 1 / 1 3	CLA Coventry 1 0 / 2 0	CL Emile Bertin 1 0 / 1 0	CD Norge 0 0 / 0 0	GT Bremse 0 0 / 2 0	Named Naval Units Damaged

- No Air Missions
- Antiaircraft Factor
- Ship Name
- Strategic Movement Allowance

AP 0 / 2 0	DD 0 2 / F 1	SBs 0 2nd Flot. 1 / 4 0	Sloops 2 1 / 4 1	TBs 0 1 / B 4 1	Landing Craft	Unnamed Naval units 2 Points

AP 0 / 2 0	DD 0 1 / F 0	SBs 0 2nd Flot. 0 / 4 0	Sloops 1 0 / 4 0	TBs 0 0 / B 4 1	Landing Craft	Unnamed Naval Units 1 Point

AA Factor: The number the naval unit uses to perform anti-aircraft fire during Air-Naval Combat.

Strategic Movement Allowance: The maximum number of Strategic Movement Points that the unit can expend when it moves.

Naval Gunfire Support Factor: The ability of the ship to perform Naval Gunfire support. When performing Naval Gunfire Support, if the player rolls less than or equal to this rating, a favorable DRM benefits his troops in the ground combat.

1.4.3 Air Units

Air units come in three different varieties: *Fighters*, *Bombers*, and *Transports*.

Fighters: Gladiators, Skuas, Hurricanes, Hawks, Blenheim 1Fs, Me-109s, Me-110s, and Ju-88Cs.

Bombers: Skuas, Swordfish, Blenheims, Wellingtons, Whitleys, Hampdens, He-111s, Ju-87s and Ju-88s.

Transports: Do-26s, Ju-52s, Ju-90s, He-59s, and FW-200s.

Fighters are the only type of air unit that can fire in Air Combat [7.3]; Bombers are the only type that can conduct Bombing Combat [7.4]; and only Transports can fly

Note: Change of Silhouette size on "back" of Air Counters is required because it is impossible to tell the "front" and "back" of Vassal counters, unlike physical counters.

The inclusion of Air Replacement Markers allows for reminders to be set up on the turn track.

Air Transport, Parachute Assault, and Air Transport Assault missions. To remind you that Bombers and Transports cannot fire in Air Combat, their Air Combat Factors are boxed and printed in red.

Note: Skuas may perform both as Fighters and Bombers. Whenever a Skua point participates in an Air Mission, the Allied player must declare whether it is acting as a Fighter or a Bomber. A Skua point that is performing as a Fighter may fire in Air Combat, and one that is acting as a Bomber cannot. If a Skua is operating as a Bomber, its Air Combat Factor is halved (rounding down).

Air Combat Factor: Represents the air unit's ability in air combat. A unit with a boxed Air Combat Factor cannot fire in air combat.

Operational Movement Allowance (OMA): The number of Operational Movement Points the unit may expend to move to a target hex and perform a mission on the Operational Map.

Strategic Movement Allowance (SMA): The number of Strategic Movement Points the unit may expend to move to a target zone and perform a mission on the Strategic Map.

Note: Both the OMA and the SMA numbers are the air unit's flight *radius*. After performing the mission, it may expend its Operational or Strategic Movement Allowance again to return to a friendly base.

Naval Bombing Factor: The factor the air unit uses when performing Naval Bombing combat.

Installation Bombing Factor: The factor the air unit uses when performing Installation Bombing. A unit with a box around this factor is a Night Bomber [7.5.2].

Air Support Factor: The factor the air unit must roll against when attempting to provide Air Support to a ground combat.

Special Air Units

Sea Planes: German air units with German Naval unit color and blue sea background squares are sea planes.

Carrier (CV) Planes: British air units with the blue sea background square are CV-capable. The may land or take-off from at-sea CVs with no penalty.

1.4.4 Counter Abbreviations. Due to space limitations, the following abbreviations are used on the counters:

CD = Coastal Defense
CV = Aircraft Carrier
PB - Pocket Battleship

AO = Tanker, AP = Transport; BB = Battleship; BC = Battlecruiser; BCA = Battalion de Chasseurs Alpins; Blen = Blenheim; BPCP = Brigade Polonaise des Chasseurs Du Podhale; CA = Heavy Cruiser; CL = Light Cruiser; CLA = Antiaircraft Cruiser; DBCh = Demi-Brigade de Chasseurs; DBLE = Demi-Brigade de Legion Etranger; DD = Destroyer; Drgn = Dragoon; DWR = Duke of Wellington's Regiment; FJR = Fallschirmjaeger Regiment; GAAC = Groupe Autonome d'Artillerie Coloniale; GAAM = Groupe Autonome d'Artillerie Montagne; Gds = Guards; GH = Green Howards; Glad = Gladiator; GT = Gunnery Training; Hallams = Hallamshire; Hamp = Hampden; Haugsnd = Haugesund; HMKG = Hans Majeste Kongen Garde; Hurr = Hurricane; IG = Irish Guards; KOH = King's Own Hussars; KOYLI = King's Own Yorkshire Light Infantry; Lcstr = Royal Leicestershire; Lincs = Royal Lincolnshire; ML = Minelayer; RGG = Regiment General Goering; RM = Royal Marine; SB = S-Boats; SF = Sherwood Foresters; SG = Scots Guards; Sothmptn = Southampton; SWB = South Wales Borders; Sword = Swordfish; TB = Torpedo Boats; Y&L = York and Lancaster; York = Yorkshire; Well = Wellington

1.4.5 Chits and Markers. An assortment of markers are used to record important information during play.

Plane	Type
Blenheim	Bomber
Blenheim 1F	Fighter
Do-26 Seaplane	Transport
Fokker	Bomber
Fw-200	Transport
Glad	Fighter
Gladiator	Fighter
Gladiator CV	Fighter
Hampden	Night Bomber
He-111	Bomber
He-59 Seaplane	Transport
Hurricane	Fighter
Ju-52	Transport
Ju-52 Seaplane	Transport
Ju-87b	Bomber
Ju-87r	Bomber
Ju-88a	Bomber
Ju-88c	Fighter
Ju-90	Transport
Me-109	Fighter
Me-110	Fighter
Me-110 L	Fighter
Skua CV	Fighter/Bomber
Swordfish CV	Bomber
Wellington	Night Bomber
Whitley	Night Bomber

Battle Marker Used to Track Location Battle is Taking Place when units are moved to the Air Naval Combat Display

Alternate NDV Markers

Fuel Marker Used to Track Fuel Usage with Optional Fuel Usage Rules

* Used to track number of RR weight points used on a Rail Road per 11.5.1 5th bullet, 13.2.2.c.5, and

** Used to mark location of declared hexes that will be attacked (page 32, Sequence of Play, 4.a).

Included as an aide to track turns where withdrawals are required

1.4.6 The Die. The game includes one ten-sided die with sides numbered from 0 to 9. A roll of "0" is always read as zero, *not ten.*

1.5 Points and Consolidation

AO (tanker), AP (transport), LC (landing craft), DD (destroyer), TB (torpedo boat), and SB (S-Boat) naval units, and all air units are measured in terms of points. An AP, LC, TB, DD, SB, or air unit that has its front side showing face up is two points strong; a unit that has its back side showing face up is one point strong. Tankers (AOs) always equal one naval point. 2 point air units have a large silhouette and 1 point air units have a small silhouette.

During play, air points and naval points of *exactly* the same type and nationality (French DDs with French DDs; Ju-88s with Ju-88s; etc.) can be consolidated to form two-point units, and two-point units can be split up to form one-point units. A *moving* two-point naval unit may split up into two one-point units to enter two different ports *in the same land zone.*

Before resolving any type of combat involving air units or naval points (DDs, TBs, APs, Sloops, and S-Boats), each player *must* consolidate his units into the minimum possible number of counters. Tankers (AOs) do not consolidate.

Exception #1: The German Ju-52 seaplane unit does not consolidate with non-seaplane Ju-52s, and British carrier-capable Gladiator units do not consolidate with normal Gladiators.

Exception #2: Air units that are bombing enemy naval units can split up to attack more naval units (that is, a two-point Ju-87 unit could be split to attack two different naval units). Consolidation must occur, however, if two or more points of the same type of aircraft bomb a single naval unit (that is, if three Ju-87 points are allocated to bomb a single naval unit, the German player must consolidate them, and will resolve two attacks—one with two points and another with one point—instead of making three attacks.

Design Note: *There is only one step to German Fw-200s, Ju-90s, Do-26s, and Ju-52 seaplanes. Therefore, these air units only have values printed on their reverse (one-step) sides. The aircraft*

Fw-200s, Ju-90s, Do-26s, and Ju-52 seaplanes do not have a reverse side in the Vassal module, Instead they have a small silhouette.

silhouettes printed on the front sides of these air units are present only so that the players may find them more easily when setting up the game.

1.6 Control

All hexes on the Operational Map are Allied-controlled at the beginning of play unless noted otherwise in the Scenario Instructions. A hex's Control Status changes whenever any friendly land unit with a Defense Factor greater than zero enters it, and there is no enemy land unit with a Defense Factor greater than zero occupying it.

Note: Land units with Defense Factors greater than zero may enter hexes occupied solely by enemy Trucks and Supply Points (which are immediately captured), and air and naval units.

Each player can only base air points and naval units at airbases and ports, use mobilization centers located in, and trace lines of supply into or through friendly-controlled hexes.

1.7 Examining Stacks

Players may examine the contents of enemy stacks at any time.

2.0 Sequence of Play

Invasion: Norway is played in turns, each of which is divided into seven Segments. During each turn, these Segments are played through in the exact order that they are listed below. All activity in each Segment (and Phase) must be completed before play proceeds to the next Segment (or Phase).

By mutual consent, players may skip phases or segments if neither player has required actions to take or if neither player wishes to undertake a voluntary activity. Specific actions (such as detection) may be dispensed with by both players if weather, or lack of available units, for example, makes such activities meaningless.

1. **Weather Segment:** The *German* player rolls on the Weather Table to determine the weather conditions for the current turn, adjusts weather markers on the Zone Weather Tracks, and places Thaw markers in any zone(s) where the Thaw [3.3] is taking effect for the first time.

2. **Reinforcement and Replacement Segment:** Each player receives any land, air, and naval units listed in the current turn's space on his Reinforcement Schedule, and may use Air Replacements to rebuild air units [For placement of reinforcements and replacements, see 4.1-4.2]. All required withdrawals are also made during this segment [4.3].

3. **Naval Segment**

   a. **Allied Naval Detection Phase:** The Allied player may attempt to Detect each German naval stack at sea. If he detects a stack, he may immediately conduct Naval Interception against it. If the Allied player chooses to Intercept with air units (either in addition to or instead of naval units), the German player may attempt to detect the air mission and, if successful, conduct Air Interception against it.

   b. **German Naval Detection Phase:** *Identical to the Allied Naval Detection Phase except that the roles are reversed.*

   c. **Allied Naval Movement Phase:** The Allied player moves his naval units one stack (six units maximum) at a time. The German player may attempt to Detect each stack in every zone that it enters and, if successful, may conduct Naval Interception against it. If he chooses to Intercept with air units (either in addition to or instead of naval units), the Allied player may attempt to Detect the air mission and, if successful, conduct Air Interception against it. Moving naval units may trigger Coast Artillery Fire [9.1].

   If the Allied player wishes to conduct any Naval Bombardments and/or Naval Combats in Ports [8.3], they are resolved during this phase. The same holds true for any Amphibious Assaults and unopposed landings. The Allied player must also announce which of his naval units will attempt to conduct Naval Gunfire Support [8.4] during his Land Combat Phase. He moves such units from the Strategic Map to the same sea zone on the Operational Map and places them in the "Gunfire Support" box.

d. German Naval Movement Phase: *Identical to the Allied Naval Movement Phase, except that the roles are reversed.*

4. German Operations Segment

a. German Land Movement Phase: The German player may move all his land units. After all his units have moved, the German player designates those enemy-occupied hexes that he will attack in the Land Combat Phase [see d. below].

b. German Air Mission Phase: The German player may fly Bombing, Air Transport, and Airborne and Air Transport Assault missions. The Allied player may attempt to Detect each German air mission and, if successful, may conduct Air Interception against it. If a Parachute Assault, Air Transport Assault, or combined Parachute/Air Transport Assault is declared against an eligible hex, it is resolved during this segment. Units that conduct successful Parachute and/or Air Transport Assaults (and any units that have been air transported into friendly airbase hexes) may attack adjacent enemy units during the German Land Combat Phase.

c. Allied Air Mission Phase: *Identical to the German Air Mission Phase, except that the roles are reversed.*

d. German Land Combat Phase: German land units may choose to conduct Land Combat against Allied land units located in adjacent hexes.

e. German Motorized Movement Phase: The German player may move any of his Motorized units that do not possess Out of Supply markers.

5. Allied Operations Segment: All phases are resolved exactly like those in the German Operations Segment, except for the two new ones (a. and g. below).

a. Norwegian Surrender Phase: The supply status of all Norwegian *land* units is determined, and any that are out of supply Surrender [13.4].

b. Allied Land Movement Phase

c. Allied Air Mission Phase

d. German Air Mission Phase

e. Allied Land Combat Phase

f. Allied Motorized Movement Phase

g. Norwegian Mobilization Phase: One battalion must mobilize at the mobilization center of each Norwegian infantry or artillery regiment that has units remaining on the Norwegian Mobilization Display [14.2]. On the Invasion Turn (only) all non-regimental infantry, dragoon, and mountain artillery battalions that remain on the Mobilization Display also mobilize.

6. Repair Segment: Both players simultaneously do the following things:

a. Roll a die for each damaged ship that is located at a friendly naval base; if the result is a zero, the ship counter is flipped to its undamaged (front) side.

b. Roll a die for each damaged coastal artillery unit (fixed or mobile). Remove one hit on a die roll of five or less.

c. Remove one hit (automatically; no die roll is necessary) from each damaged airbase, port, and railroad hex.

d. Move all Air Points in Flown Boxes to Ready Boxes at their respective Airbases.

e. Remove naval units remaining in Naval Gunfire boxes. Place them in the corresponding sea zone on the Strategic Map.

f. At-sea naval units in the same sea zone may be recombined into new naval stacks.

g. Place (or flip) enhanced NDV markers.

3.0 Weather

Dotted white lines on both maps divide them each into three sections (northern, central, and southern) for determining and applying the effects of weather. The weather conditions in each section are determined during the Weather Segment of each game turn.

3.1 Weather Determination

3.1.1 Pre-Determined Weather on April #2 and #3. The weather is pre-determined for the April #2 and April #3 turns. On the April #2 turn, the weather is automatically Cloudy in the Southern and Central sections, and Foul in the Northern Section. On the April #3 turn, the weather is automatically Stormy in the Northern and Central sections, and Foul in the Southern section.

3.1.2 Weather Determination Procedure. During the Weather Segment of each game turn staring with April #4, the German player uses the following procedure to determine the weather in all three sections on both maps.

1. The German player determines the weather in the Central section by rolling a die, subtracting -1 if a May and June turn is being resolved, and locating the result on Weather Table #1.

2. The German player determines the weather in the Southern section by applying the appropriate modifier (-1 in April, and -2 in May or June) to the *same die roll as in Step #1*, and locating the result on Weather Table #1.

3. During all April turns, the German player rolls a die on Weather Table #2 to determine the weather in the Northern section (adding +2 if the weather is Stormy in the Central section).

4. During all May and June turns, the German player determines the weather in the Northern section by rolling a die, adding a DRM of +1, and locating the result on Weather Table #1.

3.1.3 Recording the Weather. Record the weather in each section by adjusting the position of the Weather markers on the Weather Tracks on the Strategic Map.

3.2 Weather Effects

Weather may affect Detection, Air Missions and Combat, and Land combat resolution in the Nordland and Troms land zones. Such effects are listed on the Weather Effects Table.

3.3 The Thaw

Design Note: *The spring thaw begins influencing the southern portions of Norway in the second half of April, after which its effects gradually work their way northward up the length of the country until the Narvik area is affected a month later.*

3.3.1 Effects. The Thaw's effects are applied on a zone-by-zone basis; the Turn Record Track indicates when the Thaw begins in each land zone. Once a zone is affected by the Thaw, a Thaw marker is placed in that zone on the Strategic Map as a reminder. The following special rules apply in that zone for the rest of the game.

- All Frozen Lake airbases in the zone are immediately removed from the Operational Map, and any air units based at them roll for Emergency Air Transfer [5.1.2].

- No Frozen Lake airbases may be placed in the zone.

- Leg and Mountain units may no longer move, retreat, or attack across Lake hexsides [Terrain Effects Chart].

- Land units may use Ferries [11.2.2] to cross Lake hexes in the zone.

- Each Road hex in the *Nordland or Troms zone* costs a Motorized unit four MPs to enter (instead of two, see Terrain Effects Chart]. Each Road hex in *any other zone* costs a Motorized unit three MPs to enter. Highway hexes cost a motorized unit two MPs to enter.

- The +1 modifier is no longer applied when non-Mountain infantry units attack in the Nordland or Troms zone.

3.3.2 Trondheim Fjord and the Thaw. No naval unit of any kind may enter the cross-hatched portion of Trondheim Fjord (that is, hexes 2717, 2718, 2817, and 2818) until after the Thaw has begun in the fjord. Note that Trondheim Fjord thaws on the April #8 turn and that the Trondelag zone around it does not thaw until May #1.

Note: The frozen Trondheim Fjord hexsides are not treated like frozen lake hexsides (that is, leg and mountain units cannot move, retreat, or attack across them).

