

# Invasion: Norway QuickStart

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*This QuickStart booklet helps you start playing Invasion: Norway. Like the game itself, it is very manageable for a single player to play. Before you begin, you'll need to set up the map and counters, so you can play the game along with us.*

## Pre-Game Setup

1. Unfold the Operational Map (backfold it against the creases so it will lay flat) and place it on your game table. Unfold the smaller Strategic Map and place it to the left of the Operational Map on your game table.
2. Locate the German Attack Plan Card and place it below the Strategic Map on your game table.
3. Set the rest of the Player Aid cards nearby for easy reference.
4. Punch out (or cut out) the game counters from the two counter sheets, grouping units with common background colors together.
5. Place the Norwegian (green) units on the spaces allotted for them on the Norwegian Mobilization Display (located on the lower right side of the game map). Some of the units on the display are bordered by an orange box; place these units on the Operational Map in the hexes listed to the right side of their space on the Display.

You will have a few artillery units (with "(1) 1/2 4" across the bottom of their counters) left over. These are breakdown units that may enter play later. Set them aside for now.

6. Refer to the Allied Set-up instructions in the Play Book (18.1.2) and place the Allied (cream-colored background for British units, dark blue for French units) units listed on that card onto their set-up locations on the Strategic Map.

The rest of the Allied units enter the game later as reinforcements. You don't have to do it right now; but, to make them easier to locate later, it would be a good idea to separate the rest of the Allied units into groups of naval units (the ones with ship silhouettes on their

counters), air units (with air silhouettes on the counters), and land units (all others).

7. Refer to the Sample German Attack Plan card and divide the German naval units into the listed groups. You can place these groups either in the Germany section of the Strategic Map, or, if you need more room, on any spare area of your game table.

**Note:** The Sample German Attack Plan is provided to help you get started playing the game without worrying about initial strategy. When you play a game on your own, feel free to use it or not. A listing of all available German At Start units appears in 18.1.3.

After the naval units are divided into groups, load them each (by placing the loaded unit under the naval unit's counter) with the land unit, Supply Point (SP), or Air Supply Point (ASP) that is listed under the "Transporting" section of the Sample German Attack Plan. Note that when a land unit is listed, it does not list a specific unit (for example, "One Inf Bn/163rd Division"). This means that you can pick any one battalion (or battery, for artillery) of the listed division; you don't have to find a specific unit.

For your convenience, all of the German divisions have a division specific color background in the unit type box. Sort them together according to the division colors (for example, all units of the 69th division have a dark blue unit type box).

Place the remaining German At Start air and land units in the Germany zone on the Strategic Map.

8. Place the game-turn marker on the April #2 space of the Game Turn Track (on the Strategic Map).
9. Place the VP markers on the "0" space of the Victory Point Tracks.
10. Place the weather markers next to the three weather tracks on the Strategic Map. Don't worry about which space to put them in yet. We'll do that during the Weather Segment of the first turn.

## Orientation

For this QuickStart game, we'll be playing the first three turns of the Campaign Scenario, *Operation Weseruebung*. The game starts on the April #2 turn (each turn represents three days of real time). We'll conclude this learning game at the end of the April #4 turn. At that point, you can continue with the game if you wish (we suggest you do, as the situation will be pretty well balanced at that point), or set up again and start another game for yourself.

As we play this game, move the units on the Strategic Map or the Operational Map as we direct or describe. We'll do all the die rolling for you, but we suggest that you look up the rolls on the appropriate charts so that you can get a feel for what we're doing.

Until the Norway invasion commences on the April #4 turn, the majority of decision-making will be on the German player's shoulders; thus, most (but not all) of this QuickStart booklet is written from the German point of view. The sequence of events and results are taken from an actual playtest. The German deployments and Allied responses vary from the historical moves made by the belligerents, but are valuable for demonstrating competent play for both sides.

Due to the randomness of the weather, detection, and interception game mechanics, there is no single optimal German deployment. Nonetheless, the deployment listed on the Sample German Attack Plan card is a good one that will serve any first-time German player well.

The rest of this booklet is divided into sections of Procedure and Analysis, with boxed areas that highlight important game mechanics so you can learn as we go. If you just want to move the units and see what's happening in the game, you can play out the rest of the QuickStart game by reading and moving the units as described in the Procedure sections. If you want to learn more about how to play well, read the strategies and rationale presented in the Analysis sections.

Sea Zone	Major Invasion Targets	Turns to reach sea zone from Germany		
		SMF 2	SMF 3	SMF 4
Kattegat	Oslo, Kristiansand	1	1	1
Jutland		1	1	1
Norwegian Leads	Stavanger, Bergen	1	1	1
Southern Norwegian Sea	Trondheim	2	1	1
Central Norwegian Sea		2	2	1
Northern Norwegian Sea	Narvik	3	2	2

Figure 1: Analysis of Turns Needed to Reach Major Invasion Targets

## April #2 turn

Please refer to the Sequence of Play on the back page of the Rule Book. We'll be completing the steps in that sequence in the Procedure sections that follow.

### Procedure:

1. The weather rules indicate that the weather is pre-determined for this turn (and for the April #3 turn), so you don't make any weather die rolls during the Weather Segment. Instead, place the weather markers on the Cloudy space of the Central and South weather zone tracks and the Foul space of the North weather zone track.
2. There are no reinforcements for either side on this turn, so skip the Reinforcement/Replacement Segment.
3. Because neither side has any naval units at sea, skip both players' Naval Detection segments.
4. The scenario rules prohibit the Allied player from moving during his Naval Movement Phase of this turn, so skip it.
5. It is now the German Naval Movement Phase, and the German player decides which units will put to sea.

### Analysis

All of the At-Start naval units, AP points, and AOs (tankers) are available to put to sea during this phase. The German player has to consider the amount of sailing time needed to reach an invasion objective and the likelihood of detection on the way to the invasion site. A quick glance at the

Strategic Map reveals that most invasion objectives can be reached in one Naval Movement Phase by German naval units. The situation is more problematic for the slower moving APs and AOs. The chart above (Figure 1) shows how long it will take for naval units of different speeds to move from Germany to the invasion sea zones.

**Note:** When the German player sails into any sea zone other than the Kattegat, the first sea zone entered should always be the Jutland zone. Starting from the Kattegat to sail anywhere up the west coast of Norway increases the sailing distance (which can be critical for APs and AOs of the Export or Tanker Echelons) and provides the Allied player with an extra detection opportunity.