4.0 Reinforcements, Replacements, and Withdrawal

During play, both sides receive additional units and replacement aircraft. Furthermore, both sides may be compelled to remove certain air and naval units from play during a scenario. All three functions (reinforcement, replacement, and withdrawal) are conducted during the Reinforcement and Replacement Segment.

4.1 Reinforcements

Both sides receive additional units during the course of play according to their Reinforcement Schedules.

- All Allied *land* reinforcements are placed in the Scotland Strategic Map zone; all Allied *naval* reinforcements are placed in the Scotland (west) Strategic Map sub-zone. Allied *air* unit reinforcements may be placed in the England, Scotland, or Scapa Flow Strategic Map land zones (these are At-Start units).

- All German *land* and *naval* reinforcements are placed in the Germany Strategic Map zone. German *air* unit reinforcements may be placed in the Germany or Denmark (beginning on the April #5 turn) Strategic Map zones.

4.2 Air Replacements

Air units are the only type of units that may be replaced during the game. Both sides may use Air Replacements to rebuild eliminated or weakened air units during the course of play.

4.2.1 Procedure. Each player receives one Air Replacement on every odd-numbered turn after the Invasion Turn. Air unit replacements must be used or lost on the turn they are received. They may not be saved and accumulated from turn to turn.

Exception: German Ju-90 and Fw-200 air transports and He-59 and D0-26 seaplane transports cannot be replaced.

4.2.2 Function. Each Air Replacement expended will either flip a one-point air unit onto its two-point side, or bring an elimi-

UK DD units in Scotland (west) may be rebuilt with DD reinforcement points or new units may be brought into play from the force pool (if available). Any UK DD Reinforcement points not used on the turn they are received are lost. (Clarification received from Anthony Curtis at GMT.)

nated air unit back into play on its one-point side. However, air points may only be brought back into play at airbases where air reinforcements can be placed.

4.2.3 Restriction. Air Replacements may only be used to rebuild eliminated air points; they cannot be used to bring new air points into play.

4.3 Withdrawal

Design Note: *On May 10, 1940, the Germans launched Operation Yellow—the invasion of Western Europe that would lead to the fall of France within six weeks. As a result, the campaign in Norway was swiftly relegated to a secondary status, and both sides hastened to redeploy precious air and naval forces to the decisive theater of operations.*

4.3.1 Procedure. Both sides must remove certain naval and air units from play on the turns listed on the Withdrawal Schedule. A unit is simply removed from the map during the Reinforcement Phase and Replacement Segment that it Withdraws (it does not matter where it is).

If a player does not have enough air points of a particular type to Withdraw the full number listed on the Withdrawal Schedule, he simply removes all that he can. There is no penalty for being unable to Withdraw the full number.

4.3.2 Expending ASPs for Withdrawing Air Units. Sufficient ASPs [13.1-2] must (if possible) be expended to permit all withdrawing *air points* to take off. However, air units still withdraw even if there are not enough ASPs. Any shortage must be made good out of later-arriving ASPs.

4.3.3 Substituting for Damaged or Sunk Naval Units. If a *named* naval unit that is supposed to withdraw has been damaged or sunk, the owning player must (if possible) remove a naval unit of the same type (BB, CA, CL, etc.) that has the same Naval Attack and Defense Factors as the unit that was supposed to withdraw. If no such naval unit is available, remove a unit of the same type (BB, CA, CL, etc.) that has different Naval Attack and Defense Factors than the unit that was supposed to withdraw. If no unit of the same type is available, do not withdraw any unit.

5.0 Naval and Air Unit Stacking and Basing

5.1 Air Unit Basing

Air units may only take off and land at friendly-controlled airbases. The control status of a Operational Map airbase depends upon which player was the last to have a combat unit occupy the hex [1.6]. A Strategic Map airbase is controlled by the player whose national flag is printed within the Strategic Map land zone where it is located.

Exception: Although the German flag is printed in the Denmark zone, German air units cannot be based there until the April #4 turn. On that turn, they may *land in* (but not fly missions from) Denmark. From April #5 turn onward, Denmark functions in all respects as a German-controlled airbase.

Each airbase on both maps has an Airbase Capacity, which is the number of air points that may be stacked there. Each hit on an airbase reduces its capacity by one until repaired. Note that some Strategic Map airbases have unlimited Airbase Capacities.

Exception: British Whitley, Wellington, and Hampden air units may only be based in the England and Scotland Strategic Map zones. They cannot be based on the Operational Map, or in any other Strategic Map zone. Furthermore, a maximum of two Whitley, Wellington, and/or Hampden air points may be based in Scotland at any point during play.

Note: Each Operational Map airbase has a Holding Box printed on the Airbase Display. An air unit that is based at one of these airbases is placed in its Holding Box on the Airbase Display instead of on the airfield itself.

5.1.1 Seaplane Bases. There are four German seaplane air units (which for sake of clarity are printed in the same color as German naval units). These units are based at friendly-controlled port hexes instead of airbases. Any number of seaplane points may be based at a single port (that is, there are no Seaplane Base Capacities). Seaplane

This means a seaplane cannot take a hex by seaplane assault from the air.

units present in a port hex may be attacked in Bombing Combat [8.5] and by Naval Bombardment [9.6.3].

5.1.2 Emergency Air Transfer. If an enemy land unit with a Defense Factor greater than zero enters an airbase (or port) where friendly air units are located, roll a die for each air point present. If the result is 0–3, the point may fly to any friendly-controlled airbase within range—even if it has already Flown that turn. When the air point lands, it is recorded as having Flown. This special form of air movement cannot be Detected or Intercepted, but Air Supply Points [13.2] must be expended as usual (if applicable for German or British air units) to permit the air units to take off. Any air point that fails the emergency transfer die roll, or that cannot expend the necessary ASPs to take-off, is immediately eliminated.

5.1.3 Bardufoss Airbase. Until Bardufoss Airbase (in hex 0203) is upgraded, its Airbase Capacity is only one, and only Norwegian air units may base there. Once Bardufoss has been upgraded, it uses its printed Airbase Capacity of three, and any air units may be based there. The Allied player may attempt to upgrade Bardufoss Airbase at the beginning of any friendly Air Mission Phase in which there is a full-strength British infantry battalion in the hex. If so, roll a die; if the result is 0–2, Bardufoss is immediately and permanently upgraded.

Exception: You may not attempt to upgrade Bardufoss Airbase on a turn in which the Northern Weather section is experiencing Stormy weather.

5.1.4 Frozen Lake Airbases. Each player has three Frozen Lake Airbase markers, which may be placed on or removed from the Operational Map at the beginning of any friendly Air Mission Phase. A Frozen Lake Airbase marker may not be put back on the Operational Map during the same Air Mission Phase that it was removed, but a given marker may be placed and removed any number of times during a scenario. A Frozen Lake Airbase has an Airbase Capacity of two, but only Gladiator, Fokker, and Ju-52 units may be based on frozen lakes.

Only one Frozen Lake Airfield may be placed in a hex regardless of the number of Lakes depicted on the map in a hex. Placement of Frozen Lake Airbases do not require the hex be friendly controlled.

Exception #1: Frozen Lake Airbase markers may not be placed in zones where the Thaw [3.3] has begun. Furthermore, a Frozen Lake Airbase marker is automatically removed from the Operational Map during the Weather Determination Phase in which the Thaw begins in its zone (any air units based there may perform Emergency Air Transfer [5.1.2]).

Exception #2: On the Invasion Turn, the Allied player may place Frozen Lake Airbase markers on the Operational Map at any point during the German Operations Segment.

Frozen Lake Airbases may be targeted by Installation Bombing Missions and Naval Bombardments just like any other airbases. However, subtract two (-2) from all Installation Bombing and Naval Bombardment die rolls made against a Frozen Lake Airbase. If the airbase capacity of a Frozen Lake Airbase is reduced to zero, it is removed from the Operational Map.

5.1.4 Allied Carriers. Allied CVs function as at-sea Airbases that are always Allied controlled. Each CV has a holding box with Airbase Capacity printed on the Airbase Display. If a CV is damaged, it cannot conduct Air Missions until repaired.

5.2 Naval Unit Basing

5.2.1 Basing Limit. Up to six ships and/or AP, DD, TB, Sloop, and SB *points* may be based at any friendly-controlled port. Denmark becomes a German-controlled port during the German Naval Movement Phase of April #4 turn. If the opposing player gains control of a port where friendly naval units are based, they are immediately moved out to sea in the bordering sea zone. This movement can neither be Detected nor Intercepted, but may trigger Coast Artillery Fire [9.1] and Submarine [8.6.3] attacks.

Exception: If a port's printed Unloading Capacity (below) is greater than six, then that number of ships and/or points may be based there. Note that many of the Ports on the Strategic Map have an unlimited Unloading/Basing Capacity.

Exception: On the Invasion Turn (only), Norwegian naval units that are present in a port when it comes under German control as a result of Airborne or Air Transport Assault are not automatically moved out to sea, but instead must make Surrender Checks (see 17.2.6).

5.1.4 ADD: Insert this sentence immediately after the first sentence of this rule -- "A Frozen Lake Airbase marker may only be placed in a hex that contains a piece of Lake terrain symbol (no matter how small. As examples, Frozen Lake Airbases could be established in hexes 3522, 3823 and 5229.

5.2.2 Unloading Capacity. Each port on both maps has an Unloading Capacity, which is the number of ships and/or AP, DD, Sloop, or SB *points* conducting Naval Transport [8.5] and/or Amphibious Assault [8.6] that may unload there during a single friendly Naval Movement Phase.

A port's Unloading Capacity may be reduced by Damage [10.1.2].

Important Note: Although Damage reduces a port's Unloading Capacity, it does *not* reduce the number of ships and/or naval units that may be based there.

Important Note: A port's Unloading Capacity is considered only when naval units disembark their cargoes. Any number naval units may load land units and/or supply points at a port during a single Naval Movement Phase.

5.2.3 British Basing Restriction. British BBs, BCs, and CVs may not be based at any ports on the Operational Map.

6.0 Detection and Interception

Detection and Interception are crucial elements of the *Invasion: Norway* game system. Whenever enemy naval units move, or enemy air units conduct an air mission, friendly air and/or naval units may Intercept if the moving enemy force is Detected. Intercepting air and naval units then move until they are located in the zone occupied by the enemy unit or stack they are intercepting, and resolve Bombing, Naval, or Air Combat against it. In some cases, intercepting units can themselves be Detected and Intercepted.

6.1 Naval Detection

Each sea zone on both maps contains a German Naval Detection Value (NDV) and an Allied NDV. These are printed in dark blue somewhere within the sea zone. NDVs are used to determine whether naval groups are detected while in that sea zone.

6.1.1 Variable NDVs. The German and Allied NDVs in some sea zones may change during play as control of certain crucial

hexes is gained and lost. Four NDV markers are provided so that these changes may be recorded. When a player controls the hexes listed below, he places one of his "+2 NDV" or "+4 NDV" markers (whichever is appropriate) in the corresponding sea zone as a reminder.

- If a player controls Bardufoss Airbase (hex 0203) *and* it has been upgraded [5.1.3], his NDV in the Northern Norwegian Sea zone is increased by two (+2).

- If a player controls Vaernes Airbase (hex 3018), his NDV in the Central and Southern Norwegian Sea zones is increased by four (+4).

- If a player he controls Bergen (hex 4332), his NDV in the Norwegian Leads Sea zone is increased by four (+4).

For NDV determination (only), the Allied player is not considered to control any port or airbase in Norway until the end of the Invasion Turn.

6.1.2 When Naval Units Can Be Detected. Naval Detection may be attempted/occur in three situations:

- A detection attempt may be made against every stack of enemy naval units that is at sea during the Naval Detection Phase of the Naval Segment.

- During the Naval Movement Phase or during Interception movement, a detection attempt may be made against a stack of moving enemy naval units in each zone it enters.

- Naval units in Ports are automatically detected.

6.1.3 Resolving a Naval Detection Attempt. To resolve a Naval Detection attempt, roll a die and apply any appropriate modifiers from among those listed on the Naval Detection Modifiers Chart. If the modified die roll result is less than or equal to *your* NDV, the enemy naval units are Detected.

6.2 Naval Interception

If an attempt to Detect a stack of enemy naval units succeeds, subtract the modified detection die roll from your NDV in the zone. For

each point of difference, you can Intercept either with two air points or two naval units (a two-point unit counts as only one unit).

Exception: If the difference between the modified die roll and your NDV is zero, you may still Intercept with two naval units or two air points.

Example #1: The Allied player makes a detection attempt against a German stack in the Norwegian Leads sea zone. The Allied NDV in that sea zone is five. The Weather is Cloudy, which causes a +1 DRM to the die roll. The Allied player rolls a two, modified to a final three because of the Cloudy weather. Because three is less than the Allied NDV of five, the German stack is detected. To determine how many naval units and/or air points he can use to intercept, the Allied player subtracts the modified die roll of three from the NDV of five. The difference is two. Thus, he can intercept with no more than four naval units or air points, or a combination of both. Thus, he could intercept any of the following:

- naval *units* alone (not more than four)

- air *points* alone (not more than four)

- a naval interception mission of two naval units *and* an air interception mission of two air points

- a naval interception mission of three naval units *and* an air interception mission of one air point

- a naval interception mission of one naval unit *and* an air interception mission of three air points

Example #2: Using the same situation as in Example #1, on a modified die roll of four or five, the German stack would still detected, but the Allied player could only send two air points/naval units to intercept. On a modified roll of two, the Allied player could send six air points/naval units to intercept.

Note: The intercepting naval and air units must be within range of the zone where the detected stack is located. It is crucial to note

Naval units "moving" between the Operational and Strategic Maps cannot be detected despite spending a Strategic Movement Point because they did not enter a new zone.

Per 1.3 and 8.3:
1.3 Air and naval units that are located in a zone on the Operational Map are simultaneously located in the corresponding zone on the Strategic Map (and vice versa).
8.3 Moving naval units may be Detected and intercepted in each zone that they enter.

that a naval unit must be within two Strategic Movement Points of the detected stack's zone to be eligible to intercept.

6.2.1 Intercepting With Air Points.
Organize and resolve an Air Mission [7.2] with the intercepting air points. Any air points that are within range of the sea zone currently occupied by the stack of moving naval units can participate. The air mission is subject to Air Detection and Air Interception by enemy fighters in its target zone as usual. It does not resolve Bombing Combat against the enemy naval stack that it is intercepting until after any Air Combat caused by enemy Air Interception has been completed.

Note: A maximum of eight air points can participate in an Air Mission (but may be limited by the difference between the detection die roll and the sea zone's NDV). Only one Air Mission can Intercept each time that an enemy naval stack is Detected.

6.2.2 Intercepting With Naval Units.
Organize intercepting naval units into a stack, move it (if necessary) to the zone where the Intercepted enemy stack is located, and resolve Naval Combat against it. All the rules concerning Naval Movement [8.1] apply normally, except that intercepting naval units may expend no more than two Strategic Movement Points.

Note: A maximum of six naval units may move in a stack, so no more than six naval units can Intercept at once. Only one stack of naval units may Intercept each time an enemy naval stack is Detected.

An intercepting naval stack is subject to Detection and Interception in each zone that it enters, but intercepting naval units may not be Intercepted by enemy naval units. However, an intercepting naval stack can be intercepted by enemy air units; any Bombing Combat resulting from this air interception is resolved before the intercepting naval stack resolves Naval Combat against the enemy stack it is intercepting.

Note: If a stack of intercepting naval units starts in the same zone as the enemy force that it is intercepting, it cannot itself be Detected and Intercepted (because it has not entered a new zone).

6.2.3 Multiple Interceptions.
Each time he Detects a stack of enemy naval units, a player may Intercept with no more than one air mission *and* one naval stack (assuming the difference between his Detection Value and his modified detection die roll is sufficiently large). An intercepting Air Mission is always resolved before a stack of intercepting naval units moves.

6.2.4 Naval Interception Restrictions

- During the German and Allied Naval Detection Phases, only one attempt may be made to detect each stack of enemy naval units at sea.

- An air or naval unit can perform Naval Interception only once per Naval Segment.

- After performing Naval Interception, surviving air units must land at a friendly Airbase within their SMA, where they are placed in the Flown box.

- Naval units that are moving to Intercept detected enemy naval units cannot themselves be intercepted by other enemy naval units.

- A naval unit that has already moved cannot Intercept during the same Naval Segment.

- A naval unit that has already intercepted cannot move during the same Naval Segment.

6.3 Air Detection

Each land and sea zone on both maps has a German Air Detection Value (ADV) and an Allied ADV. These are used to determine whether enemy air missions are Detected in their target zone.

> **Exception:** The Germany, England, and Scotland land zones do not have ADVs, because Bombing Combat is not allowed in those zones.

6.3.1 Air Detection Procedure.
Air Detection may be attempted whenever an enemy air mission enters its target zone (on the Strategic Map) or hex (on the Operational Map). To resolve an Air Detection attempt, roll a die and apply any appropriate modifiers from among those listed on the Air Detection Modifiers Chart. If the modified die roll result is less than or equal to your ADV, the enemy air mission is Detected.

6.3.2 British Antiaircraft Cruisers (CLAs).
British antiaircraft cruisers (which were equipped with long-range radar equipment) modify Air Detection die rolls as follows:

- If an undamaged Antiaircraft Cruiser is located in a port in Norway, the Allied player subtracts two (-2) from all Air Detection die rolls made against German air missions whose targets lie *in the same hex.*

- If a stack of naval units that includes an undamaged Antiaircraft Cruiser is attacked by an enemy Naval Bombing Mission [7.4] while at sea, the Allied player subtracts two (-2) from his Air Detection die roll. in the zone with the CLA only

Note: If there are multiple Allied naval groups in a sea zone, the CLA protects *only* the units in the group it is stacked with.

The presence of more than one undamaged Antiaircraft Cruiser in port in a land zone, or in a stack of naval units at sea, has no additional effect.

6.4 Air Interception

6.4.1 Determining How Many Air Units Can Intercept.
Whenever you successfully Detect an enemy Air Mission, subtract the modified die roll from your ADV in the zone. For each point of difference, two points of friendly fighters can Intercept, but no more than eight fighter points, regardless of the difference. If the difference between the modified die roll and your ADV is zero, you may still Intercept with two fighter points.

6.4.2 Restrictions.

- Intercepting fighters must be within range of the detected air units to perform Air Interception.

- Fighter points that are performing Air Interception cannot themselves be Detected and Intercepted by enemy fighter points.

6.4.3 Interception Movement. Friendly fighter points intercept a detected enemy air stack by moving from their base on either map to the zone or hex occupied by the detected enemy units. Intercepting fighters can move up to their full Strategic or Operational Movement Allowance and do not have to move as a stack. The Movement Allowance that the intercepting fighters use to intercept is determined by which map the detected air stack is on:

- If the target of an Air Interception mission is located in a zone on the Strategic Map, fighters use their Strategic Movement Allowance (SMA) to intercept.

- If the target of an Air Interception mission is located in a hex on the Operational Map, fighters use their Operational Movement Allowance (OMA) to intercept.

Note: If an enemy air mission supporting an Amphibious Assault is detected, interception takes place in the target hex.

- Fighters based on the Strategic Map may intercept against units on the Operational Map using their OMA. Range, however, is calculated from any hex of the Operational Map Edge Hex Group [1.1] that contains the name of the zone from which the Fighter took off.

Example: Two points of German Ju-87s are detected before they bomb Bergen (hex 4332). The Allied player has two Skua points based at Scapa Flow. The Skuas have an OMA of eighteen, which is just enough to get them to Bergen. The Allied player moves the Skuas to hex 4334 (he could also move them to 4233 or 4433). The "Scapa = 16" notation in that group of red hexes denotes that it costs sixteen OMPs to enter any of those hexes by air from Scapa Flow. The Skuas now have only two OMPs remaining, which they expend by moving through hex 4333 and into 4332, where the interception occurs.

6.4.4 Interception Combat. After moving to the hex or zone occupied by the detected enemy stack, intercepting air units perform Air Combat against it [7.3].

6.4.5 Landing. After a fighter point performs Air Interception, it must land at any friendly airbase within its range (using whichever Movement Allowance it used for the Interception). It is then placed in the "Flown" portion of that airbase's or zone's holding box on the Airbase Display or Strategic Map. It cannot Intercept again or conduct an Air Mission for the rest of the turn.

Example: The Allies detect a German naval stack in the Southern Norwegian Sea zone and send two points of carrier-based Skuas to perform Air-Naval Combat against it. When the Skuas enter the Southern Norwegian Sea zone the German attempts detection and gets a result of one. That is two less than the German ADV of three in the Southern Norwegian Sea zone, so the German may intercept with up to four fighter points.

He decides to intercept with two Me-109 points (all the fighter points he currently has in range) based at Vaernes Airbase in hex 3018. Because his target is on the Strategic Map, he moves the ME-109 counter from the Vaernes Airbase Display Ready box onto the Trondelag zone on the Strategic Map, where he will begin its Interception Movement.

The Me-109 has a SMA of one, so it can only move one zone on the Strategic Map. Fortunately, the Southern Norwegian Sea zone is adjacent to the Trondelag zone, so the German player moves the Me-109 counter there and performs Air Combat against the enemy Skuas.

After the combat is resolved [see example of Air Combat after 7.3], the German player moves the Me-109 back to the Trondelag zone and places the unit in the Flown box on the Vaernes Airbase Display.

Note that if the intercepting units at Vaernes had been Ju-88s (with an SMA of three), they could have performed the interception, then moved up to three Strategic Map zones to land at a friendly airbase.

7.0 Air Operations

Each air unit may fly one mission per turn, except during Storm weather, when no air operations are allowed.

7.1 Air Movement

7.1.1 An air unit flies a mission by moving from its base to a target hex or zone within its range on one of the maps, performing its mission (combat, transport, etc. [7.2]), and moving (again, within its range) back to a friendly airbase.

7.1.2 Movement Allowances. An air unit moves using either its Strategic Movement Allowance (SMA), if its target is on the Strategic Map, or its Operational Movement Allowance, if its target is on the Operational Map. These Movement Allowances designate the maximum range over which an air unit can fly a to a target. An air unit may not fly to a target in excess of these ranges.

Exception: Double-Range Air Missions [7.2.4]

7.1.3 Air Movement on the Strategic Map. Air units whose target is on the Strategic Map move using their Strategic Movement Allowances, expending one Strategic Movement Point for each Strategic Map zone they enter, excluding the zone they start in. Movement is permitted only between zones that share a common border; an air unit cannot move diagonally between zones that meet only at a single point. Including Land/Naval zone borders (Example: a unit can't go directly from the TROMS land zone to the NORTH CAPE naval zone).

When an air unit that is based in Norway (on the Operational Map) flies an air mission against a target on the Strategic Map, begin the mission by placing the air unit in the Strategic Map land zone that its Airbase occupies. Then move the air unit from zone to adjacent zone, using its Strategic Movement Allowance, until it reaches the zone occupied by its target.

7.1.4 Air Movement on the Operational Map. Air units whose target is on the Operational Map move using their Operational Movement Allowances, expending one Operational Movement Point for each hex entered. Air units can move freely

through all terrain types and hexes containing enemy units and their ZOCs at no additional cost.

Air units based on the Strategic Map may fly onto the Operational Map to perform a mission. Some of the hexes along the edges of the Operational Map have zone names and numbers printed in them. These are called Operational Map Edge Hex Groups, and are color-coded on the map edge for easy identification. The numbers (for example, "Scapa Flow = 16") indicate the quantity of Operational Movement Points that an air unit based in the named zone must expend to enter that map edge hex. An air unit moves normally after flying onto the Operational Map in this way, expending one Operational Movement Point for each hex that it enters.

Air units never use Operational Movement Points to move from the Operational Map to the Strategic Map. They use the procedure in 7.1.3, instead.

7.1.5 CV-Launched Missions from Sea Zones Adjacent to Norway. There will be situations in which the Allied player may wish to launch air missions from British CVs located in a Strategic Map sea zone that is adjacent to a Norway land zone. In such instances, place the launched air units in any *sea hex* on the Operational Map in the sea zone occupied by the CV.

Example: A British CV launches a Skua from the Southern Norwegian Sea zone. Its target is the Trondheim port hex (3019). The British player places the Skua in hex 2722 (the closes all-sea hex to Trondheim), and expends four OMPs to reach Trondheim.

7.1.6 Landing. After an air unit performs its mission, it must land at any friendly airbase within its range (using whichever Movement Allowance it used to fly to the target's hex or zone). It is then placed in the Flown portion of that airbase's or zone's holding box on the Airbase Display or Strategic Map. It cannot conduct another Air Mission for the rest of the turn.

7.2 Air Missions

7.2.1 Types of Air Missions. There are seven types of air missions:

- Air Combat
- Air-Naval Bombing Combat
- Installation Bombing
- Air Support
- Air Transport (German player only)
- Parachute/Air Transport Assault (German player only)
- Transfer

7.2.2 Air Mission Procedure. Air Missions are conducted according to the following procedure:

a. The active player moves a stack of up to eight air points to a target hex or zone. Each moving air unit may expend its full Strategic or Operational Movement Allowance. Only air points that have not already flown a mission this turn may fly missions.

b. The opposing player may only attempt to detect an Air Mission in the hex or zone where its target is located. If the Air Detection attempt succeeds, the detecting player may perform Air Interception. Only fighter points that are not Flown are eligible to Intercept. The number of fighter points that may Intercept is governed by the difference between the detection die roll and the ADV in the zone the target occupies [6.4.1]; a maximum of eight fighter points may participate.

c. If Air Interception occurs, resolve Air Combat [7.3].

d. Each enemy fighter point that performed Air Interception now moves a second time up to the limit of its Strategic or Operational Movement Allowance. By the end of this movement, all intercepting units must land at friendly-controlled airbases, where they are placed in the Flown portion of the airbases' Holding Boxes. Those that cannot are eliminated.

e. If any bombers remain in the Air Mission after Air Combat has been resolved, the active player identifies which specific target in the hex or zone he will attack.

Note: An entire stack of naval units in a port is considered a single target for purposes of this rule. All the bombers in an air mission do not have to attack the same naval units, but all the naval units attacked by a single air mission must be part of the same stack.

f. Bombing or Air Support Combat is resolved *or* air transports drop/unload their cargo (Air Transport Missions, and Parachute and Air Transport Assaults).

g. Each unit participating in the air mission moves a second time up to the limit of its Operational Movement Allowance. By the end of this movement, all units must land at friendly-controlled airbases, where they are placed in the Flown portion of the airbases' Holding Boxes. Those that cannot are eliminated.

Exception: Air units that are flying Double-Range Missions [7.2.4] cannot move a second time. They must land at an airbase in the same hex or zone where their mission's target was located.

7.2.3 Forming Up Air Missions During Movement. An air mission stack may pick up additional air units by passing through the hex(es) or zone(s) where they are based while heading toward its target hex or zone. However, no more than eight air points may ever participate in a single air mission and no unit may exceed its Operational or Strategic Movement Allowance.

7.2.4 Double-Range Air Missions. When flying against targets on the Operational Map, any air unit may fly a Double-Range Air Mission. Some units that participate in an air mission may fly Double-Range Missions and others may not.

An air unit that is flying a Double-Range Mission may move up to *twice* its printed Operational Movement Allowance. However, it may not move a second time during Step g. of the Air Mission Procedure [7.2.1]. In effect, this means that the air unit must land at an airbase in the hex where it conducted its mission; if it cannot do so, it is eliminated.

An air unit that is flying a Double-Range mission may perform Air Transport Assault missions.

7.2.5 (Optional Rule) Alternate Double-Range Air Mission Computation. By mutual agreement, whenever an air mission is targeted for a hex on the Operational Map, the air units may expend more than their printed one way OMA (as long as they land at a friendly airbase without exceeding their combined two-way OMA total).

Example: The German player wants to bombard the port of Andalesnes (hex 3325) with Ju-88 points based in the Germany zone on the Strategic Map. The OMP distance from Germany to Andalesnes is forty-two hexes (seventeen hexes to the Germany Map Edge Hex 5825 and twenty five Operational map hexes to Andalesnes). The normal OMA of a Ju-88 is thirty-five points. The German player doubles this figure to 70, because a Ju-88 can expend up to thirty-five OMPs to reach a target hex and expend a further thirty-five OMPs to return to base. The German player subtracts the forty-two OMPs required to reach Andalesnes from the seventy OMPs available, leaving twenty-eight OMPs for returning to a friendly airbase. The Ju-88s expend fifteen of the remaining twenty-eight OMPs and return to base at Fornebu (hex 4820).

Note: Modified double-range air missions are not allowed if there are insufficient OMPs remaining to allow air units to reach a friendly airbase from the target hex.

7.3 Air Combat

Air Combat occurs whenever an Air Mission is Intercepted during the Naval or Operations Segment. A maximum of sixteen points may participate in a single Air Combat (eight points in the Air Mission, plus eight points of intercepting fighters). The interceptors are always the attackers.

7.3.1 Organizing Air Combat. When intercepting fighters enter a zone or target hex occupied by an air mission, the air mission player attempts to detect them using normal detection procedure. Whether the interceptors are detected or undetected affects orga-

nizing Air Combat . After Consolidation [1.5], both players place all their participating air units on the Air-Naval Combat Display, and organize the combat as follows:

a. Interceptors detected.

1. The defending player places any of his air units in the #1 space on his side of the Display, and the intercepting player then assigns one of his fighters to attack it by placing the fighter unit in the #1 space on *his* side.

2. The intercepting player places any unallocated defending air unit in the #2 space on the opposite side of the Display, and then assigns one of his fighters to attack it by placing the fighter unit in the #2 space on *his* side.

3. This process continues, with the players alternately choosing which defending air unit is placed in the next open box until either there are no unallocated defending units remaining, or the attacker has no fighters left. Thus, the defending player decides which of his units go into the #1 and #3 spaces, and the intercepting player decides which are put in the #2 and #4 spaces.

b. Interceptors undetected. The process in paragraph (a) above is reversed. The attacker chooses the first defending unit and all odd numbered defenders thereafter. The defender chooses the second defending unit and all even numbered defenders thereafter.

7.3.2 When One Side Has More Units.

a. If the attacker has more fighters than there are defending units, he can use the excess to double up against defending units. No more than two air units may ever fight a single enemy air unit, so if the attacker still has unused fighters left after he has doubled up against all defending units, the excess cannot participate in that Air Combat.

b. If the defender has unattacked fighters left after all the attacker's fighters have been allocated, he can use the excess to double up against attacking fighters. If an attacking fighter has been allocated to fire at a defending bomber, the de-

fender can allocate only one of his excess fighter units to fire at it (because no more than two air units can ever fight a single enemy air unit).

7.3.3 Resolving Air Combat. After an Air Combat has been organized, both sides' fighters fire once at the enemy units they are matched-up against (transports and bombers cannot fire). The attacker always fires first; but because all Air Combat is simultaneous, no damage is applied to defending fighters until after they fire.

To resolve an Air Combat fire, consult the Air Combat Table and cross-reference the firing unit's Air Combat Factor with the target unit's Air Combat Factor to determine the Hit Number. Roll a die and add the Weather Modifier (if any). If the modified die roll result is less than or equal to the Hit Number, one air point is eliminated from the target unit.

If two fighter units are firing at a single enemy air unit, their fire is resolved simultaneously. Thus, if the first shot eliminates one point from a two-point air unit, the second shot does *not* use the Air Combat Factor printed on the target unit's reduced-strength side. If the first shot eliminates a one-point unit, the second shot is wasted.

There is only one round of fire in Air Combat. After that round has been completed, the intercepting air units Return to Base, and the intercepted air units may perform their mission.

Example: Two He-111 points and two Me-110 points are intercepted by two Skua points. The German rolls to detect the intercepting Skuas and fails. Thus, the Allied player gets to choose the first engagement, and places the He-111s in the German "1" space on the Air-Naval Combat Display opposite the Skuas in his own "1" space. The German player, because he has more air units than the Allied player, places his Me-110s in the space to the right of the "1" space on his side of the Display. The Me-110s will get to fire at the Skuas, but because the German failed to detect them, the Skuas penetrated the fighter screen to fire at the He-111s.

The Allied player cross-references the Skuas' Air Combat Factor (ACF) of two with the He-111s' ACF of one

(boxed, so they cannot return fire) to get a Hit Number of three. The weather is Clear, so there is no weather DRM. He rolls a one, inflicting one hit on the He-111. The German player flips the He-111 unit to its one-point side.

The German player now fires at the Skuas with his Me-110s. The Hit Number is three (attacker ACF of three; defender ACF of two). He rolls a three, so one Skua point is eliminated.

The Air Combat is finished. The Allied player immediately performs return to base with the Skuas. The German player, having lost half of his bomber force, decides not to continue the mission, and returns to base as well.

7.4 Naval Bombing Combat

7.4.1 When Naval Bombing Combat Occurs. Air Naval Bombing Combat may occur in two different circumstances:

a. Friendly bombers perform Naval Interception against enemy naval units during the Naval Segment.

b. Friendly bombers bomb enemy naval units in a *port* hex during an Operations Segment.

7.4.2 Restrictions. Naval Bombing missions cannot be flown against targets in the Scotland, England, and Germany Strategic Map zones (which is why there are no ADVs printed in those zones).

7.4.3 Procedure. The same procedure is used to resolve Naval Bombing Combat against naval units that are at sea and those that are in a port. In either case:

a. The defender takes all his naval units in the target group and places them in the spaces on his side of the Air-Naval Combat Display (starting with the #1 space).

b. The attacker then allocates each of his bomber units to attack a specific naval unit by placing it in a space opposite that which is occupied by the target naval unit. There is no limit to the number of bomber units that may be allocated to attack a single naval unit; every bomber point present could conceivably go after the same target.

Exception: Bombers cannot be allocated to bomb Landing Craft. However, an LC point is automatically eliminated if the AP point that is carrying it is eliminated.

c. Bombers that are attacking naval units do not have to Consolidate [1.5]. Indeed, the attacking player may choose to break a two-point bomber unit down into two one-point units so that it could attack two *different* naval targets. However, all bomber points attacking the same naval unit must consolidate. Thus, if two Ju-88 points are bombing the same ship, they must consolidate into a single two-point unit.

d. After all bombers have been allocated and targets are selected, Naval Bombing Combat is resolved against the target units one at a time in any order the attacking player desires. All attacks against a single naval unit are resolved at the same time (that is, all attacks against one naval unit must be resolved before any can be resolved against another target unit).