To escape detection on the way to the invasion zones, the German player has to rely on the protection afforded by the weather (+1 to detection die rolls in Cloudy weather zones, +2 in Foul weather zones, and +3 in Storm weather zones) and pre-invasion surprise (+1 to detection die rolls against Export Echelon APs and Tanker Echelon AOs; +2 for rolls against all other German naval points or units). As detailed in the Detection Probabilities Chart on page 3 (Figure 2), the combination of bad weather and surprise causes normal detection probabilities to plummet.

Factoring in distance with detection risk, the German player decides that any naval unit requiring two or less turns to reach its invasion objective and unload should not put to sea until the April #3 turn at the earliest. The only ships that *must* put to sea on April #2 are the APs of the Export

Echelon destined for Narvik. As you'll note on the Sample German Attack Plan card, the German player isn't sending any AOs to Narvik. The chances of capturing Bardufoss airbase are slim-to-none initially, and six ASPs of aviation fuel are more than any frozen-lake airbase will need up there. In any event, the tankers will be much more useful elsewhere.

Two AP points are selected out of the seven available. AP A is loaded with a coast defense artillery battery. AP B holds a battery of the 730th Artillery battalion. Unless the German can fly in mountain batteries later, this is all the artillery support the Germans at Narvik will see. A single coast defense battery won't stop the Allies from subsequently landing at Narvik, but it may cause them to wait and build up strength before trying. Hopefully, it will inflict some damage when they do come ashore. The other three coast defense batteries will be needed elsewhere.

### Procedure

6. The first sea zone both APs enter is the Jutland zone. Because pre-invasion rules are in effect, there is no Allied Submarine die roll. Both APs are, however, subject to detection. The Allied player attempts to detect, as follows:
  - a. He determines that the Naval Detection Value (NDV) for the Jutland zone is five. If the weather were Clear and no special surprise conditions existed, a die roll of five or less (because a "0" on the die is read as zero, not ten, this gives a sixty percent chance) would detect a German naval unit in that zone. Because there are weather and surprise DRMs, though, the Allied player's detection chances will be significantly decreased.
  - b. The Allied player determines that the DRM for each of his detection die rolls is +2 (+1 for Cloudy weather and +1 for surprise against an Export Echelon AP). (You roll once against each stack of naval units, and the Export Echelon APs must sail as separate stacks during the pre-invasion and invasion turns.)
  - c. The Allied player designates that he is attempting to detect AP A and rolls the die. He rolls a nine, modified by

Sea Zone	Clear		Cloudy		Foul		Stormy	
	Exp/Tnkr	Other Naval	Exp/Tnkr	Other Naval	Exp/Tnkr	Other Naval	Exp/Tnkr	Other Naval
Kattegat	30 %	20 %	20 %	10 %	10 %	0 %	0 %	0 %
Jutland, Norwegian Leads	50 %	40 %	40 %	30 %	30 %	20 %	20 %	10 %
Southern, Central, Northern Norwegian Sea	40 %	30 %	30 %	20 %	20 %	10 %	10 %	0 %

**Figure 2: Probabilities of German naval units being Detected—April #2 through April #4 Turns**

the +2 DRM to a final eleven. Thus AP A, carrying the coast defense battery, remains undetected.

**Naval Detection Game Mechanic:** The player attempting to detect the enemy naval unit or stack rolls one die and modifies the die roll based on the weather in the sea zone where the detection attempt is being made. On the April #2–#4 turns, detection die rolls versus German naval stacks are also modified for surprise. If the modified die roll is less than or equal to the rolling player's Naval Detection value in that zone (listed on both maps, A# for Allied attempts and G# for German attempts), the naval stack is detected.

- d. The Allied player now attempts to detect AP B, and rolls a one. Adding the DRM of +2 makes the final detection number a three, which is less than the Allied Naval Detection Rating of five in the Jutland zone. Thus, AP B is detected; and, because it is an AP and the detection took place on turns April #2, #3, or #4, the AP and its cargo are eliminated.

**Note:** Normally, when a unit or stack is detected, the detecting player is allowed to intercept it and initiate combat against it. The special rule covering detections of AOs and APs during the April #2–#4 turns, whereby detection of such units brings automatic elimination, is the only exception to the general rule. Historically, most of the APs and AOs were sunk or captured by Allied units too small to be portrayed in the game. The special rule reflects these losses to minor units.

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

7. The German player resumes naval movement, moving the surviving APA (which has only used one of its two SMPs) into the Norwegian Leads zone. The Allied Naval Detection Value (NDV) in this zone is five, and the DRMs are again +2 (Cloudy weather in this zone, and surprise versus an Export Echelon AP). The die roll is a four. Adding the +2 DRM makes the final result a six. Thus, the Allied player barely misses detecting AP A. Because AP A has now expended both of its SMPs, it may move no further this turn.
8. There remains little else for the German player to do during the rest of the turn. He is prohibited from entering Norway with land units until the Invasion turn (April #4), so there is nothing for him to do during the German Operations Segment.

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

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

## Analysis

At Scapa Flow, the Skuas only had enough range to reach the Norwegian Leads zone. From Scotland, they can reach both the Norwegian Leads and the Jutland zones.

From Scotland, the Whitleys have just enough range to reach Trondheim and Vaernes airbase. This may be useful later.

## Procedure

10. The Allied player has no other land or air units that he wishes to move, so play proceeds to the Repair Segment, in which the British player moves the air units out of Scotland's Flown box into the Scotland land zone. Because no units or installations on either map have taken any hits, no repairs are performed.
11. The turn marker is advanced to the April #3 turn.

## April #3 Turn

### Procedure

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

## 3. Naval Segment

- a. **Allied Naval Detection Phase:** The Allied player can attempt to detect any at-sea German naval units. There is only one (the elusive AP A in the Norwegian Leads zone). The Detection number in the Norwegian Leads zone is five. The DRM for the detection die roll is +4 (+1 for Export Echelon and +3 for Storms in the Central weather zone), leaving only a twenty percent chance of detection. The Allied player rolls a one. The AP is detected, because the die roll of one, when modified by the +4 DRM, is equal to (or less than) the Norwegian Leads zone's Detection number of five. Thus, the AP and the Coast Artillery battery that it is carrying are eliminated and removed from the map. The British player adjusts the VP track by two VPs to account for the destruction of the German units.
- b. **German Naval Detection Phase:** Because there are no Allied naval units at sea for him to detect, the German player skips his Naval Detection Phase this turn.
- c. **Allied Naval Movement Phase:** Scenario pre-invasion rules mandate that the BC *Renown* and 4 DD points must move to the Northern Norwegian Sea zone, and one DD point must move to the Norwegian Leads zone this turn (They're laying mines, or protecting smaller units that are laying mines). The Allied player forms a stack of 4 DD points and the *Renown* (all are based at Scapa Flow) and moves the stack through the Shetlands, Western Norwegian Sea, and Arctic Circle zones into the Northern Norwegian Sea zone. The move costs four Strategic Movement Points (SMPs), one for each zone entered. All of the moving units have Strategic Movement Allowances of four, so they expend their entire Strategic Movement Allowances to reach the Northern Norwegian Sea zone. Next, the Allied player moves one DD point from Scapa Flow through the Shetlands zone into the Norwegian Leads zone. There are no German detection attempts [see Analysis below].