Note: If two or more bomber units are attacking the same naval unit, and one of them sinks it before the rest get to attack, the remainder cannot be reallocated to bomb another target. In effect, their attacks are wasted.

e. Before Naval Bombing Combat is resolved, the defender conducts anti-aircraft fire against each bomber unit that is attacking the target naval unit. He does this by adding the Antiaircraft (AA) Factors of the target unit and the naval units that are lined up on either side of it (the unit on the top end of the line is considered to be next to the unit on the bottom end, and vice versa) and rolling a die. If the die roll result is less than or equal to the total of the AA Factors, add one (+1) to that bomber unit's (and *only* that bomber unit's) Naval Bombing Combat die roll. Antiaircraft Fire is conducted against all the bombers that are attacking a particular naval unit before any of them resolve Naval Bombing Combat.

f. If a naval unit is hit in Naval Bombing Combat, the effects are applied immediately. Thus, it is possible that the naval units on either side of a target may have

their AA Factors reduced due to damage inflicted by a different bomber unit in the same Air Mission. If one or both of the naval units adjacent to a target unit have been sunk, their AA Factors are not added to that of the target unit (you *do not* add the AA Factor of the next closest naval unit on that side).

g. The attacking player rolls a die for each bomber unit that is attacking a particular target and adds the Weather and Antiaircraft Modifiers (if appropriate). If the modified die roll result is less than or equal to the bomber's Naval Bombing Factor, the target naval unit suffers one hit. However, if the modified result is zero, and the attacking bomber unit's Naval Bombing Factor is two or more, the target naval unit suffers a Critical Hit [10.1.1].

Note: If the target naval unit is located in a port hex, subtract one (-1) from the Naval Bombing Combat die roll.

Note: It is possible that the Weather modifier will make it impossible for certain types of bombers to hit some (or any) targets. This is intentional, and it applies to all Bombing Missions.

7.5 Installation Bombing

The target of an Installation Bombing mission is a hex containing an enemy airbase, railroad, port, coast artillery battery, or a stack of SP and/or ASP markers.

7.5.1 Procedure. After any Interception is resolved, each bomber attacks separately. For each attacking unit (and these units *must* Consolidate [1.5]), roll the die and add the Weather modifier (if any). If the modified die roll result is less than or equal to the bomber's Installation Bombing Factor, the target suffers one hit.

Note: If the target Installation is situated in a port hex containing enemy naval units whose total Antiaircraft Factor is two or greater, add one (+1) to the Installation Bombing Combat die roll.

7.5.2 Night Bombing. Wellington, Whitley, and Hampden air units may bomb airbases and ports (only) at night. To conduct a night bombing mission, simply declare that you are doing so whenever you

begin organizing an air mission. This is resolved exactly like a normal Installation Bombing mission except:

a. The mission cannot be Detected or Intercepted.

b. Add one (+1) to the Installation Bombing Combat die roll.

7.6 Air Support

Air Support missions against land units are fundamentally different than those that are sent against installations or naval units because the attacking bombers do not inflict hits upon their targets. Instead, air units that successfully provide Air Support contribute a favorable DRM to friendly units in combat in the mission's target hex.

7.6.1 When They Can Be Flown. Air Support Missions may be flown during either the Air Mission Phase (for Air Support to land combats or Parachute/Air Transport Assault) or the Naval Movement Phase (for Air Support of Amphibious Assaults).

7.6.2 Restrictions. Air Support is not available to the attacker or defender in Overrun [11.7] combat.

7.6.3 Procedure.

a. After any Air Combat caused by enemy interception has been resolved, the player who is conducting the mission rolls a die for each participating bomber unit that has an Air Support Factor (adding the weather DRM, if any).

b. If the result is less than or equal to the unit's Air Support Factor, the bomber contributes one point to the friendly Air Support total for that combat.

7.7 Air Transport

Air Transports can carry non-Motorized infantry and Mountain artillery units, and Supply and Air Supply Point markers, from one area of the Operational Map to another, or between the Operational Map and the Strategic Map. As shown on the Transport Chart, each air transport point has a Weight Capacity of one-half. It takes one Air Transport point to transport one infantry company, one mountain artillery

battery, or one ASP. It takes two Air Transport Points to transport one non-motorized infantry battalion step, one mountain artillery battalion step, or one SP.

An air transport point and the unit, SP, or ASP that it is to transport must begin the Air Mission Phase located at the same friendly airbase. However, a land unit, SP, or ASP that moved during the Movement Phase cannot be air transported in the immediately following Air Mission Phase.

7.7.1 Air Transport Procedure. An Air Transport mission is conducted exactly like a normal Air Mission, except that it is flown to and lands at a friendly airbase. The enemy player can attempt to Detect and Intercept a transport mission before it lands. After Interception and Air Combat (if any), the transport points land at the airbase and disembark their land units and/or supply point markers. The transports then have the option of either staying at the airbase or flying back to another one (as usual).

Exception #1: An Air Transport mission may attempt to land at an enemy-controlled airfield by conducting an Air Transport Assault [7.8.4].

Exception #2: Air transports that fly Double-Range [7.2.4] Air Transport missions must remain at the airbase to which they flew the mission.

Note: Air Transport missions may be flown to and from an airbase that is in an enemy ZOC as long as a friendly land unit that is not being transported and has a Defense Factor greater than zero occupies the hex.

Land units that have been air transported may attack without restriction in the immediately following Land Combat Phase.

7.7.2 Air Transport and Air Combat Losses. If a transported unit is carried by one Air Transport point, it is eliminated if that Air Transport point is eliminated. If a transported unit is carried by two Air Transport points, it is eliminated only if both Air Transport points are eliminated.

7.7.3 Parachuted Supply Missions. Instead of unloading a transported Supply Point (SP) or Air Supply Point (ASP) at an airbase, an air transport may drop it by

parachute into any hex occupied by a friendly land unit. This is resolved like a normal Air Transport mission in all other respects.

7.8 Parachute Assault

Airborne units have the special ability to conduct Parachute Assaults. A Parachute Assault is conducted exactly like an Air Transport mission except that:

- Only airborne infantry units may be transported.

  Exception: Mountain Troop Parachute Assault [7.8.3].

- Instead of being landed at friendly airbase, the airborne units jump into a target hex. Only a hex that contains a port, an airfield, or a friendly land unit with a Defense Factor greater than zero may be the target of an Parachute Assault.

- The target hex may contain enemy land units.

- The air transport points cannot land in the target hex even if it contains an airbase. Thus, you cannot fly a Double-Range Parachute Assault Mission unless the optional method [7.2.5] is used.

7.8.1 Disruption Check. When an airborne unit conducts a Parachute Assault, roll a die and apply any relevant modifiers as shown on the Disruption Table. Locate the modified die roll result on the applicable eligible hex column of the Disruption Table to determine whether the assaulting unit suffers any ill effects [see Disruption Table].

Example: A German airborne infantry company is conducting a Parachute Assault against Vaernes Airfield (hex 3018). Although there are no Allied ground units in the hex, the Disruption Check die roll will be modified by -3 for the Rough terrain in the hex. The die roll is four, reduced to one by the -3 DRM. The unoccupied eligible hex column is consulted. The airborne company is disrupted.

7.8.2 Parachute Assaults and Land Combat. If an airborne unit that is conducting a Parachute Assault jumps into a hex that

Land units that have been Air Transported can't move in the turn they are Air Transported because the Land Movement Phase comes before the Air Mission Phase.

Doe the air units performing an Air Transport mission use any of the Airbase Capacity? For example, would only 16 Air Transport Points be able to use Fornebu in a turn, or could an unlimited of of of Air Transport Points use the Airfield? What if the Airfield has the maximum number of air units already stacked there?

Rules specifically say (next page, center) that Airbase Capacity cannot be exceeded when performing an Air Transport Assault, so regular Air Transport probably doesn't count against the Airbase Capacity unless the Air Transport stays at the Airbase.

contains an enemy ground unit with a Defense Factor greater than zero, combat is resolved immediately.

Note: If Air Transport Assault is also occurring in the target hex, combat is resolved after the air transported units roll for disruption.

Combat is resolved using the land combat procedure [12.1].

If the side that is attacking in a Parachute Assault suffers any adverse Combat Result, at least one step of Assaulting units must be eliminated. Furthermore, if all the defending enemy units are neither eliminated nor forced to retreat, all the Assaulting units *must Retreat one hex in addition to the combat result*. If they cannot, they are eliminated instead. Units that conducted a Parachute Assault cannot Advance After Combat.

Note: Retreating units that conducted a Parachute Assault ignore the ZOCs of enemy units located in the hex they assaulted.

7.8.3 Mountain Troop Parachute Assaults

Design Note: *In late May of 1940, when the Germans were desperate to strengthen their isolated garrison at Narvik but had few airborne troops available, several companies of mountain troops were given a quick course in parachuting and dropped in as reinforcements.*

The German player may conduct two Parachute Assaults per game using mountain infantry companies, but none may be conducted before the May #1 turn. They are resolved exactly like normal Parachute Assaults in all respects except that a mountain infantry company is transported instead of an airborne infantry company.

7.8.4 Air Transport Assault. Air transports may attempt to land only at enemy-controlled airbases. This is resolved exactly like a Parachute Assault except that:

- Only non-motorized infantry units may participate.

- If a transported unit suffers disruption, one of the air transport points that is carrying it is eliminated. For each transported step eliminated by the Disruption Check, eliminate the two air transport points that are carrying it.

- The Attack Factors of all Air Transport Assaulting units are halved (rounding down). If some units perform an Air Transport Assault while others conduct a Parachute Assault, the former units will be halved and the latter will not.

Air transport units that conduct an Air Transport Assault must remain at the airfield where they land their troops until the assault is completed. Furthermore, if the airbase hex is not cleared of all enemy units with Defense Factors greater than zero by the end of the assault, all friendly air units located there are immediately eliminated. If the airbase becomes German-controlled, the transport units may remain or perform the Return to Base segment of their Air Mission.

Note: Airfield Basing Capacity cannot be exceeded when performing an Air Transport Assault.

Note: If there are no enemy ground units with Defense Factors greater than zero present in the same hex as an enemy-controlled airfield, the first unit that conducts an Airborne or Air Transport Assault and survives its Disruption Check automatically converts the airfield to friendly control. Other units and/or supply point markers may immediately begin landing there using the normal Air Transport Mission procedure.

8.0 Naval Operations

8.1 Naval Movement

Except for units that perform Naval Retreat during a Land Combat Phase, naval units may only move during the Naval Segment. A naval unit expends one Strategic Movement Point for each sea zone that it enters.

Moving naval units may be Detected and Intercepted in *each* zone that they enter. After each Naval Combat and/or Naval Bombing mission that results from an Interception has been resolved to completion, any surviving naval units in the intercepted stack may resume moving (if they have unexpended Strategic Movement Points remaining).

8.1.1 Naval Movement Restrictions

- A naval unit may move only once per Naval Segment, and a naval unit that performs Naval Interception is considered to have moved.

- If a *ship* (not an AP, DD, TB, SB, or Sloop unit) is damaged while moving, it must immediately stop moving in the zone where it was damaged.

- No more than six naval *units* (not points) may move in a single group (that is, stack). Additional units may *not* be picked up in zones that a moving stack enters.

- Naval units that begin the friendly Naval Movement Phase in different ports may move as a stack only if the ports are accessible from the same sea zone [8.1.3].

8.1.2 Splitting and Combining Naval Groups. A stack of naval units may split up into two or more stacks at any point during its movement, and each of the new groups may continue moving as a separate entity. Furthermore, a two-point naval unit may break up (that is, de-Consolidate; see 1.5) into two one-point units if the two new units join different groups.

If two or more friendly naval stacks are at sea in the same zone *and neither of them has moved*, the stacks may be combined and/or naval units switched between them whenever they have an opportunity to move or perform Naval Interception.

Any at-sea naval units may recombine into new naval stacks during the Repair Phase of each turn.

8.1.3 Entering the Operational Map. A naval unit that is located in a sea zone is always placed on the Strategic Map unless it executes a mission [8.1.4] on the Operational Map.

It costs a moving naval unit one Strategic Movement Point to move from the Strategic Map to the Operational Map and perform a mission.

A naval unit may only perform a mission to an Operational Map Land zone that is adjacent to the Sea Zone the naval unit occupies. Stavanger, for instance, is accessible only from the Norwegian Leads sea

zone, even though the Hordaland zone (where it is located) also borders on the Jutland sea zone.

When a naval unit performs a mission, the owning player must trace an unbroken path of partial-sea and/or partial-fjord hexes from an all-sea hex in the sea zone to the hex that his naval units are moving to. If any hex(es) along the path are guarded by enemy coast artillery batteries, the naval unit triggers Coast Artillery Fire [9.1].

8.1.4 Naval Missions. Naval units may enter the Operational map to perform the following missions:

- enter a friendly-controlled port

- initiate Naval Combat in a Port [8.3]

- conduct a Naval Bombardment [8.7.2]

- conduct Amphibious Assault [8.6]

- provide Naval Gunfire Support [8.4]

Except for Naval Gunfire Support all of the above missions are declared and performed during the Naval Movement Segment. Units which perform Naval Gunfire Support missions move onto the Operational Map during the Naval Movement Segment and are placed in the Gunfire Support box of the sea zone they occupy. They remain in the box "on call" until either

- they provide Naval Gunfire Support [8.4] to a combat in a coastal hex in the adjacent land zone later in the turn, or

- they Retreat from the box during the Repair Phase.

  Note: CVs do not execute missions on the Operational Map; however, their aircraft do fly air missions onto the Operational Map.

8.1.5 Naval Retreat. Naval units that perform missions (but do not remain in a friendly Norwegian port hex) must retreat into the bordering sea zone when they have completed their mission. Naval Retreat can neither be detected nor intercepted, although retreating units may trigger Coast Artillery Fire [9.1]. Naval units must conduct Naval Retreat under the following circumstances:

- Naval units that conduct a Naval Bombardment must retreat immediately after it has been resolved.

- Naval units in the Naval Gunfire Support box must retreat immediately after the Land Combat that they are supporting has been resolved.

- If an Amphibious Assault fails to remove all enemy land units with Defense Factors greater than zero from the port hex being attacked, all participating naval units must immediately retreat.

- Naval units that attack during Naval Combat in a Port must immediately retreat if they Disengage [8.2.4].

Note: Allied BBs and BCs *must always* Retreat after performing a mission; they cannot base at a port in Norway.

8.2 Naval Combat

Naval combat may take place in two different sets of circumstances:

- Friendly naval units Intercept enemy naval units during the friendly Naval Detection Phase or the enemy Naval Movement Phase.

- Friendly naval units declare Naval Combat against enemy naval units that are located in a port during the friendly Naval Movement Phase.

Important Note: Friendly naval units cannot initiate Naval Combat against enemy naval units *at sea* during the friendly Naval Movement Phase (although they may attack them in enemy-controlled ports).

8.2.1 Organizing Naval Combat. After Consolidation [1.5], both players place all of their participating naval units on the Air-Naval Combat Display. Naval Combat is organized exactly like Air Combat (treat AP, LC, and Tanker units like bombers, and all other units like fighters). If one player has more naval units (not including APs, LCs, and Tankers) than his opponent does, he can allocate the excess to attack enemy naval units in any way he desires. Any number of excess naval units can be allocated to attack a single enemy

naval unit (whereas in Air Combat, a maximum of two air units may fight a single enemy air unit).

8.2.2 Resolving Naval Combat. Naval Combat is resolved identically to Air Combat (including that all fires are resolved simultaneously), except that the firing unit's Naval Attack Factor is cross-referenced with the target unit's Naval Defense Factor on the Naval Combat Table to determine the Hit Number—and different modifiers apply [Air-Naval Combat Display]. If the modified result is zero and the Hit Number is two or more the target naval unit suffers a **Critical Hit** [10.1.1].

A naval unit whose Naval Attack Factor is printed in red is armed with torpedoes. Only a naval unit that has torpedoes can fire if the Hit Number is printed in bold, italic type.

8.2.3 Multi-Round Naval Combat. A Naval Combat may continue for any number of rounds, each of which is organized and resolved as described in the two preceding sections. Therefore, the players Consolidate their naval points and assign new targets (if desired) at the beginning of each round. A Naval Combat ends only when either all the units on one side have been eliminated *or* one or both sides Withdraw.

8.2.4 Withdrawing From Naval Combat. A player may declare that his naval units are Withdrawing just before combat is organized during any round of Naval Combat, including the first. Each player takes one of the Stay-Withdraw chits and places it on the tabletop, concealing which side of the chit is facing upwards with his hand. When both players have made their choices, they simultaneously lift their hands to reveal whether their naval units are going to Stay or Withdraw. If both players Withdraw, then the combat immediately ends (that is, no further rounds of naval combat are resolved).

If only one side Withdraws, another round is resolved as usual, except that two is added (+2) to all Naval Combat die rolls. At the end of the round compare the Strategic Movement Allowances (SMAs) of *all* the Withdrawing naval units to the SMA of the *slowest* enemy naval unit.

- Units whose SMAs are greater than or equal to the SMA of the slowest enemy unit may Withdraw immediately.

- Withdrawing units whose SMAs are less than the SMA of the slowest enemy unit must fight one more round (with a +2 modifier applied to all die rolls). The naval combat automatically ends at the conclusion of that round.

Withdrawing units whose SMAs are greater than or equal to that of the slowest enemy naval unit may choose to stay for another round of naval combat *if there are other friendly naval units that must do so*. If some naval units Withdraw at the end of one round, and others have to wait until the end of the next, the Withdrawing force is split into two separate naval stacks when it returns to the Strategic Map sea zone.

Units that Withdraw from a naval combat do not actually move, but are simply placed back in the zone (or port) where the combat took place. Moving naval units that were intercepted may resume moving if they have unexpended SMPs remaining.

8.3 Naval Combat in a Port

A naval stack may initiate Naval Combat against enemy naval units located in an enemy-controlled port simply by declaring its intent, and expending one Strategic Movement Point to enter the port. If the port is guarded by enemy coast artillery, each attacking naval unit will trigger Coast Artillery Fire [9.1].

8.3.1 Resolving Naval Combat in a Port.
Naval Combat in a Port is organized and resolved exactly like Naval Combat, except as follows:

- Two is subtracted (-2) from all the Naval Combat die rolls.

- Units of both sides may fire at any enemy unit in the combat (unlike normal Naval Combat, in which a unit would have to fire at the first enemy naval unit matched up against it). All fire is simultaneous.

All fire must be declared before any is resolved?

Note: Players may find it helpful to use Hit markers to keep track of hits until the end of a given round, when all damage is applied.

- The side that was attacked in a Port cannot Withdraw [8.2.4].

- If the attacking stack Withdraws from the combat, it automatically conducts Naval Retreat [8.1.5] into the bordering sea zone.

- If a German combat ship or DD point is sunk in a German-controlled port, the German player may be able to place a Naval Infantry Battalion in the port hex [15.4].

8.3.2 Post-Combat Options.
If a group of attacking naval units eliminates all of the enemy naval units involved in Naval Combat in a Port, it must then choose from among the following options:

- Conduct Naval Retreat [8.1.5].

- If the port contains no enemy land units with Defense Factors greater than zero, the naval group may remain in the port hex after unloading a friendly land unit that has a Defense Factor greater than zero (thus gaining control of the port).

- Declare an Amphibious Assault [8.5] against the port, which assumes that at least one naval unit in the group is transporting land units.

- Conduct a Naval Bombardment against a target in the port hex, after which it must perform Naval Retreat [8.1.5].

- Declare that it will provide Naval Gunfire Support to friendly land units that will attack the hex during the friendly Land Combat Phase. The unit is then placed in the Gunfire Support box of the Operational Map in the sea zone that borders the port. After their Gunfire Support has been resolved later in the turn, the naval units will have to perform Naval Retreat.

8.4 Naval Gunfire Support

All naval units that have Support Factors printed on their counters may try to aid friendly troops that are engaged in Land Combat by performing Naval Gunfire Support.

8.4.1 Naval Gunfire Support Eligibility.
Naval units may perform Naval Gunfire Support under the following circumstances:

- During the *enemy's* Land Combat Phase, friendly naval units that occupy port hexes that are under ground attack may perform Naval Gunfire Support.

- During the *friendly* Land Combat Phase, naval units located in a Gunfire Support box may provide Naval Gunfire Support. A naval unit may support any one combat in a coastal hex of the land zone that is adjacent to the sea zone it occupies.

- During the Naval Movement Phase, naval units located in a Gunfire Support box may provide Naval Gunfire Support to any Amphibious Assault in the land zone that is adjacent to the sea zone it occupies.

8.4.2 Naval Gunfire Support Resolution.
Naval Gunfire Support is resolved during Step #3 of the Land Combat Procedure [12.1]. Roll a die for each friendly naval unit that is performing Naval Gunfire Support. If the result is less than or equal to the its Support Factor, the unit contributes one point to your Naval Gunfire Support Total. Thus, your Naval Gunfire Support Total equals the number of friendly naval units that successfully performed Naval Gunfire Support.

8.5 Naval Transport

AP points, combat ships, Sloop, and DD points can transport land units, Supply Points (SPs), and Air Supply Points (ASPs) across sea zones, into/through partial-Sea hexes, and along/across Fjord hexsides during the Naval Segment. As shown on the Transport Chart, a Combat Ship, Sloop, or AP point has a Weight Capacity of one, and a DD point has a Weight Capacity of two.

Note: German TB points and S-Boat units cannot perform Naval Transport.

Exception: A Landing Craft (LC) point may be carried without cost by an AP point that is already carrying other cargo.

8.5.1 Naval Transport Procedure.
At the beginning of the friendly Naval Movement Phase, a naval unit can load any land unit(s), SPs, and/or ASPs that are located in the

same port. Place the land unit (or SP or ASP marker) underneath the transporting naval unit to show that it has been loaded aboard. A naval unit may move normally during the same Naval Movement Phase that it loads land unit(s), SPs, and/or ASPs. If a transporting naval unit stops moving in a friendly-controlled port, it may unload the land unit(s), SPs, and/or ASPs that it is carrying. However, the number of naval units that may unload in a port is limited by its Unloading Capacity [5.2.2].

Exception: A naval unit may unload its cargo in an *enemy-controlled* port if the port is either empty or occupied solely by enemy supply points and/or Trucks.

Land unit(s), SPs, and/or ASPs that were carried by Naval Transport during the Naval Segment may move and fight normally during the following friendly Operations Segment.

Note: A naval unit that is conducting Naval Transport adds one (+1) to its die roll when resolving Antiaircraft Fire [7.4.3] or when firing in Naval Combat.

8.5.2 Naval Transport and Combat Losses

- If a naval unit is completely eliminated, all land unit steps, SPs, or ASPs that it is transporting are also eliminated.

- If a Ship is damaged or a two-point naval unit loses a point while performing naval transport, the owning player must eliminate sufficient land unit steps, SPs, or ASPs so that the unit's new, reduced Weight Capacity is not exceeded.

- If an AP point that is carrying an LC point is eliminated, the LC point is also eliminated.

8.5.3 Tankers and Naval Transport. The five German tankers (AOs) may only transport Air Supply Points, although they can carry up to six ASPs at a time. Tankers are loaded and unloaded exactly like any other kind of naval unit.

8.5.1 CLARIFICATION: The exception in this rule which permits naval units to unload cargo in an unoccupied enemy port (or one that's occupied solely by trucks and/or SPs) does not invalidate the provision of 17.2.1 which prohibits German APs and Tankers from entering Norwegian ports during the German Naval Movement Phase of the Invasion Turn. As explained in 17.2.1, German non-combat vessels may only enter Norwegian ports during the Repair Segment of the Invasion Turn.

8.6 Amphibious Assault

A group of naval units that is transporting land units may declare an Amphibious Assault in two different sets of circumstances:

- It enters an enemy-controlled port (paying one SMP as usual) that is defended by enemy land units with Defense Factors greater than zero but that contains no enemy naval units.

- It eliminates all of the opposing naval units while *attacking* during Naval Combat in a Port [8.3].

An Amphibious Assault is resolved when declared in the Naval Movement Phase. Eligible land units being transported by the naval group attack the port using the Land Combat Procedure [12.1]. Naval units in the assaulting group may provide Naval Gunfire Support [8.4].

Note: If an Amphibious Assault is declared against a port hex that is guarded by a coast artillery battery, Coast Artillery Fire [9.1] is triggered by each naval unit that provides Naval Gunfire Support or that is transporting an assaulting land unit.

If the port under attack is cleared of all enemy units with Defense Factors greater than zero, then the group of naval units that performed the Amphibious Assault must remain there. If all such enemy units are not removed from the hex, then the assaulting naval units must perform Naval Retreat [8.1.5].

8.6.1 Amphibious Assault Restrictions

- Amphibious Assaults cannot be made against land zones on the Strategic Map.

- Only Leg and Mountain infantry units may conduct Amphibious Assaults.

Exception: Tanks may conduct Amphibious Assaults if they use Landing Craft.

- The Unloading Capacity of the port determines the number of ships and/or naval points in the assaulting group whose transported land units may attack in the Land Combat caused by an Amphibious Assault.

Exception: Assaulting units that use Landing Craft do not count against a port's Unloading Capacity.

Example: The German cruisers *Koln*, *Konigsberg*, and *Blucher* and three DD points belong to a naval stack that has declared an Amphibious Assault against Egersund (Unloading Capacity = 2). Only those land units being transported by any two of the cruisers; or any two of the DD points; or one of the cruisers and one of the DD points, may attack in the ensuing Land Combat. Of course, if Egersund had accumulated any hits, its Unloading Capacity would be even less.

8.6.2 Amphibious Assault and Land Combat. The following rules apply:

- The Combat Odds Ratio is shifted two columns to the left on the Land Combat Results Table.

Exception: If *all* of the assaulting land units used Landing Craft, the Combat Odds Ratio is only shifted one column to the left.

- *All* combat results suffered by the attacker must be applied as step losses to land units that are conducting the Amphibious Assault.

- Non-eliminated land units that are conducting an Amphibious Assault are reloaded aboard the naval units that transported them and Retreat if the port hex is not cleared of enemy units with a Defense Factor greater than zero.

- If the Combat Result clears the port hex of all enemy units with Defense Factors greater than zero, then all the land units that performed the Amphibious Assault must unload there. They may then Advance After Combat normally, counting the port hex as the first hex of the Advance.

- After all the attacking land units have unloaded in the port (as described in the preceding paragraph), land unit(s), SPs, and/or ASPs being carried by other naval units in the same group may also unload at the port (if the Unloading Capacity will permit it), although they cannot Advance.

For unnamed naval units, a 2 point counter is considered a single Naval Unit, as is a single point counter (QuickStart guide 3rd column, second through fourth paragraph after bullet points).

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8.6.3 Landing Craft. Landing Craft are not naval units, and therefore cannot transport cargo, attack, or be attacked in any type of combat. Landing Craft also cannot move by themselves. An AP point may carry a Landing Craft point without cost even if it is transporting other cargo. A Landing Craft unit and the AP unit that is carrying it are treated as a single entity for combat and movement purposes (that is, the LC unit cannot be attacked separately in Naval Bombing or Naval Combat). If the AP point that is transporting it is sunk, then the Landing Craft point is eliminated as well.

If a Landing Craft point is being carried by an AP point that is involved an Amphibious Assault, one Leg or Mountain infantry step and one Tank step that are being transported by any naval units in the same group may use the Landing Craft while performing the assault.

8.7 Special Naval Rules

8.7.1 Aircraft Carriers. Aircraft carriers function as mobile airbases. All the normal rules concerning airbases and air missions apply in full except as described below:

- Air units based on carriers are always in supply. Air Supply Points are never expended when air units take off from a carrier.

- Carriers may be damaged and sunk (and repaired) just like any other naval units. However, any air points that are aboard a carrier when it is sunk are eliminated. Furthermore, if a carrier is damaged, one of its air points is eliminated, and the carrier cannot conduct air operations until it is repaired.

- Air units may not take off from or land on a carrier that is in port. (However, see below).

- At the beginning of the friendly Naval Movement Phase, a carrier that is in port in a Strategic Map zone may take aboard any eligible air units that are "Available" at an airbase in the same zone and/or exchange them for air units that it is already carrying.

- Only carrier-capable British air units (those printed in blue on white counters) may be based on carriers.

    Exception: Non-carrier capable Hurricane air units may be based on the carrier *Glorious* (only), and non-carrier capable British Gladiators may be based on any carrier. However, roll a die whenever such a such an air point lands on a carrier; if the result is "0–3," the point is eliminated. (This does not apply to transfers as described in the preceding paragraph).

- If any portion of the sea zone in which a carrier is located appears on the Operational Map (not the Strategic Map), air units based on it may fly air missions to and from any all-sea hex in that zone. However, all of the carrier-based air units that participate in a mission must take off and land in the same hex.

8.7.2 Naval Bombardment. Naval Bombardment missions may be performed under the following circumstances:

- After paying one Strategic Movement Point to move onto the Operational Map , it may conduct a Naval Bombardment mission against an enemy-controlled airbase or port hex in a partial-sea or partial-fjord hex that contains no enemy naval units.

- If a naval group eliminates all the opposing naval units while attacking during Naval Combat in a Port, it may conduct a Naval Bombardment against either the port or an enemy-controlled airbase located in the same hex.

Note: Naval Bombardments cannot be targeted against Strategic Map zones.

Roll a die for each naval unit in the bombarding group that has a Support Factor. If the result is less than or equal to the Support Factor, one hit is inflicted on the target installation. There is only one round of firing per Naval Bombardment not an unlimited number of rounds as in Naval Combat. After all of its units have fired, the naval stack must perform Naval Retreat [8.1.5].

8.7.3 Allied Submarines. Whenever a German naval unit enters the Jutland or Kattegat sea zone during the April #4 thru April #6 turns, the Allied player rolls a die. If the result is *zero or one*, a hit is inflicted on the naval unit. Likewise, at the beginning of the Allied Naval Detection Phases of April #4 thru April #6 turns, Submarine attack rolls are made against all German units that are at sea in the Jutland and Kattegat sea zones. All submarine attacks are resolved before rolling for Detection.

    Exception: No Submarine attack rolls are made on Pre-Invasion turns, and none are made *at any point* during the April #4 turn for any German naval units that were already at sea at the beginning of the Naval Segment.

Design Note: *No Submarine attacks are permitted before the invasion because the Allies respected the neutrality of Norwegian territorial waters and were operating according to international maritime law, which prohibited attacks without prior warning (a very dangerous practice indeed). However, as soon as Norway was invaded, the Allies quickly dispensed with these legal niceties and began waging unrestricted submarine warfare. The Germans quickly responded by laying minefields, providing more escorts, and greatly intensifying antisubmarine air patrols. Because the Baltic Narrows are so shallow, and the long hours of daylight left little time for submarines to charge their batteries at night, the Germans were able virtually to eliminate the Allied sub menace.*

8.7.4 Escorts. Ships that are not adequately escorted are more vulnerable to Submarines than those that are. One DD, TB, or Sloop point can escort up to two ships that are moving in the same stack (that is, group) with it. If a ship is unescorted, subtract one (-1) from all Submarine die rolls made against it. The moving player always specifies which ships in a stack are unescorted if there are insufficient TB, DD, and Sloop points present to escort all of the ships in the stack.

    Note: DD, TB, SB, Sloop, AP, and Tanker units do not have to be escorted. They are never subject to the -1 modifier.

8.7.5 Commandeered Transports. Three times per game, each player may place one AP point in any friendly-controlled port at the beginning of the friendly Naval Movement Phase. Only one AP may be placed

per turn. Each AP placed functions as a normal naval unit for the duration of the game or until eliminated.

Design Note: *During the campaign, both sides commandeered small Norwegian coastal steamers for troop-carrying purposes on a number of occasions.*

9.0 Coast Artillery

Design Note: *Most major Norwegian ports were guarded by fixed coast artillery forts, and the Germans transported a number of mobile coast artillery batteries to Norway. (The British planned to do the same, but never got around to it.)*

There are two kinds of coast artillery batteries in *Invasion: Norway*—fixed and mobile.

- Fixed coast artillery batteries are represented by the Coast Artillery symbols and Naval Attack and Defense Factors that are printed in various hexes on the Operational Map.

  Note: The Oscarborg Battery (hex 4921) has a red (that is, torpedo-capable) Naval Attack Factor.

- Mobile coast artillery batteries are represented by a handful of German and British land units. They function just like any other land units except that they have Naval Attack and Defense Factors.

If a mobile coast artillery battery is stacked in the same hex as a fixed coast artillery battery, they are still treated as two separate units except when firing on enemy naval units [9.1.4].

9.0.1 Guarded Hexes. A coast artillery battery guards any hex that it occupies and any hexes that a moving naval unit could enter only by passing through either the battery's hex or any partial-sea/fjord hex adjacent to it.

  Example: Oslo is guarded by the Oscarborg coast artillery battery (4921), because naval units entering the port must pass through either its hex or one of the following partial-fjord hexes that are adjacent to it: 4820, 4920, or 5020. The same is true of the Horten battery (5121), because a naval unit heading toward

Oslo must enter either its hex or one of the following partial-fjord hexes that are adjacent to it: 5020 and 5120.

9.0.2 Coast Artillery in Land Combat. Coast artillery batteries have no Support Factors. If a fixed battery is located in a hex that is attacked in Land Combat, its presence has no effect upon combat resolution. If a mobile battery is attacked in land combat, it contributes its Defense Factor as usual.

9.0.3 Bombing Coast Artillery Batteries. Fixed and mobile coast artillery batteries may be targeted by Installation Bombing Missions. Each bomber unit attacks separately, using its Installation Bombing Factor (even when bombing mobile coast artillery batteries).

9.1 Coast Artillery Fire

Coast artillery batteries may only engage in combat when their fire is triggered by enemy naval units.

9.1.1 Triggering Coast Artillery Fire. Whenever a naval unit performs a mission (on the Operational Map), the owning player must trace an unbroken path of partial-sea and/or partial-fjord hexes from an all-sea hex in the sea zone to the hex that his naval units are moving to. If any hex(es) along the path are guarded by enemy coast artillery batteries, the naval unit triggers Coast Artillery Fire.

In all cases, the coast artillery battery and the naval unit immediately fire at one another. If the naval unit is not sunk, it may enter port and unload the cargo that it is Naval Transporting, participate in the Amphibious Assault, or conduct its declared Naval Bombardment. If the naval unit is hit, it may either continue with its mission or Retreat [8.1.5] out to sea.

A coast artillery battery shoots at every enemy naval unit that triggers its fire, and every triggering naval unit that can fires back. However, each triggering naval unit and the coast artillery battery fire at each other *only once* (that is, there are no multiple rounds of fire as in Naval Combat). All damage to the battery and/or the naval units is applied immediately.

Line Naval units up on the Air/Naval Combat Display. Each Naval Unit/Costal Artillery Battery fires simultaneously and then hits are applied before proceeding to the next Naval Unit.

Exception #1: Because a group of moving naval units may split up at any time, the owning player may always choose to have one or more of the units in the moving group break off before triggering Coast Artillery Fire. The group(s) of naval units that broke off may move wherever the owning player desires (as usual).

Exception #2: When a group of German naval units triggers Coast Artillery Fire on the Invasion Turn (only), conduct an Alertness Check by rolling a die. If the result is 0–1, the battery fires normally; if the result is 2–7, it fires using half (rounded down) its printed Naval Attack Factor (The battery's Naval Defense Factor is not reduced.); and if the result is 8–9, the battery cannot fire at *that* naval group. A separate roll made for each *group* that triggers Coast Artillery Fire.

9.1.2 Resolving Coast Artillery Fire. Coast artillery batteries and naval units fire at one another using the same procedure that is followed when resolving Naval Combat. In other words, cross-reference the firing Naval Attack Factor with the target's Naval Defense Factor on the Naval Combat Table to determine the Hit Number and then roll a die. If the result is less than or equal to the Hit Number, the target suffers a hit. The only differences are as follows:

- Red (that is, torpedo-only) Hit numbers are ignored when firing *at* coast artillery batteries.