## Analysis

By mutual agreement, the German player skips making the detection attempts because he would not or could not intercept the Allied stack even in the unlikely event that he managed to detect either stack.

The only German air units with sufficient range and Naval Bombing Factors are the Ju-88s in Germany. They could reach the Norwegian Leads or Shetlands zones, but Storms in those zones prohibit any Bombing combat. The Allied DD point in the Norwegian Leads zone could be intercepted by German naval units if detected. However, the German player has his naval units formed into invasion objective stacks, and does not want to risk potential loss sending any naval units out to engage a single DD point.

## Procedure

## d. German Naval Movement Phase.

The German player sends all of his remaining At Start naval units to sea, as follows:

**Export Echelon:** As noted on the German Attack Plan card, the German player sends APs C, D, and E, loaded with two Batteries of the 730th Artillery battalion and one Supply Point, to sea, headed for Trondheim. He sends APs F and G, each carrying a Coastal Artillery Battery, to Stavanger.

## Analysis

The German player knows that until his forces from Oslo link up with Trondheim, artillery and supply will both be scarce and needed, so he sends both by sea to Trondheim now.

He sends the coastal artillery batteries to Stavanger to protect Sola Airbase, which is located in the Stavanger hex. This airbase is urgently needed by the Germans to base Stukas and Ju-88s. There is no Norwegian fixed Coastal Artillery Battery at Stavanger, so German air units based at Sola would be completely at the mercy of bombarding Allied warships without some sort of coastal defense.

## Procedure

- e. **Export Echelon Naval Movement and Detection.** The mechanics of Naval Movement and Detection have been presented already, so they will not be repeated here. All five Export Echelon AP points (units) enter the Jutland zone (Allied Detection Value five, +3 DRM). AP D is the only AP detected. AP D and the Battery of 730 Arty battalion are removed from the Strategic Map. The Allied player adjusts the VP Track by two VPs. The remaining four APs expend their second (and final) SMP to enter the Norwegian Leads zone (Allied Naval Detection Value five, +4 DRM). None of the four APs are detected.
- f. **Tanker Echelon Naval Movement and Detection.** Again, omitting details of detection die rolling, the *Dollart* and *Euroland* both enter the Jutland and Norwegian Leads zones without being detected. The *Moonsund*, *Senator*, and *Belt* enter the Kattegat (Allied NDV of three, +3 DRM) where there is only a ten percent chance of detection. In war, however, things go wrong. The die roll to detect the *Senator* comes up zero; therefore it is detected and destroyed. The Allied player adjusts the VP total by one VP.

## Analysis

The German player is trying to maximize the number of key objectives taken with the troops and naval carrying capacity on hand. Looking at the Terrain and Weather Effects charts, the German player correctly assumes it would be lunacy not to send *ski troops* to Narvik and Elvegardsmoen. Any troops sent there will be isolated for a great while and they may well be destroyed. Three battalions may not be enough to hold out; but that was the number sent historically, so the German player goes with it.

The German player decides to send a large invasion force to Trondheim. Trondheim is important, but Vaernes Airbase is actually the "crown jewel" of Norwegian objectives. Air power drives this campaign, and the player controlling Vaernes gains many decisive advantages.

Bergen is a target primarily because, if the Germans don't take it, the Allies would keep a first-class port and have the potential to threaten Oslo and the rail lines leading north. Also, without Bergen, the German NDV in the Norwegian Leads zone remains very low.

Stavanger, lacking coastal batteries for protection, will be taken from the air, so the German won't send any troops there by sea.

Taking Frederikstad denies the Norwegians a mobilizing artillery regiment.

Kristiansand yields a mobilization center and Kjevik Airbase.

It is far safer not to try to run the Oscarborg Battery and take Oslo by occupying Fornebu Airbase by air first. We'll show you how to do this on the April #4 turn.

## Procedure

- g. **Invasion Objective Group Naval Movement and Detection.** The only difference between Export Echelon Detection and Detection of these naval groups is the use of a +2 Pre-invasion DRM instead of the +1 DRM for the Export and Tanker Echelons. Refer to the Detection Probability Chart [Figure 2] and note, given the weather conditions, the detection probabilities for each applicable Sea zone.

Detection is not possible in the Kattegat and in all three Norwegian Sea zones, so naval stacks entering those zones do not even undergo a detection die roll.

The Narvik, Trondheim, and Bergen groups all move through the Jutland zone and into or through the Norwegian Leads zone; none of the groups are detected. At the end of the German Naval Movement Phase, the Narvik group is in the Central Norwegian Sea zone. The Trondheim Group is in the Southern Norwegian Sea zone. The Bergen Group occupies the Norwegian Leads zone, and the Kristiansand and Frederikstad groups are at sea in the Kattegat.

## April #4 Turn-The Invasion Turn

### Procedure

1. **Weather Segment:** Weather is not predetermined this turn. The German player consults the Weather Tables. Both maps' three weather zones have their respective weather conditions determined in this order: Central, Southern, Northern. Central zone weather is determined by rolling the die and finding the result on Weather Table #1. The die roll is five. Central zone weather is Cloudy. A die roll is not made for the Southern zone. Instead, a -1 DRM is applied to the die roll of six made for the Central zone, making the Southern zone weather determination number a five (which also results in Cloudy weather). A second die roll is made for the Northern zone, and Weather Table #2 is consulted. A seven indicates Storms in the Northern zone. The weather markers for all three zones are adjusted to read North: Storms; Central and South: Cloudy.
2. **Reinforcement/Replacement Segment.** There are German reinforcements this turn. The German player consults his Reinforcement Card and places 15 AP Points and the entire 196th Division in the Germany zone of the Strategic Map.
3. **Naval Segment.** Both sides have Naval units at sea. The Allied player proceeds to the Allied Naval Detection Phase.

4. **Allied Naval Detection Phase.** It is a target-rich environment. The Allied Naval Detection Value is five. The DRM is +2 (+1 Cloudy; +1 Export/Tanker Echelon) for the German APs and AOs. The results of the Allied detection attempts are listed in Figure 3. The Allied player scores three VPs for the units detected and eliminated.