- If coast artillery battery is hit by an enemy naval unit, place a hit [10.1.5] on the unit (or fixed battery). For each hit a battery accumulates, its Naval Attack Factor (NAF) is reduced by one by subsequent combats. Its NDF is unaffected.

- If a fixed battery's NAF is reduced to *minus one*, it may not fire.

- If a mobile battery's NAF is reduced to *minus one*, it is removed from play.

Note: Coast artillery batteries may inflict Critical Hits [8.2.2 and 10.1.1] upon enemy naval units (although they themselves are immune to Critical Hits).

Note: Supply Points (SPs) are not expended when coast artillery fires.

9.1.3 Players may attempt to repair hits on both fixed and mobile coast artillery batteries by making a repair die roll for each *battery* (not per hit) during the Repair Phase. On a die roll of "0-5," one hit is removed from the battery.

9.1.4 Multiple Coast Artillery Batteries. It is possible that a naval unit may trigger Coast Artillery Fire from several enemy coast artillery batteries in the same move. If the batteries' fire is triggered in different hexes along the naval unit's route, each battery exchanges fire with the naval unit separately.

However, if a naval unit triggers Coast Artillery Fire from two or more coast artillery batteries *in the same hex*, only one exchange of fire is resolved. In this case, the coast artillery batteries add their Naval Attack Factors together and fire as a single entity, and the moving naval unit must designate one of the batteries as its target (and apply any resulting hit to it).

The maximum Naval Attack Factor in Coast Artillery Fire is eight; if the total NAF of the firing batteries is greater than that value, ignore the excess factors.

9.2 Capturing Fixed Coast Artillery Batteries

9.2.1 A fixed enemy coast artillery battery is captured at the instant a friendly land unit with a Defense Factor greater than zero moves or advances into the battery's hex.

9.2.2 A fixed battery *may* be captured when you gain control of its commanding port. Three batteries have commanding ports, as follows:

- The Agdenes Battery's commanding port is Trondheim;

- The Bolarne Battery's commanding port is Horten;

- The Oscarborg Battery's commanding port is Oslo.

9.2.3 When a commanding port is captured, roll on the Coast Artillery Surrender Table. On a roll of "0-7," the battery surrenders. On a roll of "8-9," it does not surrender until its hex is occupied by an enemy unit [9.2.1].

Exception: Do not roll for surrender if there is an enemy land unit with a Defense Factor greater than zero occupying the same hex as the battery.

9.2.4 A captured coast artillery battery is not eliminated. The new owner may use the battery to shoot at enemy naval units. A given coast artillery battery may be captured and recaptured any number of times.

Note: Mobile coast artillery batteries cannot be captured, although they may be eliminated in Land Combat.

10.0 Hits and Repair

10.1 Hit Effects

Hits have different effects, depending upon whether they are inflicted on naval units or installations.

10.1.1 Naval Units

- If a hit is inflicted on an undamaged ship or two-point naval unit, it is flipped onto its damaged or one-point side. If a hit is inflicted on a damaged ship or a one-point naval unit, it is eliminated (sunk).

- If a ship (not a two-point naval unit) is damaged while moving, it must immediately stop moving in the zone where it was damaged.

- If a Critical Hit is inflicted on an undamaged ship, it is eliminated. However, a Critical Hit has no effect upon naval *points* of any type.

Exception: If a Critical Hit is inflicted on an̶ ̶u̶n̶d̶a̶m̶a̶g̶e̶d̶ battleship (BB) or battlecruiser (BC), it is treated as a normal hit (that is, instead of sinking the ship, the hit merely damages it).

> The word "undamaged" is unnecessary.

10.1.2 Ports. A port can accumulate a number of hits equal to its Unloading Capacity. Each hit on a port reduces its Unloading Capacity by one and eliminates one Supply Point stacked in the hex (if any).

10.1.3 Airbases. An airbase can accumulate a number of hits equal to its Airbase Capacity. Each hit on an airbase reduces its Airbase Capacity by one and eliminates one air point based there. Tally all the hits that are inflicted by a particular bombing mission or naval bombardment. The defending player allocates all odd-numbered hits to whichever air units he desires, and the attacking player allocates all even-numbered hits.

Exception: If a frozen lake airbase's [4.2.4] Airbase Capacity is reduced to zero by hits, all air points based there are immediately eliminated.

10.1.4 Railroads. When a hit is inflicted upon a railroad, place a one Hit Rail Break marker in the hex. If a second hit is inflicted in the same hex, flip the marker to its 2 Hits side. A unit that is conducting Railroad Movement spends five Rail Movement Points to enter a hex that contains a Rail Break marker.

10.1.5 Coast Artillery Batteries. A coast artillery battery can accumulate a number of hits equal to its Naval Attack Factor plus one. Each hit on a coast artillery battery reduces its Naval Attack Factor by one (when it is reduced to less than zero, it can no longer fire). Hits do not reduce a coast artillery battery's Naval Defense Factor. A fixed battery cannot be destroyed by hits.

Note: Mobile coast artillery batteries are the only land units that can ever accumulate hits.

10.1.6 Supply Points. Each hit on a stack of Supply Point (SP) and/or Air Supply Point (ASP) markers eliminates one supply point (the attacker chooses which type is destroyed).

10.2 Repair

10.2.1 Installation Repair. During the Repair Segment, one Hit is automatically removed from each airbase, port, and railroad hex that has accumulated hits.

10.2.2 During the Repair Segment, the players roll a die for each of their coastal artillery batteries (fixed and mobile) that have accumulated hits. On a die roll of "0-5," one hit is removed from the battery.

10.2.3 Ship Repair. During the Repair Segment, the players roll a die for each of their damaged ships (not one-point naval units) that is located at a friendly naval base. If the die roll is zero the ship is repaired and is flipped over to its undamaged side.

11.0 Land Movement

11.1 Stacking and ZOCs

11.1.1 Stacking Limits. The maximum number of ground units that may stack together in a single hex is:

- four infantry battalions (of any kind), and
- two artillery battalions, and
- one company or battery (of any kind).

Infantry companies and artillery batteries may be stacked in a hex instead of one or more of the allowable four infantry battalions and/or two artillery battalions. In this case, each company or battery counts as half a battalion . Truck units *do not count* for stacking purposes.

Exception: The Stacking Limit is doubled in the Oslo hex (4720).

11.1.2 When Stacking Limits Apply. Units may exceed the Stacking Limit while moving *through* a hex that is occupied by other friendly units—they just cannot *stop* moving in an overstacked hex. If a hex is overstacked at the end of any Movement, Land Combat, or Motorized Movement Phase, the owning player must Retreat enough units one hex from it so that it is no longer overstacked. If, for any reason, this cannot be done, he must eliminate enough units so that the hex is no longer overstacked.

11.1.3 Zones of Control (ZOCs). All *battalion-sized* land units project a Zone of Control (ZOC) into:

- Any adjacent Clear terrain hex
- Any adjacent hex that is directly linked to its own hex by a Road, Highway, or Railroad.

Both sides can project ZOCs into the same hex simultaneously. Naval and air units do not have ZOCs, and ZOCs have no effect upon them.

Exception #1: ZOCs do not project across Lake or Fjord hexsides except along Roads, Highways, and Railroads.

Exception #2: ZOCs do not project across Sea hexsides (that is, a battalion in 5132 does not project a ZOC into 5032).

11.1.4 ZOC Effects

- A land unit must stop moving at the instant that it enters an enemy ZOC, and can move no further during that Movement Phase.

Exception: Overruns allow units to move through enemy ZOCs [11.7].

- A land unit that is using Railroad Movement may not enter an enemy ZOC.

- A unit that begins the Movement Phase in an enemy ZOC can move out of it only if the first hex that it enters does not contain an enemy ZOC.

Note: Advance After Combat [12.3] is not land movement. Units may Advance directly from one enemy ZOC hex into another.

- A unit cannot Retreat [12.2.3] into or trace supply through an enemy ZOC unless the hex is occupied by a friendly land unit with a Defense Factor greater than zero.

Exception: Retreating units that executed a Parachute [7.8] or Air Transport Assault [7.8.4] ignore the ZOCs of enemy units in the hex they assaulted.

11.2 Land Movement Procedure

During his Land Movement Phase, a player can move all of his land units up to the limits of the Movement Allowances. Land units move across the map from hex to adjacent hex, paying a cost in Movement Points that is determined by the terrain in the hex being entered, and on the hexside through which it is being entered [Terrain Effects Chart). Note that Motorized and Mountain units pay different costs to enter most types of terrain than Leg units do.

Exception: If a unit enters a hex by moving along a Road, Highway, or Railroad, the unit pays only the Road, Highway, or Railroad movement point cost no matter what other terrain is present in the hex or along its hexsides. In effect, Roads, Highways, and Railroads negate all other terrain types for movement purposes.

11.2.1 Land Movement Restrictions

- A land unit cannot enter a hex if it does not have sufficient unexpended Movement Points to do so.

- A land unit cannot enter or cross prohibited terrain [the Terrain Effects Chart].

Exceptions: Ferries [11.2.2], Naval Transport [8.4], and Amphibious Assault [8.5].

- A land unit must stop moving immediately upon entering an enemy ZOC *unless it is engaging in overrun.* Advance after combat is not considered movement for purposes of this rule.

- A land unit cannot enter a hex occupied by an enemy land unit with a Defense Factor greater than zero.

Exception: A land unit executing a Parachute or Air Transport Assault may land in an enemy-occupied hex, but that is not land movement.

11.2.2 Ferries. Certain hexes on the map are linked by ferries (ex. 3517 and 3816). Land units may use ferries to move across Fjord and Lake hexsides (which they are normally prohibited from doing).

- A *Leg or Mountain or artillery* unit may move from one of the hexes connected by a ferry to the other by expending two Movement Points.

- A *Motorized* unit may move across a ferry by expending four MPs.

Motorized Infantry and Tank Battalions must count as "infantry battalions".

A unit that is being ferried may move through hexes containing enemy land units and ZOCs without penalty. However, no unit may ever use a ferry if an enemy land unit with a Defense Factor of greater than zero occupies the hex at the other end.

Exception: Ferries may not be used to cross Lakes in a zone where the Thaw [3.3] has not yet begun.

11.2.3 The Swedish Border. No land, sea, or air unit may enter a hex of Sweden by any means. Units *may* enter border hexes, but can move from one border hex to another only if the border actually connects the two hexes. Thus, a unit could move from 0504 to 0604 because the border connects them, but could *not* move from 0704 to 0804 because the border does not link those hexes—instead taking a detour into 0705.

Note: For purposes of computing movement costs, and determining the combat odds ratio in Land Combat, ignore any hexside terrain that is shown as running through the middle of a border hex instead of along its hexsides. Thus, for example, the Lake that runs through the center of hex 5118 is ignored for purposes of land movement and combat. The same is true of the Fjord in the center of 5219, and the Lakes in 0601, 0602, 0805, 1007, 1710, 2412, and so on.

11.3 Motorized Movement

Motorized units (that is, those whose MAs are printed in a red square) can move twice during each friendly Operations Segment; once in the Movement Phase, and again during the Motorized Movement Phase.

Exception: A motorized unit that possesses an Out-of-Supply marker cannot move during the friendly Motorized Movement Phase.

11.4 Trucks

Trucks are motorized units that have the ability to transport Leg and Mountain land units, Supply Points (SPs), and Air Supply Points (ASPs) across the map. A land unit, SP, or ASP that is being transported by a Truck moves wherever the Truck does, and may move in the Motorized Movement

Phase. As shown on the Transport Chart, a Truck has a Weight Capacity of two, which means that it can transport two Leg or Mountain steps, or two SPs, or four ASPs.

To pick up a land unit, SP, or ASP, a Truck must be stacked in the same hex and expend one MP. However, it costs a Truck no MPs to unload a transported unit, SP, or ASP. A single Truck unit may move and pick up and/or drop off land units, SPs, and ASPs several times during the same Movement Phase so long as it has sufficient MPs.

If a friendly land unit with a Defense Factor greater than zero enters a hex containing any number of enemy Trucks, they are immediately captured. A Truck that is captured during a Land Movement or Motorized Movement Phase cannot move in that same phase. The player who controls a Truck unit may voluntarily eliminate it at any point during his Operations Segment.

Note: Trucks cannot Retreat in Land Combat, and are never eliminated by any Land Combat Result [12.2].

11.5 Railroad Movement

Railroad Movement is a special form of movement that can be conducted by any SP, ASP, or land unit that begins the friendly Movement Phase in a hex or zone that contains a railroad and is not in an enemy ZOC.

A unit that is conducting Railroad Movement is given a Rail Movement Allowance of twenty, but can only move from railroad hex to connected railroad hex, paying one Rail Movement Point for each hex entered.

Exception: A unit that is conducting Railroad Movement must expend five Rail Movement Points to enter a hex containing a Rail Break marker.

11.5.1 Railroad Movement Restrictions

• A land unit or supply point may not enter a hex occupied by an enemy land unit with a Defense Factor greater than zero when conducting Railroad Movement.

• A land unit or supply point may not enter an enemy ZOC when conducting Railroad Movement.

• A land unit conducts Railroad Movement *instead* of normal Land Movement. It cannot do both in the same Movement Phase.

• Railroad Movement cannot be conducting during a Motorized Movement Phase.

• A maximum of six Weight Points worth of land units, SPs, and/or ASPs may move along a stretch of railroad hexes (in either direction) during a single land movement phase (land unit, SP, and ASP weights are listed on the Transport Table). The hex in which a land unit, SP, or ASP starts and stops Railroad Movement does count for this purpose.

Example #1: During the German Land Movement Phase, the following units use Railroad Movement:

• Two infantry battalions Weight = 4) move from Lysaker (4821) to Eidsvoll (4519) by way of Oslo (4719).

• An artillery battery (Weight = 1) moves from Moss (5020) to Hamar (4320) by way of Olso and Eidsvoll.

• An SP (Weight = 1) moves from Oslo to Eidsvoll.

Because a total of six Weight Points have moved in hexes 4720, 4719, 4620 and 4519 by rail, no more units may use Railroad Movement for the rest of the German Movement Phase.

Example #2: During the German Land Movement Phase, the following units use Railroad Movement:

• An infantry battalion Weight = 2) moves from Oslo (4719) to Eidsvoll.

• An artillery battery (Weight = 1) moves from Oslo to Moss (5020).

• Three SPs (Weight = 3) move from Oslo to Gjovik (4320).

Because six Weight Points used Railroad Movement in the Olso hex (even though they merely started moving there), no more units or SPs may use Railroad Movement to move from or through Oslo for the rest of the German Land Movement Phase.

11.6 Strategic Map Movement

11.6.1 Entering the Strategic Map. Allied land units may move or Retreat from the Operational Map into the Finnmark #1 space on the Strategic Map.

- *Any* Allied land unit in hex 0202 may Retreat into the Finnmark zone, or enter it during a friendly Movement Phase by expending one MP.

- An Allied *Mountain* unit in hex 0302, 0402, or 0502 may Retreat into the Finnmark zone, or enter it during a friendly Movement Phase by expending four MPs. or 0601, although nobody will ever want to, which is probably why it was left out

A unit that enters the Strategic Map cannot reenter the Operational Map during the same turn. Thus, if an Allied unit retreated off the Operational Map in the Land Combat Phase of the German Operations Segment, it could not reenter it until the Allied Operations Segment of the following turn.

11.6.2 Leaving the Strategic Map. An Allied unit that is located in the Lyngenfjord space of the Finnmark zone on the Strategic Map may enter the Operational Map during a friendly Movement Phase by expending one MP to enter hex 0202, or four MPs to enter hex 0302, 0402, or 0502 (assuming it is a Mountain unit). or 0601, although nobody will ever want to, which is probably why it was left out

11.6.3 Movement on the Strategic Map. A land unit that is located in a Strategic Map land zone can move to any adjacent land zone of the Strategic Map by expending its entire Movement Allowance. Land units cannot enter Strategic Map *sea* zones unless they are being carried by friendly naval units in Naval Transport or Amphibious Assault or by friendly air transport units in an Air Transport or Parachute Assault mission.

Exception: The Finnmark zone is subdivided into six spaces. A land unit must expend its entire Movement Allowance to move from one space in the Finnmark zone into another.

11.7 Overrun

Overrun is a special type of combat that can be performed by *German motorized* units (only) during any German Land Movement or Motorized Movement Phase. Stacks of motorized units can overrun together as long as they begin the phase stacked together in the same hex. (No unit may be picked up by a moving stack before of after it conducts an Overrun.)

To conduct an overrun, a motorized stack that is located in a hex adjacent to enemy land units expends enough MPs to enter the enemy-occupied hex *plus two additional MPs*. Then the moving player immediately resolves Land Combat against all of the enemy units in the hex. This combat is resolved normally, except for the following differences:

- Air Support and Naval Gunfire Support are not allowed.

- If an overrunning stack Retreats, the first hex retreated into must always be the hex from which it entered the Overrun hex. If that hex is located in the ZOC of any enemy unit except those that were just attacked *and* contains no friendly units, the overrunning stack suffers one step loss [12.2.1].

- If all of the defending units are neither eliminated nor forced to Retreat, the overrunning stack must Retreat from the Overrun hex *even if the combat result does not call for a retreat*.

- If an overrunning stack applies *any* portion of an adverse combat result as a Retreat [12.2.2], the stack must stop moving (and therefore can conduct no further Overruns in that Phase).

Design Note: *An overrunning unit can retreat into a vacant hex in an enemy ZOC because it is assumed that the unit is strung out in a road column that extends back into the hex from which it launched the overrun. Thus, the hex is not really "empty" of friendly units.*

There is no limit to the number of Overruns that a unit can conduct in a single Movement Phase except that imposed by its own Movement Allowance. The same enemy unit(s) can be Overrun any number of times in a single Movement Phase and can be Overrun more than once by the same stack of motorized units.

Special Overrun Rules

- Units that are conducting Overruns can enter hexes occupied by enemy units, in violation of the normal movement rules.

- Units that are conducting Overruns can move directly from one enemy ZOC into another, in violation of the normal movement rules.

- Neither attacking nor defending units can Advance After Combat [6.3] in an Overrun.

Note: German motorized units can mix Overruns with normal movement during the same phase. When moving normally, the restrictions on entering enemy-occupied hexes and moving directly from one enemy ZOC to another apply as usual.

12.0 Land Combat

During the Land Combat Phase, a friendly land unit can attack enemy land units located in any adjacent hex(es) *that it could enter by Land Movement*. Land combat is voluntary, so units are never forced to attack, and every friendly unit that is adjacent to an enemy unit does not have to attack.

All of the enemy units stacked in a hex must be attacked as a group in a single Land Combat. They cannot be attacked separately. However, all of the units in a friendly stack do not have to attack the same enemy unit(s). They may attack different enemy-occupied hexes in separate combats if so desired. No unit may attack or be attacked more than once per Land Combat Phase.

12.1 Land Combat Procedure

The active player resolves Land Combats in any order he wishes, using the following procedure in each case. This procedure is also used for Amphibious Assaults, Paradrops, Air Transport Assaults, and Overruns.

1. **Declare the Attack:** Designate all units that will attack in a particular Land Combat and identify which enemy-occupied hex they will attack.

Since the Air Mission Phase comes between declaring which enemy hexes will be attacked and the actual resolution of land combat, Attack Markers are provided as a memory aide to identify which hexes are selected for an attack.

ATTACK

2. **Compute the Initial Odds Ratio:** Total the Attack Factors of all the attacking units, divide the sum by the total of all the defending units' Defense Factors, and express the result as a ratio (rounding down). This is called the Initial Combat Odds Ratio. Locate the corresponding column on the CRT.

Note: A unit that is attacking across a River hexside, or across a Lake or Fjord hexside along a Road, has its Attack Factor halved—rounded down [Terrain Effects Chart].

3. **Determine the Air Support Modifier:** The attacking player computes the Air Support Modifier by subtracting his Air Support Total [7.6.3] from the defending player's Air Support Total. The Air Support Modifier may be a negative number, but cannot be greater than +2 or less than -2. *Air Support is not allowed (for either side) during Overruns.*

4. **Determine the Artillery Support Modifier:** Each player adds up the Support Factors of all supplied, friendly artillery units that are participating in the combat, *plus* his Naval Gunfire Support Total [8.4], rounding any fraction up. The attacking player then computes the Support Modifier by subtracting his Artillery Support Total from the defending player's Support Total. The Artillery Support Modifier may be a negative number, but cannot be greater than +3 or less than -3. *Naval Gunfire Support is not allowed during Overruns or Paradrop/Airborne Assault.*

Exception: If an artillery unit is the *only defending unit* in a Land Combat, *do not* add its Support Factor to the defender's Support Total (the gun crews are being forced to fight as infantrymen).

5. **Apply Odds Column Shifts.** Determine the Final Combat Odds Ratio by shifting a number of columns to the right and/or left of the column located in Step #2 (in the following list "R" means shift to the right, and "L" means shift to the left):

1L Units belonging to more than one nationality are attacking in the same Land Combat.

1R Units belonging to more than one nationality are defending in the same Land Combat.

Important Note: Polish and Foreign Legion units are treated as French units for all purposes. Trucks are not counted.

1L Any defending unit occupies a Forest, Rough, or City hex.

2L Any Defending unit occupies a Mountain or Major City hex.

1R A force that includes no mountain infantry units is being attacked in a mountain hex by a force that includes at least one supplied mountain infantry unit.

?R The Armor Superiority Value of one supplied, attacking tank unit (reduced by one for each supplied, defending antitank company).

?L The Armor Superiority Value of one supplied, defending tank unit.

1L *All* land units that are conducting an Amphibious Assault used Landing Craft.

2L *Any* land unit that is conducting an Amphibious Assault *did not* use Landing Craft.

All column shifts are cumulative except that when a hex contains the symbol for more than one type of terrain, use only the one which gives the greatest benefit to the defender; do not apply all of them.

Example: If both City and Mountain terrain symbols are present in the defending hex, the odds are shifted two columns to the left - not three.

6. **Determine the Combat Result.** Roll the die and apply all of the following modifiers that are appropriate:

+/-? Air Support Modifier

+/-? Artillery Support Modifier

-2 Paradrop/Air Transport Assault

-1 Units belonging to more than one Formation *of the same nationality* are defending in the same Land Combat.

+1 Units belonging to more than one Formation *of the same nationality* are attacking in the same Land Combat.

+1 Non-Mountain infantry attacking in the Nordland or Troms zone before the Thaw.

+1 Attacking in Nordland or Troms zone during Foul weather.

+2 Attacking in Nordland or Troms zone during Stormy weather.

The maximum net DRM is +/- 5.

Cross-index the modified die roll result with the Final Combat Odds Ratio column on the Combat Results Table to determine the Combat Result.

7. **Apply the Combat Result.** See 12.2 and refer to the CRT.

8. **Conduct any Advances After Combat** [12.3]

12.2 Applying Combat Results

Combat results are always applied to the defending units before they are applied to the attacking units. Combat results are as follows:

Results that begin with an "A" affect the attacking units; results that begin with "D" affect the defending units; an "EX" or "EX2" result affects both sides.

The number following the A or D indicates the number of steps that the affected force *must* lose.

A number following a slash (/) indicates that, *in addition to* any result before the slash, the affected force must either:

a. Lose that number of steps, or

b. Retreat that number of hexes, or

c. Combine step losses and retreat hexes to equal the number in the result.

An "EX" results means that each side loses one step; neither side retreats. An "EX2" results means that each side loses two steps; neither side retreats.

A "DE" result indicates that the entire defending force is eliminated (all steps).

An "AE" result indicates that the entire attacking force is eliminated (all steps).

> Exception: Trucks, SPs and ASPs are never eliminated by any Combat Result, and cannot be eliminated voluntarily to satisfy a portion of a Combat Result.

12.2.1 Land Unit Steps

A land unit that has Attack and/or Defense Factors printed on both sides of its counter has two steps. All other land units have only one step. If a step is eliminated from a two-step unit, flip it onto its reverse (reduced-strength) side; if a step is removed from a two-step unit that is already on its reverse side, it is eliminated.

> Exception: A normal artillery battery that has a mountain artillery battery printed on its reverse side (or *vice versa*) has only one step even though there are Defense Factors printed on both sides of the counter. These counters are printed this way so that they can be used to Breakdown [15.3] either normal or mountain artillery battalions.

These are separate units in the Vassal module

12.2.2 Retreat

When a player chooses to apply all or part of a combat result in the form of Retreat, *all* of his units that participated in that particular Land Combat must retreat. Stacks of units can split up during Retreat, with each unit taking a different path and ending up in a different hex.

If a unit ends its Retreat in a hex occupied by ~~friendly~~ other friendly units that are attacked at some point later in the same Land Combat Phase, the retreated units never add their Defense Factors to the defender's total, but are affected by any adverse combat result suffered by the defending side.

12.2.3 Retreat Restrictions

- Trucks, SPs, and ASPs cannot Retreat.

- A retreating unit must, if possible, finish retreating the indicated number of hexes from that where it started. The retreat path cannot double back on itself.

- A unit cannot Retreat into a hex that it cannot enter by Land Movement.

- A unit cannot Retreat across a Ferry unless there is no other route available.

- A unit cannot Retreat into an enemy ZOC hex unless the hex is occupied by a friendly land unit with a Defense Factor greater than zero.

> Note: Retreating units that conducted a Parachute or Air Transport Assault ignore the ZOCs of all enemy units located in the hex they assaulted.

If a unit cannot Retreat because of these restrictions, it must satisfy the entire combat result with step losses

12.3 Advance After Combat

If all of one side's units that participated in a Land Combat are eliminated or forced to Retreat, units on the opposing side that were neither eliminated nor Retreated can Advance After Combat. This is not considered movement, and MPs are not expended. Units may Advance the same number of hexes that the opposing units retreated; if *all* the opposing units were eliminated, the victorious units may advance two hexes. Advance After Combat is always voluntary, and units do not have to advance the full distance permitted—some can while others advance less (or not at all), and stacks may split up to advance in several directions.

The first hex advanced into must have been occupied by an enemy unit that was eliminated or retreated. However, the second and third hexes (if possible) of an Advance may be made into any hexes that the owning player desires except those that are occupied by enemy units or are located in/across prohibited terrain. Enemy ZOCs are ignored during Advance After Combat; advancing units can advance from one enemy ZOC into another without restriction.

> Note: There is no Advance after Combat for Overruns or Parachute/Air Transport Assaults.

12.4 Armor Superiority

Each tank unit has an Armor Superiority Value (ASV) printed in the upper right-hand corner of its counter. Whenever a *supplied* tank unit participates in Land Combat, the Combat Odds Ratio is shifted a number of columns (to the right when attacking, and left when defending) equal to its ASV [12.1, Step #4]. Only one tank unit per side may adjust the Combat Odds Ratio in a single Land Combat.

> Exception: An *attacking* tank unit's ASV is reduced by one for each *supplied* anti-tank company in the group of enemy units that it is attacking (although the ASV cannot be reduced to less that zero).

13.0 Supply

To operate at full effectiveness, land and air units must be supplied. Except for Norwegian units [13.4], all land and air units use the following supply system.

13.1 Automatic Supply

Certain units are automatically in supply. They operate at full effectiveness and do not expend Supply Points (SPs) or Air Supply Points (ASPs) when they move or fight.

The following units are automatically in supply:

a. German land and air units in the Germany or Denmark (after the April #4 turn) zones on the Strategic Map.

b. German land units on the Operational Map on the Invasion Turn (April #4).

c. Allied land and air units in the England, Scotland, or Scapa Flow zones on the Strategic Map.

d. Allied air units based on CVs.

e. All Norwegian land and air units (except for purposes of Surrender [13.4]).

13.2 Air Unit Supply

13.2.1 Requirements. To fly a mission, an air point or unit must be supplied. An air unit that is not *automatically* in supply [13.1] must expend Air Supply Points (ASPs) to fly a mission (ASP markers are provided for this purpose [13.2.2]). Specifically,

a. One ASP must be expended for every two air points (or fraction thereof) flown. If only one air point flies a mission, one ASP must still be expended.

b. The expended ASP must be located within four Leg Movement Points of the airbase (or port, for seaplanes) where the air point is based.

13.2.2 ASP Transportation:

a. There are an unlimited number of ASPs available to the Allied player in the England, Scotland, and Scapa Flow zones on the Strategic Map.

b. There are an unlimited number of ASPs available to the German player in the German and (after the April #4 turn) Denmark zones on the Strategic Map.

c. ASPs may be transported by the following means [Transport Table]:

1. By Air Transport. Each Air Transport point can carry one ASP (Germans only).

2. By sea, in APs. Each AP point can carry two ASPs.

3. By sea, in AOs (tankers). Each AO can carry six ASPs (Germans only).

4. By truck. Each truck can carry up to four ASPs.

5. By rail [11.5]. Each rail hex may have up to twelve ASPs per turn transported through it. (see 11.5.1 5th bullet point)

d. **The Air Base Supply Track.** There is an Air Base Supply Track on the Operational Map that allows players to keep track of large numbers of ASPs (thus avoiding large stacks of ASP counters) based at the Fornebu, Sola, Vaernes, Kjeller, and Kjevik airfields. As you transport ASPs to or from one of these airbases, increment or decrement that base's counter on the Air Base Supply Track.

If ASPs are unloaded in a port hex that is in or adjacent to one of the above five airbases, any or all of the unloaded ASPs may be immediately added to that airbase's supply total on the Air Base Supply Track. Conversely, ASPs located on an Air Base Supply Track (or in an airbase hex) adjacent to a port hex are available for Transport from the port hex.

Counters are provided as a memory aid to track the Railroad Weight Points used during a turn

RR WEIGHT
1/2
POINT USED

e. **Transportation Procedure**

1. **Naval Movement.** Place ASP markers of the appropriate number under the transporting unit or point. Move the transporting unit(s) to a Norwegian Port on the Operational Map. Subject to port unloading capabilities, ASPs are unloaded from their transporting naval units when they enter a port. The ASPs are stacked in the port for further transport or expenditure.

2. **Land Movement.** ASP markers in road, highway, or railroad hexes are placed under transporting truck units or are moved along a rail line. If ASPs come from an Airbase Supply Track, decrement the airbase's counter on the track by the amount of the marker. ASPs may be unloaded on any road, highway, or railroad hex. If unloaded at an Airbase hex with an ASP track, any or all of the ASPs may be added to the airbase's total on the Air Base Supply Track.

3. **Air Movement**

   • ASPs in the Germany or Denmark (after April #4 turn) zones on the Strategic Map may be loaded under available Air Transport units and flown to any in-range friendly airbase on the Operational Map.

Note: For convenience, a single ASP marker denoting the total number of ASPs transported by a multiple unit Air Transport Unit mission may be used.

   • ASPs may also be air transported between friendly in-range airbases on the Operational Map using Air Transport.

Note: ASPs must be expended to allow Air Transport units to execute this type of mission.

   • ASPs may also be parachute-dropped into any friendly in-range Airbase hex.

   • Air points on the Operational Map that are required to be withdrawn must expend ASPs to withdraw. If insufficient ASPs are available to supply all withdrawing Air points, the

Air points are withdrawn and the deficit in ASPs required to withdraw is noted. Before executing any further Operational Map air missions, sufficient ASPs must arrive on the Operational Map (and be immediately removed) to cover the deficit.

4. ASPs can be voluntarily destroyed during either owning player's Operational Segment. ASPs cannot retreat as a result of combat. Captured ASPs can be utilized by the gaining player in the turn they are captured.

13.3 Land Unit Supply

Whenever Allied or German land units attack or defend in ground combat, they must either be placed in supply by the expenditure of Supply Points (SPs), or fight at a disadvantage. Supply Points must be moved onto the Operational Map by Naval or Air Transport before they may be used.

13.3.1 Land Combat SP Expenditure (Attacks): When a unit attacks in land combat, the attacking player must expend a variable number of SPs to attack at full-strength, as follows:

a. If one or more Leg Infantry units is a part of the attacking force, the attacking player must expend one SP.

b. If one or more motorized units (tank units, motorized infantry units, truck transported infantry or artillery units) is part of the attacking force, the attacking player must expend one SP.

c. If one or more artillery units is part of the attacking force, the attacking player must expend one SP.

The above SP costs are cumulative for a single attack; so a given supplied attack could cost up to three SPs.

13.3.2 Line of Supply Length. To be in supply when an SP is expended, a land unit must occupy the same hex as the SP or be within:

a. *four* Mountain Movement Points (excluding the land unit hex but including the SP hex) for Mountain infantry or Mountain artillery units.

Note: Neither the attacking or defending player is obligated to expend SPs. One or both sides could choose to expend no SPs even when there are friendly SPs in range. If expending SPs, the attacker announces the number to be expended when he organizes the attack. The defender then announces whether or not he is expending one SP.

b. *four* Leg Infantry Movement Points (excluding the land unit hex but including the SP hex) for all other land units.

13.3.3 Line of Supply Requirements. The Line of Supply:

a. must be a continuous path of hexes through which movement is permitted

b. must be free of enemy ZOCs or have enemy ZOCs negated by a friendly unit with defense strength greater than zero

c. cannot be traced through any hex containing an enemy land unit with a Defense Factor greater than zero.

13.3.4 Out of Supply Effects. If the required SPs are not expended for a given attack, the following penalties apply:

a. **Leg infantry units:** The attack factor of each unit is halved (rounding down).

b. **Motorized units:** The attack factor of each unit is halved, armor superiority value is halved (rounding down). The unit may not move in the Motorized Movement Phase.

c. **Artillery units:** Artillery Support Factor cannot contribute to this combat.

13.3.5 Marking Out of Supply Units. Flip the marker of any unsupplied units in a declared attack that bear an Out Of Supply 1 marker to the Out of Supply 2 side. Place Out of Supply 1 markers on all unsupplied units in a declared attack that bear no Out of Supply markers. Out of Supply 2 status has no additional effect on attacking units, but does on defending units [13.3.7.b.2].

Remove an Out of Supply marker (1 or 2) in any subsequent land combat when you expend an SP to place those attacking units in supply.

13.3.6 Overruns SP Expenditure. Supply expenditure, LOS, and Out of Supply effects are identical to Attacks [13.3.1-13.3.4] except that:

a. Leg infantry, being non-motorized, can't participate, so the maximum number of SPs that could be expended for *each overrun combat* is two.

b. Motorized units carrying Out of Supply markers cannot overrun *in the Motorized Movement Phase* because they cannot move in that phase.

c. SPs expended to supply Overruns can also remove Out of Supply markers on overrunning units.

13.3.7 Defender SP Expenditure. One SP will support two defensive combats. Size and composition of the defending force do not matter, however.

a. The LOS requirement is identical to Attack LOS [13.3.3].

b. Out of Supply effects are applied in the same manner as Attacks [13.3.4]

  1. **Out of Supply 1:** Artillery units may not contribute their support factor to the combat.