In the Kattegat, the Allied player attempts to detect the two at-sea tankers, the *Moonsund* and the *Belt*. The Allied Naval Detection Value is 3. The DRM is still +2. Neither are detected. (The Allied player had hoped for better results.)

Next up for At-Sea Detection are the five Named Objective Groups. The Allied player skips attempts against the Frederikstad and Kristiansand Groups. Likewise, the Allied player skips the Narvik Group and the Trondheim Group. The only attempt will be against the Bergen group.

### Analysis

Detecting the combat ship groups (non-APs or AOs) in the Kattegat would be futile because Allied Naval units cannot enter the Kattegat, and there are no in-range Allied air units capable of attacking naval units there. The *Renown* Group could intercept both the Narvik and Trondheim groups (*Renown* Group is located within two Sea zones of both groups), but +3 Storm and +2 Surprise DRMs render the Narvik Group undetectable because the Allied NDV in the zone is four. The Trondheim group is

AP/AO	Modified Detection Die Roll	Result	VPs Scored
AO <i>Euroland</i>	7	Not Detected	--
AO <i>Dollart</i>	5	Detected and Eliminated	One
AP C	3	Detected and Eliminated	Two
AP E	6	Not Detected	--
AP F	6	Not Detected	--
AP G	7	Not Detected	--

Figure 3: Invasion Turn Detection Attempts and Results in Norwegian Leads sea zone

too strong for the *Renown* to take on alone. Thus, the Bergen Group in the Norwegian Leads zone is the best prospect.

## Procedure

4. (cont.) The Allied Naval Detection Value in the Norwegian Leads zone is five. The DRM is +3 (+1 Cloudy, +2 surprise). The Allied player rolls the die and obtains a one. Adding the +3 DRM makes the modified die roll equal four, which is one less than the Allied NDV. The Bergen Group is detected. The differential between the detection value of five and the detection die roll of four is one. A differential of zero or one allows two naval units or two air points or one naval unit and one air point to intercept. The Allied player chooses to intercept with naval units. Naval Unit One: The BB "Lucky" *Rodney*. Naval Unit Two: 2 DD Points (players intercept with Naval units, not points). (The nickname "Lucky" was bestowed on the *Rodney* after several turns of one playtest when it repeatedly emerged unscathed from some very hairy combat situations).

a. **British Interception Movement and German Detection.** As the *Rodney* group puts to sea as the hunters, they also become the hunted. The German player will attempt to detect the *Rodney* Group as it enters each sea zone. If the German player detects the *Rodney* group, he may, in turn, intercept those ships with air units (but not additional naval units). The *Rodney* group enters the Shetlands and Norwegian Leads zones on its interception mission, triggering two German detection attempts. In both zones, the NDV for the Germans is three with +1 DRM for cloudy weather. Both attempts fail. The lookouts on the *Lutzow* give warning of the *Rodney*'s approach only moments before the first salvo of nine 16" shells straddles the ship.

b. **Naval Combat, Round 1.** Both players remove their naval units from the Strategic Map and transfer them to the Air-Naval Combat Display. [See Figure 4.]

The German player has three naval units to organize for combat: the *Lutzow*, carrying an infantry battal-

ion; two DD points carrying two infantry battalions, and two S-Boat points.

The Allied player has two units. The Allied player is the Attacker because he is conducting the interception. Because the *Rodney* force was not detected, the Allied player chooses the first German unit placed on the Combat Display. He selects the *Lutzow*. The Allied player now matches one of his two units, the *Rodney*, against it. The German player now places his S-Boat Flotilla in the 2nd space. The Allied player matches with his only remaining unit, the destroyers. The German player places his third unit, the destroyers, in the space behind the S-Boats. They will, in effect, get a free shot at the British DDs.

*Please refer to Figure 4 as we resolve the combat.*

Both players secretly pick a Stay/Withdraw marker and place them on the display with the appropriate sides up. The Allied player's marker shows "Stay." The German player dreads an at-sea engagement with the *Rodney*. His marker, not surprisingly, shows "Withdraw."

## Analysis

The German player knew he was taking a chance sending the *Lutzow* out into the Norwegian Leads zone, because its Strategic Movement Factor is three instead of four (the *Lutzow*'s engines weren't reliable—the Germans used it anyway). The probability of detection was low enough to justify the risk. Now that the Bergen group has been intercepted, withdrawal for the *Lutzow* could be hazardous. If damaged in the first round, the *Lutzow*'s SMF would be less than the SMF of the slowest intercepting naval units; *Lutzow* would be obligated to fight a second round of combat before withdrawing.

The German destroyers and S-Boats can withdraw after the first round if the German player wishes because their SMF of four is greater than the SMF of the slowest enemy unit in the combat (The *Rodney* has an SMF of three). The Allied player has chosen to have the *Rodney* fire on the *Lutzow* rather than the German destroyers. Both German naval units have Naval Defense Factors of three. One hit on the

destroyers would eliminate two land steps, whereas only one land step would be lost per hit on the *Lutzow*. Still, the temptation to garner five VPs per hit on the *Lutzow* is just too much to pass up. Round one combat commences.

## Procedure

b. (cont.) Combat between matched opposing naval units is simultaneous. Each player cross-references the Naval Attack Factor of his naval unit against the Naval Defense Factor of his opponent's naval unit. Thus, when the Allied player attacks the *Lutzow* with the *Rodney*, he refers to the left-hand column (Firing Unit's Naval Attack Factor), he stops at eight—the *Rodney*'s NAF.

Next, moving from left to right on the top column (Target's Naval Defense Factor), he stops at three—the *Lutzow*'s NDF. The intersection of the two numbers (NAF eight and NDF three) yields a Hit number of five. As in the case of Detection Levels, a die roll of less than or equal to the hit number causes a result—in this instance, a hit on a naval unit.

When the *Rodney* fires on *Lutzow*, there is also a DRM of +2 because Withdrawal was declared (by the German player). The Allied player needs a die roll of zero through three to obtain a hit with the +2 DRM. This still represents a forty percent chance—not bad odds really. The die is rolled, and a two is obtained. Adding the DRM yields a total of four, so a hit is scored on *Lutzow*.


Meanwhile, the *Lutzow* cannot effectively return fire. The German player indexes *Lutzow*'s NAF of four and *Rodney*'s NDF of seven to obtain a hit number of zero. Like the *Rodney*, the *Lutzow* has the DRM of +2 for Withdrawal, but also the +1 DRM because it is transporting troops. The DRMs make obtaining a hit impossible.

First round combat between the *Rodney* and the *Lutzow* is over. Because one hit was scored on the *Lutzow*, it is flipped to its reverse (damaged) side. One transported infantry step is lost, so the transported battalion is flipped to reduced



Naval Combat Table									
		Target's Naval Defense Factor							
		0	1	2	3	4	5	6	7 8
Firing Unit's Naval Attack Factor	0	3	2	1	0	0	0	0	0
	1	3	3	2	1	0	0	0	0
	2	4	3	2	1	0	0	0	0
	3	4	4	3	2	1	0	0	0
	4	4	4	3	3	2	1	1	0
	5	5	4	3	3	3	2	1	1
	6	5	5	4	4	3	2	1	1
	7	6	6	5	5	4	3	2	1
	8	6	6	5	5	4	3	2	2

Allied Units



German Units




Figure 4. Naval Combat between *Rodney* group and *Lutzow* group

strength side. The Allied player records six VPs for the hit on the *Lutzow* and for the German land step lost at sea.

The second combat is between the British DDs and German S-Boats. The DD's NAF of three cross-referenced with the S-Boat's NDF of one yields a Hit number of three; the S-Boat's NAF cross-referenced with the DD's NDF yields a Hit number of one. Factoring in the +2 DRM for Withdrawal, the British DDs score a hit with a die roll of zero or one.

The +2 DRM makes it impossible for the German S-Boats to hit. The die is rolled for the DDs. The result is seven. Even before applying the DRM, the result exceeds the hit number—no effect.

The last naval unit to have combat is the German DD unit, which was placed directly behind the German S-Boats on the Combat Display. These DDs now have an opportunity to fire at the British DDs. The British DDs do not get to return fire because they engaged in their one combat for the round when they fought the S-Boats.

The German player obtains a Hit number of one to roll against (DD NAF two indexed with DD NDF three), but he can see that the +2 DRM for Withdrawal and +1 DRM for transporting troops makes obtaining a hit impossible.

Because he chose "Withdraw" at the beginning of the Combat Round, the German player has the option to choose to withdraw any of his naval units with a Naval Movement factor equal to or greater than that of the slowest enemy naval unit in this combat. He decides to withdraw the DD and S-Boat units before Round Two of Naval Combat. They are removed from the Air-Naval Combat Display (splitting the original group) and placed as a stack back in the Norwegian Leads zone on the Strategic Map.

### Analysis

The S-Boats accomplish nothing by staying. Even if the *Lutzow* survives, it will limp back to Germany and safety. The three-battalion Bergen amphibious assault group is now reduced to two battalions. If the destroyers with these battalions on board remain, one hit from the *Rodney* would eliminate two of the four infantry

steps—effectively destroying the Bergen landing before it could take place. The damaged *Lutzow* is left to its fate.

### Procedure

- c. **Naval Combat, Round Two.** Both sides are fully detected, so the German, as the defender, now chooses his first unit to place on the Air Naval Combat Display. (In other multi-unit combats it might matter which unit was chosen first; in this combat, the *Lutzow* is the only unit. Opposite the *Lutzow*, the Allied player places the *Rodney*; the British DDs are placed directly behind the *Rodney*. The *Lutzow*'s NAF is now two and its NDF is two also; due to the hit in Round One, the *Lutzow* is on its damaged side. The *Rodney*'s Hit number is still five (NAF eight vs NDF two). The *Lutzow*'s Hit number is Zero—torpedo capable only (NAF two vs NDF seven). The *Lutzow* is torpedo capable, but the +2 and +1 DRMs still apply, making a hit impossible.

The Allied player rolls the die and obtains a three. Adding in the +2 DRM equals five, which is equal to the Hit number of five, so the *Lutzow*

is hit again. Damaged naval units that receive a second hit are sunk. The *Lutzow* and its transported reduced-strength battalion are removed from play and scored for VPs (-six, again).

The British DDs do not get a chance to fire. Both Allied naval units are now removed from the Air-Naval Combat Display and placed again as a stack in the Norwegian Leads zone of the Strategic Map. The Allied Naval Detection Phase is concluded.

5. **German Naval Detection Phase.** The German player conducts at-sea detection of Allied Naval stacks and units exactly as the Allied player did in his phase. The Allies have three at-sea groups; the *Renown* group, the *Rodney* group, and the single DD point in the Norwegian Leads. The German player only tries to detect the *Rodney* group.

### Analysis

The single DD point is still not a worthwhile target.

The *Renown* group is too far North to be intercepted by naval units or air units. Stormy weather precludes air missions in any event.

The *Rodney* group is detectable and in-range of both air and naval units. Naval units won't be diverted from their destinations, but Ju-88s will certainly be dispatched if the *Rodney* group is detected.

### Procedure

5. (cont.) The German NDV for the Norwegian Leads is three (this will rise to seven on the April #5 turn *if* Germans control Bergen), and there is a +1 DRM for the cloudy weather. The German die roll is two. Adding the DRM makes the modified die roll three. There is zero differential between the NDV and modified die roll, but this still allows the German player to intercept with two naval units or two air points.

- a. **German Air Interception.** The *Rodney* group is on the Strategic Map. Two Ju-88 points fly to the Norwegian Leads zone from Germany, expending two of their three SMPs to do so.

The Allied player tries to detect the Ju-88 interceptors. The Allied Air Detection Value in the Norwegian Leads is three (unfortunately, there were no CLAs available to send with the *Rodney*. An undamaged CLA would have given the *Rodney* force a -2 DRM to its air detection die roll). The Allied player rolls and obtains an eight. Even a CLA wouldn't have helped. The German Ju-88s are not detected.

The *Rodney* group and Ju-88 unit are moved to the Air-Naval Combat Display. The *Rodney* and DDs are placed adjacent to each other in the top two Allied spaces. The two-point Ju-88 unit could break down into two one-point units to attack both Allied Naval units, but the German player keeps the Ju-88s combined and places them in the German space opposite the *Rodney*.

### Analysis

The weather is Cloudy. A +1 DRM applies to any Naval Bombing Combat. If broken down, each Ju-88 has a Naval Bombing Factor (NBF) of zero. The cloudy weather would preclude any hits. When combined, the Ju-88s have an NBF of only one; but that, at least, provides a ten percent chance of a hit. The German player wants to hit the *Rodney*.

### Procedure

- b. **Air-Naval Combat.** The *Rodney* group conducts AA fire. Because the *Rodney* is the target unit, it combines its AA factor with the factors of the naval units on either side of it. In this case, with only one DD unit adjacent, the *Rodney* has a total AA Value of two (*Rodney*'s AA factor of two, plus DDs AA factor of zero). The Allied player's die roll is five, which exceeds the AA value. The Ju-88s suffer no adverse effect (there would have been a +1 DRM to the Ju-88s Naval Bombardment die roll if the Allied player had rolled less than or equal to the AA value).