  2. **Out of Supply Level 2.** Level 1 effects, plus each defending unit's defense factor is halved (rounding up). Any number of Mountain or Parachute Companies defending unsupplied in a combat contribute half their defense factor.

c. Out of Supply marker removal is identical to Attacks and Overruns [13.3.5-13.3.6].

13.3.8 SP Availability and Transport is Identical to ASPs [13.2] with the following exceptions:

a. AOs (Tankers) cannot transport SPs.

b. Each Air Transport point (German Only) can transport one-half SP.

c. Each AP Point can transport one SP.

d. Each Truck Unit can transport two SPs.

e. Each Rail Hex can have up to six SPs transported through it. (see 11.5.1 5th bullet point)

13.3.9 SP Transport Procedures. Identical to ASP Transport Procedures [13.2.2e] with the following exceptions:

a. Tankers cannot transport SPs.

b. SPs unloaded at ports with SP tracks (Oslo, Kristiansand, and Trondheim) may be immediately added to these tracks. SPs unloaded at Airbases adjacent to ports with supply tracks can automatically be added to the port's Supply Total.

c. SPs can be expended directly from the track, or be taken from the track and converted into SP counters in the port or adjacent airbase hex on a one-for-one basis.

13.3.10 Capture and Destruction. Identical to ASPs [13.2.2.e.5].

13.4 Norwegian Surrender

Design Note: *Norwegian land units do not draw supply like other units and are affected much differently (and drastically) when they cannot.*

If a Norwegian *land* unit is not in supply during the Norwegian Surrender Phase of the Allied Operations Segment, the unit surrenders (and is eliminated). This is the only point when the supply status of Norwegian land units must be determined. During all other phases and segments of the turn, Norwegian land units are automatically in supply whenever they move or participate in combat. Basically, if a Norwegian land unit is located anywhere on the Operational Map or Strategic Map, its mere presence indicates that it is supplied (at least for the present).

During the Norwegian Surrender Phase, Norwegian land units may be supplied (that is, prevented from surrendering) by the expenditure of Allied SPs, as explained in 13.3.1. However, a Norwegian land unit is automatically in supply (and does not require expenditure of an SP) if it can trace an LOS of no more than eight Leg MPs to any of the following:

• Dombaas (3622), if it is friendly-controlled.

• A friendly-controlled mobilization center.

• A Railroad hex that is connected to a friendly-controlled mobilization center or Dombaas by any number of connected Railroad hexes (Rail Break markers have no effect). However, the chain of Railroad hexes cannot pass through any hex that is either occupied by an enemy unit with a Defense Factor greater than zero or in an enemy ZOC (even if the hex is occupied by a friendly land unit).

13.3.7 ADD: The following sentence at the end of the first paragraph in this section: An SP is fully expended even if it is used to supply only one defensive combat (i.e. the other "half" of the SP is lost; it's all or nothing).

SP Track Counters are also provided for Bergen, Stavanger, and Narvik in the Vassal module. Their use is optional and may impact the game balance (specifically for Narvik).

Counters are provided as a memory aid to track the Railroad Weight Points used during a turn

RR WEIGHT
H+H+1+H+
1
POINT USED

Exception: A Norwegian mountain infantry or artillery unit may trace an LOS up to eight Mountain MPs long to a friendly-controlled mobilization center or Dombaas.

13.4.1 Norwegian Leaders. There are three Leader units that represent "die hard" Norwegian commanders who will not surrender even when their supply lines are cut. The Allied player can save an *infantry or ski battalion* from elimination by assigning it a Leader at the instant that it would normally surrender (assuming he has not already assigned all three of his Leaders). A unit that has been assigned a Leader is immune to surrender for the rest of the scenario.

Once a Leader had been assigned to an *infantry or ski battalion*, he cannot be transferred to another unit by any means. He only affects that single unit: He moves and retreats wherever the unit does; if that unit is eliminated, the Leader is also eliminated. Only three Norwegian units *per scenario* may be assigned Leader markers; an eliminated Leader cannot be brought into play.

14.0 Norwegian Mobilization

All Norwegian units that are not set up on the map at the beginning of a scenario are placed in their corresponding spaces on the Norwegian Mobilization Display. The units that are located on the Mobilization Display may be mobilized (that is, brought into play) as described in the following rules.

Note: Because mobilization occurs at the very end of the Allied Operations Segment, a Norwegian unit can neither move nor attack on the turn that it mobilizes.

14.1 Mobilization Centers

14.1.1 Mobilization Center Codes. Each Norwegian infantry or artillery regiment and dragoon or mountain artillery battalion has a corresponding mobilization center printed on the Operational Map. Each mobilization center is coded to indicate what unit(s) mobilize there.

Examples: The mobilization center coded "3" belongs to the 3rd Infantry Regiment; the one coded "A1" to the 1st Artillery Regiment; the one coded

"D2" to the 2nd Dragoon Battalion; and the one coded "M1" to the 1st Mountain Artillery Battalion.

14.1.2 Disrupting Mobilization. If any German ground unit moves or Advances into a hex that contains a Norwegian mobilization center, remove all the corresponding units from the Norwegian Mobilization Display (they are permanently eliminated).

Exception: If a German unit enters a hex that contains a Norwegian infantry or artillery regiment's mobilization center on the Invasion Turn, the regiment's *Landsvern* ("L") Battalion is *not* removed from the Norwegian Mobilization Display.

14.2 Mobilization Procedure

14.2.1 Infantry and Artillery Regiment Mobilization. During the Norwegian Mobilization Phase of each of Allied Operations Segment, one battalion mobilizes at the mobilization center of *each* Norwegian infantry or artillery regiment that has units remaining on the Norwegian Mobilization Display. To mobilize a unit, the Allied player simply removes it from the Mobilization Display and places it in the hex on the Operational Map where its mobilization center is situated. A regiment's first ("I") battalion must be mobilized before its second ("II"); the 2nd battalion must be mobilized before its *Landsvern* ("L" = second-line reserve) battalion; and so on.

Exception #1: On the Invasion Turn an infantry or artillery regiment's *Landsvern* battalion can be mobilized even if the regiment's mobilization center has been captured. In this case, the *Landsvern* battalion is placed on the Operational Map in any friendly-controlled hex within two hexes of its mobilization center.

Exception #2: An artillery regiment's *Landsvern* battalion can be mobilized *only* if its mobilization center was captured before all the regiment's artillery battalions were mobilized. Thus, remove an artillery regiment's *Landsvern* battalion from the mobilization display at the instant that the regiment's last artillery battalion mobilizes (it cannot enter play).

Design Note: *An artillery regiment's* Landsvern *battalion represents gunners fighting as infantry after their guns have been*

captured. *Naturally, if their guns are not captured, the artillerymen will have no reason to form an ad hoc infantry unit.*

14.2.2 Dragoon and Mountain Artillery Battalion Mobilization. All Norwegian dragoon (bicycle) and mountain artillery battalions that are not on the map at the start of play mobilize during the Norwegian Mobilization Phase of the Invasion Turn (assuming, of course, that their mobilization centers have not been captured).

14.2.3 The Alta and Haugesund Battalions. The Alta and Haugesund Infantry Battalions are special cases. As shown on the Mobilization Display, the Alta enters play on the Strategic Map, and the other is placed in any hex within four Leg Movement Points of Haugesund. Both of these units mobilize on the Invasion Turn.

15.0 Special Rules

15.1 Capturing Trucks and SPs

If a friendly unit that is moving or advancing enters a hex that is occupied solely by enemy SPs, ASPs, and/or Trucks, the enemy units are automatically captured. A captured SP, ASP, or Truck can either be eliminated immediately or saved for later use. To record that a Truck has been captured, simply flip it over onto its other side. A Truck that is captured during a Land Movement or Motorized Movement Phase cannot move in that same phase. A captured SP or ASP cannot be moved on the same turn that it is captured.

Note: Supply Point markers and Trucks cannot Retreat in land combat.

15.1.1 Capturing Supply at Mobilization Centers. If the German player captures the mobilization center of a Norwegian infantry *regiment* on the Invasion Turn (only), he immediately places two Supply Points in the hex. These function as normal SPs in all respects.

> 15.1.1 CLARIFICATION: Dombaas cannot be captured by the German Player on the Invasion Turn because the hex does not contain a port, airfield or friendly German unit. There is no way to occupy the hex from the sea or air.

15.2 Captured Artillery

The German player's countermix includes three artillery battalions with the note "captured" on the counter. If any of a Norwegian artillery regiment's three artillery battalions remain on the Norwegian Mobilization Display when the Germans capture its mobilization center, immediately place a German "captured" artillery battalion in the hex. These units cannot move in the same Movement Phase that they enter on the Operational Map, although they may attack in the immediately following German Land Combat Phase. They are treated as Germans unit for all purposes.

Note: Only one captured artillery battalion may be placed per captured artillery regiment mobilization center.

Artillery Mobilization Centers are: Frederikstad, Gardermoen, and Trondheim

15.3 Breakdown/Recombination

German and Norwegian artillery battalions (only) and German mountain infantry battalions may break down into several smaller, battery- or company-sized units. If circumstances permit, these smaller units may recombine into a single unit at a later point.

15.3.1 Artillery Battalion Breakdown. At the beginning of any friendly Land Movement Phase, you may break down an artillery battalion simply by flipping it to its Reduced side or removing it from the map and placing the appropriate number of breakdown artillery batteries in the same hex. Both the original unit and the new batteries may move and engage in combat without restriction during that turn. The possible combinations are as follows:

- A *full-strength* battalion with a Support Factor of two is reduced (flipped to its reduced-strength side) and two artillery batteries of the appropriate type (mountain or regular) are placed in the same hex.

- A *full-strength* battalion with a Support Factor of one is flipped, and one artillery battery is placed in the same hex.

15.3.2 Artillery Battalion Recombination. At the beginning of any friendly Movement Phase, a reduced-strength artillery battalion that is stacked with sufficient artillery batteries of the same type may recombine into a full-strength artillery bat-

talion. Simply remove the absorbed artillery batteries from the map and flip the battalion to its full-strength side.

15.3.3 Mountain Battalion Breakdown and Recombination. The processes for breaking down and recombining a German mountain infantry battalion are:

- A full-strength battalion may break down partially (flip the battalion and stack two mountain infantry companies in the same hex).

- A mountain infantry battalion may recombine only by combining two mountain infantry companies and a reduced-strength mountain infantry battalion.

Note: The numbers of artillery batteries and mountain infantry companies provided in the countermix represents an absolute limit on the quantity of units that may break down. You may not make additional batteries and/or companies so that more units may break down.

15.4 German Naval Infantry

Whenever an Allied Bombing Combat or Naval Combat sinks a German ship or DD point is sunk in a *German-controlled* port, the German player places a German Naval Infantry *Battalion* in the Port hex. Obviously, this does not apply if all four naval infantry battalions are already in play at the time a German combat naval unit is sunk. However, naval infantry battalions that have been eliminated may be brought back into play a second (or third, or fourth, etc.) time so long as German naval units continue to be sunk in *friendly* ports.

15.5 King Haakon VII

What if the HMKG battalion surrenders?

The HMKG (*Hans Majeste Kongen Garde*) infantry battalion is the royal bodyguard of King Haakon VII, who is assumed to be accompanying the unit wherever it moves. Whenever the HMKG battalion attacks or defends in Land Combat, the German player rolls a die just before the Combat Result is applied. If the result is 0 or one, King Haakon is captured (and the German player is awarded +7 VPs); any other result has no effect.

There are 4 German Mountain Infantry companies, so a maximum of 2 German Mountain Infantry Battalions may break down maximum.

There are 4 German Artillery/Mountain Artillery Companies in the countermix. Each of the 4 counters has an Artillery company on one side and a Mountain Artillery Company on the other side. A maximum of 2 German Artillery/Mountain Artillery Battalions may break down, or one of each maximum.

There are 6 Norwegian Artillery/Mountain Artillery Companies in the countermix. Each of the 6 counters has an Artillery company on one side and a Mountain Artillery Company on the other side. so a maximum of 3 Norwegian Artillery/Mountain Artillery Battalions may break down, or any combination of Artillery/Mountain Artillery Battalions that add up to 3.

15.6 Swedish Railways

Design Note: *From the beginning of the Norwegian Campaign, Hitler applied pressure on neutral Sweden to allow the isolated German force at Narvik to be resupplied through Swedish territory. In the third week of April, these efforts bore fruit when the Swedes finally agreed to permit a train carrying "medical personnel and supplies" to make the trip.*

On the April #9 turn (or any one later turn), the German player may bring two SPs onto the Operational Map from Sweden using Railroad Movement. Both SPs must enter Norway in the same hex.

15.7 German Garrisons

If, at the end of any German Operations Segment, there is not at least one German infantry or mountain infantry battalion (at full or reduced-strength) occupying a German-controlled Norwegian airbase or port with an Unloading Capacity greater than two, the Allied player is immediately awarded three VPs.

Exception: If Oslo is German-controlled but ungarrisoned at the end of a German Operations Segment, the Allied player is awarded six VPs.

16.0 Victory

The winner of a scenario is determined by the value of the Victory Point (VP) Total at the end of the scenario. The Victory Point Chart details VP awards and Victory levels.

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Sequence of Play

1. **Weather Segment:** The *German* player rolls on the Weather Table to determine the weather conditions for the current turn, adjusts weather markers on the Zone Weather Tracks, and places Thaw markers in any zone(s) where the Thaw [3.3] is taking effect for the first time.

2. **Reinforcement and Replacement Segment:** Each player receives any land, air, and naval units listed in the current turn's space on his Reinforcement Schedule, and may use Air Replacements to rebuild air units [For placement of reinforcements and replacements, see 4.1-4.2]. All required withdrawals are also made during this segment [4.3].

3. **Naval Segment**

   a. **Allied Naval Detection Phase:** The Allied player may attempt to Detect each German naval stack at sea. If he detects a stack, he may immediately conduct Naval Interception against it. If the Allied player chooses to Intercept with air units (either in addition to or instead of naval units), the German player may attempt to detect the air mission and, if successful, conduct Air Interception against it.

   b. **German Naval Detection Phase:** *Identical to the Allied Naval Detection Phase except that the roles are reversed.*

   c. **Allied Naval Movement Phase:** The Allied player moves his naval units one stack (six units maximum) at a time. The German player may attempt to Detect each stack in every zone that it enters and, if successful, may conduct Naval Interception against it. If he chooses to Intercept with air units (either in addition to or instead of naval units), the Allied player may attempt to Detect the air mission and, if successful, conduct Air Interception against it. Moving naval units may trigger Coast Artillery Fire [9.1].

   If the Allied player wishes to conduct any Naval Bombardments and/or Naval Combats in Ports [8.3], they are resolved during this phase. The same holds true for any Amphibious Assaults and unopposed landings. Unload units in friendly ports.

   The Allied player must also announce which of his naval units will attempt to conduct Naval Gunfire Support [8.4] during his Land Combat Phase. He moves such units from the Strategic Map to the same sea zone on the Operational Map and places them in the "Gunfire Support" box.

   d. **German Naval Movement Phase:** *Identical to the Allied Naval Movement Phase, except that the roles are reversed.*

4. **German Operations Segment**

   a. **German Land Movement Phase:** The German player may move all his land units. After all his units have moved, the German player designates those enemy-occupied hexes that he will attack in the Land Combat Phase [see d. below].

   b. **German Air Mission Phase:** The German player may fly Bombing, Air Transport, and Airborne and Air Transport Assault missions. The Allied player may attempt to Detect each German air mission and, if successful, may conduct Air Interception against it. If a Parachute Assault, Air Transport Assault, or combined Parachute/Air Transport Assault is declared against an eligible hex, it is resolved during this segment. Units that conduct successful Parachute and/or Air Transport Assaults (and any units that have been air transported into friendly airbase hexes) may attack adjacent enemy units during the German Land Combat Phase.

   c. **Allied Air Mission Phase:** *Identical to the German Air Mission Phase, except that the roles are reversed.*

   d. **German Land Combat Phase:** German land units may choose to conduct Land Combat against Allied land units located in adjacent hexes.

   e. **German Motorized Movement Phase:** The German player may move any of his Motorized units that do not possess Out of Supply markers.

5. **Allied Operations Segment:** All phases are resolved exactly like those in the German Operations Segment, except for the two new ones (a. and g. below).

   a. **Norwegian Surrender Phase:** The supply status of all Norwegian *land* units is determined, and any that are out of supply Surrender [13.4].

   b. **Allied Land Movement Phase**

   c. **Allied Air Mission Phase**

   d. **German Air Mission Phase**

   e. **Allied Land Combat Phase**

   f. **Allied Motorized Movement Phase**

   g. **Norwegian Mobilization Phase:** One battalion must mobilize at the mobilization center of each Norwegian infantry or artillery regiment that has units remaining on the Norwegian Mobilization Display [14.2]. On the Invasion Turn (only) all non-regimental infantry, dragoon, and mountain artillery battalions that remain on the Mobilization Display also mobilize.

6. **Repair Segment:** Both players simultaneously do the following things:

   a. Roll a die for each damaged ship that is located at a friendly naval base; if the result is a zero, the ship counter is flipped to its undamaged (front) side.

   b. Roll a die for each damaged coastal artillery unit (fixed or mobile). Remove one hit on a die roll of five or less.

   c. Remove one hit (automatically; no die roll is necessary) from each damaged airbase, port, and railroad hex.

   d. Move all Air Points in Flown Boxes to Ready Boxes at their respective Airbases.

   e. Remove naval units remaining in Naval Gunfire boxes. Place them in the corresponding sea zone on the Strategic Map.

   f. At-sea naval units in the same sea zone may be recombined into new naval stacks.

   g. Place (or flip) enhanced NDV markers.