The German player now rolls the die for Naval Bombardment and obtains a five. Adding the +1 Cloudy weather DRM makes the modified die roll a

six. The Ju-88s could only score a hit on a modified die roll of one or less, so they miss.

The German player removes the Ju-88 from the Air Naval Combat Display and places the unit in the Flown box of the Germany zone of the Strategic Map.

The Allied player removes the *Rodney* and DD unit and stacks them in the Norwegian Leads zone on the Strategic Map.

### 6. Allied Naval Movement Phase.

- a. The Allied player responds to German naval movements by moving Allied naval units as follows:
- BC *Repulse*, CA *Sheffield*, and CL *Penelope* move from Scapa Flow to the Northern Norwegian Sea Zone, following the route taken by the *Renown* group. The German player chooses to make no detection attempts.
  - The CL *Emile Burtin* moves from Scapa through the Shetlands and Northern Approaches zones and enters port in the Western Scotland zone. The German player chooses to make no detection attempts.
  - BB *Valiant* and two DD points move from Scapa to the Norwegian Leads zone. The German player attempts to detect the stack as it enters the Shetlands and Norwegian Leads zones, but both modified detection die rolls exceed the detection value of three in both zones.
  - BB *Warspite*, CV *Furious* (with ~~two Skua points and~~ one Swordfish points loaded), CL *Aurora*, and one DD point move from Western Scotland zone to North Sea zone, moving through the Northern Approaches and Shetlands zones. Due to weather, no detection attempt is made in the Northern Approaches zone. Detection attempts in the Shetlands and North Sea zones fail to detect this group as did the attempts on the *Valiant* group previously.

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



- CA *Berwick* and CA *Devonshire* move from Eastern Scotland zone to the Norwegian Leads zone.

b. **Detection and Interception.** This stack is detected in the North Sea zone, and the differential between the naval detection value and modified die roll is two. The German player could dispatch up to four Air Points and/or naval units, but in this case chooses to send four Ju-88 points.

When the Ju-88s enter the North Sea zone, the Allied player makes an Air Detection die roll, hoping to have some of his in-range fighters knock down a point or two of Ju-88s before they bomb the CAs. He is disappointed: the Air Detection attempt fails.

c. **Air-Naval Combat.** The *Berwick*, *Devonshire*, and two Ju-88s are transferred from the Strategic Map to the Air-Naval Combat Display. The Allied CAs set up side-by-side in the first two Allied spaces. Two Ju-88 points set up in each German space opposite the CAs.

The Allied AA Value of four is easily computed by combining the two CA AA Factors of two each.

The *Devonshire* fires at its two bombarding Ju-88 points. The die roll is one. This is less than the AA Value of four, so a +1 DRM is added to the Ju-88s Bombardment die roll. The German player does not even roll the attack. (The Ju-88 has a Naval Bombardment factor of one. Counting weather and AA DRMs of +2, it is now impossible to hit the *Devonshire*.)

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

This German Interception mission concludes with the two Allied CAs being placed back in the North Sea zone, and the four Ju-88 points being returned to the Flown Box of the Germany Strategic Map zone.

- The *Devonshire* can still move, and it expends one additional Strategic Movement point to enter the Norwegian Leads zone. Another detection attempt is made against it, but it fails.
- Five British AP Points loaded with five Supply Points move from Western Scotland zone to the Shetland Sea Zone. The German player chooses to make no detection attempts.

There is no further Allied Naval Movement.

## Analysis

The Allied player is trying to assemble powerful Naval stacks to enter Norwegian ports on Turn April Five and kill as many German naval units as possible. The CV *Furious* is in a position to possibly intercept German naval units returning to Germany (and later to intercept German Naval shipping in the Kattegat). Allied land units will require Supply; so SPs are dispatched by the only means of sea transport available—slow APs.

## 7. German Naval Movement Phase

- Export and Tanker Echelons:** The AO *Euroland* and APE, destined for Trondheim and Vaernes, move from the Norwegian Leads into the Southern Norwegian Sea zone. Allied NDV is four. The DRM is +2. The *Euroland* is detected and removed from play; minus one VP is scored. APE remains undetected and ceases moving: it is to enter port at Trondheim, but it cannot until the Repair Segment because this is the Invasion Turn. AP F and AP G in the Norwegian Leads zone, and AOs *Belt* and *Moonsund* do not move: they occupy the correct sea zones for entering their destination ports during the Repair Segment.
- APs in the Germany Strategic Map zone:** The fifteen newly available AP points are loaded:

- AP H: two AP points carrying one Mountain Infantry battalion of the 3rd Mountain Division
- AP I: two AP points carrying one Infantry battalion of the 69th Infantry Division
- AP J: two AP points carrying one Infantry battalion of the 69th Infantry Division
- AP K: two AP points carrying one Artillery battalion of the 69th Infantry Division
- AP L: two AP points carrying one Artillery battalion of the 69th Infantry Division
- AP M: two AP points carrying one Artillery battalion of the 69th Infantry Division
- AP N: two AP points carrying one Artillery battalion of the 69th Infantry Division
- AP O: one AP point carrying one SP

APs H through O move from Germany into the Kattegat in three stacks to lessen the number of Allied Naval Detection die roll opportunities. In the Kattegat, the Allied NDV is three. No detection occurs. Cloudy weather (+1 DRM) and Invasion Surprise (+2 DRM—these are not Export Echelon APs) limit detection to a die roll of zero.

Each AP unit must undergo Allied Submarine attack because movement into the Kattegat occurs during the Invasion Turn instead of before it. The Allied player rolls the die for each AP unit. A die roll of zero or one results in a hit on the targeted naval unit.

Two hits are scored—one on AP J, and the second on AP N. AP J loses one AP point and is flipped. Its transported infantry battalion is flipped to its reduced side because the AP unit has lost one point of transport capacity. The VP track is adjusted by -2 VPs.

AP N also loses one AP point and is flipped. Its transported artillery battalion is flipped to its reduced strength side. Another -2 VPs are scored on

the he VP Track. Like the Export/Tanker Echelon APs and AOs, the surviving APs in the Kattgat now wait until the Repair Segment to enter port.

- c. **At Sea Naval Invasion Groups:** All five groups (Narvik, Trondheim, Bergen, Kristiansand and Frederikstad) will enter their target ports and execute Amphibious Assaults during this phase. One group (the Kristiansand Group) will be followed in detail because it showcases all the situations which could occur during the Naval Movement Phase. Results for the other four groups will be summarized.

The German player declares that this group is entering the port of Kristiansand. One SMP per naval unit is expended. Each naval unit (plus any transported land unit) is removed from the Strategic Map and placed on hex 5627 of the Operational Map (the port of Kristiansand). If stacking density is a problem, at this point the German player can place the units elsewhere, because he has declared they are entering port at Kristiansand.

This will be an opposed landing. The German player must overcome several obstacles before the port can be secured. Hex 5627 contains a Coast Artillery Symbol for a Fixed Coast Artillery Battery with NAF four, NDF three. This Coast Artillery battery protects the partial sea hex it occupies, plus any other adjacent partial sea hex. Any enemy naval unit that enters one of these protected hexes must "run" the battery (engage in naval combat with it) if that naval unit wishes to proceed on into port. Because this is the Invasion Turn, there is a good chance the battery may be unprepared (or only partially prepared) to fire. The German player makes an Alertness die roll for the battery [Refer to Figure 5].

The die roll is six. The Kristiansand battery will fire in Naval Combat, but with NAF two instead of the printed NAF four. The German player prepares for Naval Combat by placing each naval unit (and any transported land unit) in a German Unit box on the Air-Naval Combat Display. There is no "doubling up" of German naval units.

Die Roll	Result
0-1	Battery fires normally
2-7	Battery Fires with one-half NAF, rounded down.
8-9	Battery cannot fire at the naval group

**Figure 5. Norwegian Coast Artillery Alertness Check**

They all occupy boxes adjacent to the center line (not only does each naval unit have an opportunity to hit the coastal battery, each naval unit is at risk of being hit in return by the coastal battery).

The order of placement is important. The naval unit in the top-most box is the first to engage the battery. The sequence of engagement runs from the top box down. From the top box down, the German naval units are placed in this sequence:

- BC *Scharnhorst* with one Infantry battalion
- CA *Hipper* with one Infantry battalion
- Two TB Points
- GT *Bremse* with one Infantry battalion

### Analysis

The German player gains the greatest tactical advantage by committing his naval units with the greatest NAFs and NDFs first. Once hit, a Coastal Battery's NAF is reduced for all subsequent naval combats; thus it makes sense to have the high NAF units go first. Their higher NDFs make it less likely that a coastal battery will score a hit. The GT *Bremse*, a pitiful naval unit, goes last. The TBs probably won't score a hit on the Coast Artillery Battery, but every opportunity to reduce the Coast Artillery Battery's NAF before the *Bremse* must engage should be taken.

There are no Allied (or German) Coast Artillery markers to place on the Air-Naval Combat Display. It is understood that *each* Allied box (in this case) opposite a German occupied box contains the coastal battery being run. A good player aid is to place a hit marker of the appropriate value (a two-hit

marker for this combat) in the top-most Allied box. If a hit on the battery occurs, flip or replace the marker to reflect a lower NAF when the combat with the opposing naval unit is concluded, and then move the marker down one box for the next combat.

### Procedure

**Naval Combat commences.** Combat is simultaneous. Combat lasts only one round.

**Note:** To hit on a bold result, a unit must be torpedo-capable when firing at a naval unit. The Kristiansand Battery is not torpedo-capable. (The Oscarborg battery in hex 4921 is the only battery in the game that is torpedo-capable.)

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

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

Die Roll	Result
0-2	Normal Naval Combat
3-7	Norwegian naval unit surrenders
8-9	Move Norwegian naval unit to any friendly port within five hexes

**Figure 6. Norwegian Naval Surrender Check**

The Allied player removes the TB point from the Operational Map and places it on any box opposite a German naval unit. In-port Naval Combat is conducted like at-sea naval combat, but with the following differences:

Value verified with Anthony Curtis with GMT Games

- All opposing naval units occupy the boxes nearest to the center line. There is no doubling up. Any naval unit in an in-port combat can be designated as a target.
- Position of naval units in boxes from top to bottom is immaterial to the combat.
- Each Naval Combat die roll has a -2 DRM applied in addition to any normal Naval Combat DRMs. (In-port naval combat is dangerous.)
- Withdrawal cannot be declared until the third combat round.

The German player makes no changes to his naval units on the display. The Allied player places the TB point in the box opposite the *Scharnhorst*. The TB point could target any of the German Naval units (if it survives), but in this case the *Scharnhorst* is the target.

As part of Invasion Turn Surprise, the German naval unit fires first. First Round combat is not simultaneous. It makes sense to use his most powerful unit, the *Scharnhorst*, to fire first at the TB point. The Hit Number is five (NAF six against NDF one) with a DRM of -2. The German die roll is six, modified to four. One hit is scored, the TB point is eliminated before it can fire.

**Note:** When a naval unit fires during in-port combat, rotate the firing unit ninety degrees. Although any naval unit can be the target of up to six enemy naval units during in-port combat, each naval unit can still fire only once in any given combat round.

Units in the Vassal module can't rotate

Had the TB point survived, it would have had a thirty percent chance of hitting the *Scharnhorst* with the -2 DRM.

The German player now declares an Amphibious Assault against the port of Kristiansand. The port unloading capacity is six. The German player has three naval units transporting land units for the assault: this is well within the port's loading capacity, so all three land units may participate in the assault.

The German player computes Final Odds. First, the initial odds ratio is eight German Attack Factors (two full strength and one reduced infantry battalions) against one Norwegian defense factor (Norwegian units

defend at half strength due to Invasion Turn Surprise—so the two-factor Norwegian battalion defends at half strength).

Defender column shifts are applied next. There is a one-column left shift for wooded terrain in the defending hex and a two-column left shift for any of the amphibious assault units not using Landing Craft (LCs). This net three column left shift reduces the odds to 5:1. This is the Interim Odds Level. Right column shifts are now applied; but in this instance, there are none, so the Final Odds Level is 5:1.

Next, the attacker computes die roll modifiers (DRMs). First comes the Air Support DRM. Computation halts while the German player performs an Air Support mission with six He-111 points based in the Germany Strategic Map zone.

The target hex is on the Operational Map, so air movement is calculated in Operational Movement Points (OMPs). As noted on their counters (the number in the upper right-hand corner of the counter), each He-111 has an Operational Movement Allowance of thirty-two hexes.

The German player removes the six He-111 points from the Germany zone on the Strategic Map and places them on the south edge of the Operational Map. The route from the Germany zone to Kristiansand passes through the Kattegat zone before reaching Norway, so when the six He-111 points enter the Operational Map they are placed initially at an Air Entry Hex in the Kattegat zone. Hexes 5825 and 5826 are the available German Air Entry hexes from the Kattegat zone. (There are also Denmark Air Entry hexes that will be available to German air points returning from air missions in Norway this turn, or for German air units based in Denmark or returning to Denmark starting with the April #5 turn.)

The German places his six He-111 points in hex 5826. The number "17" in that hex is the number of Operational Movement Points expended by each air unit to fly from Germany on the Strategic Map to hex 5826 on the Operational Map. Subtracting seventeen from the He-111s' Operational Movement Allowance of thirty-two leaves the air units with fifteen remaining OMPs.

The air units now move hex by hex across the Operational Map from hex 5826 to Kristiansand. Each hex entered on that

flight path costs one OMP. The HE-111s only have to enter two hexes to get to the Kristiansand hex from 5826.

There are no in-range Allied Fighters, so no detection attempt is made against the German Bombers.

The German player declares the target of the mission will be the Norwegian land unit (battalion) in the hex. (There are other targets in this hex which could be bombed at other points in the German player's turn, but now, during Amphibious Assault, Air Support is the only mission German Bombers can perform in an Amphibious Assault Target Hex.)

The German Player resolves his Air Support mission by rolling one die for each HE 111 unit. (Due to the combination rule, the six air points must combine into the fewest possible air points. Six HE 111 points combine into three HE 111 units of two points each. The German Player will get three die rolls instead of six.) Each two-point HE 111 unit has an Air Support Factor of three. A die roll less than or equal to three gives the German Player one Air Support Point.

The only DRM is +1 for Cloudy Weather. There is no defender AA fire when land combat units are the mission target on the Operational Map. The German player rolls results of two, four, and five which are modified to three, five, and six by the DRM. One Air Support Point is obtained. The HE 111 Air Units are moved to Denmark air hex, are removed from the Operational Map, and are placed in the Denmark Flown box on the Strategic Map. Attacker Air Support Points are subtracted from Defender Air Support Points. In this Amphibious Assault, the Defender has none. Therefore, zero minus one equals negative one. The German Player will have a -1 DRM to factor into the DRM computations. In this example, if the German Player had obtained three Air Support points and the defender had zero, the maximum allowable DRM would have been -2 (maximum net Air Support DRM is +2/-2). If the Defender had one Air Support point and the attacker still had three, the Air Support DRM would still be -2 because one (defender) minus three (attacker) equals minus two, the maximum allowable negative DRM.



The second DRM requiring computation is the Artillery DRM. Supplied artillery units contribute Artillery Support points equal to their Support factor automatically, but there are none for either side in this combat. Naval units with support factors contribute Naval Gunfire Support Points only if die rolls are less than or equal to their support factors.

Three German naval units possess support factors. They are: three for *Scharnhorst*, one for *Hipper*, and zero for the TB unit. The *Bremse* when undamaged had a zero factor, but no support factor now that it is damaged. The die rolls go poorly. There are no DRMs; but the rolls of six, seven, and four for the respective naval units all exceed the support factors.

The German Player Scans the CRT and finds no other DRMs to apply. He now nets out the DRMs for this combat. There is -1 DRM for Air Support and there are no offsetting positive DRMs, so the final DRM is minus one.

**Note:** Had there been both positive and negative DRMs, they would have offset each other on a point-by-point basis, leaving only the remainder, positive or negative, to be applied. For example, if there were -4 DRMs and +2 DRMs for a given combat, the +2 DRMs would offset two of the four negative DRMs, leaving a net -2 DRM to be applied to the combat die roll.

The die is rolled and the result is five. The -1 DRM for Air Support is subtracted, yielding a final number of four. The German Player locates the combat result by cross-indexing the numeral four result in the left hand column of the CRT with the 5:1 column odds across the top. The result at the intersection of the two columns is D2/- and A1/-.

Referring to the explanation of Combat Results on the CRT, the German Player notes that the defending Norwegian battalion suffers a mandatory two-step loss. However, there is an exception during the Invasion Turn. The maximum step loss for any combat is one step. Mandatory step losses greater than one are ignored. The I/3 Norwegian battalion is flipped to its one step reverse side. Another special Invasion Turn Rule dictates that any Norwegian unit involved land combat must retreat at least one hex after combat, regardless of the CRT

result. Therefore, even though the CRT did not mandate it, the reduced I/3 battalion retreats from Kristiansand to the Kjevik Air base hex adjacent to Kristiansand.

The German Player flips one of the two full-strength German battalions to its reduced side and advances all three Amphibious Assault battalions into the Kristiansand hex. Kristiansand is now German-controlled. The port is now a friendly German port. The Coast Artillery Battery, co-located in the occupied hex, surrenders automatically and immediately becomes a German-controlled Coast Artillery Battery. The German naval units that participated in the Kristiansand landing are now placed in that hex (if not already there).

The German Player also consults the Norwegian Mobilization Chart. Kristiansand Mobilization has been disrupted. The unmobilized I and II battalions are removed from the chart. They will never enter play in this game. The Landsvern battalion is not removed. On the Invasion Turn, if an Infantry or Artillery Mobilization Center is overrun, the Landsvern battalion enters within two hexes of its Mobilization Center during the Norwegian Mobilization Phase of the Allied Operation Segment.

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

**Summary of the remaining four amphibious operations:**

**Narvik:** Coast Artillery Combat: none (no battery)

**In-Port Naval Combat:** none. Norwegian naval units Present: CD *Eidsvold* surrenders due to a surrender die roll of six. CD *Norge* escapes to Harstad due to a surrender die roll of eight.

**Amphibious Assault:** none. The ports are not enemy occupied. CL *Emden* lands its Mountain Infantry Battalion at Elvegardsmoen and goes into port there. The DD unit lands its two Mountain Infantry Battalions at Narvik and goes into port there, along with one TB point. The 15th Regiment's Mobilization Center is captured when Elvegardsmoen is occupied.

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

**Trondheim: Coast Artillery Combat:** The German Player splits the CL *Karlsruhe* and its transported infantry battalion from the at-sea Trondheim Group and places it on the Operational Map in hex 2920 to engage in naval combat with the Agdenes Coast Artillery Battery. The preparedness die roll allows the battery to fire at full strength. There are no hits scored by either the battery or the Karlsruhe. The transported battalion is landed unopposed in the port of Agdenes. Because the Agdenes Battery is now located in a German occupied hex, it surrenders immediately and becomes German-controlled. The Karlsruhe enters port at Agdenes.

**Note:** A more prudent course might have been to engage the Agdenes battery with the entire Trondheim Group to allow the heavier German units to possibly reduce to battery's NAF before the CLs have to engage. Engaging with a CL alone presents the risk that a Critical Hit could have wiped out the CL and the battalion, jeopardizing the entire Trondheim landing scheme. On the other hand, a successful landing would preclude possible damage to the remaining naval units and would provide the Germans with an undamaged friendly Coast Artillery Battery.

**In-port Naval Combat:** none. No Norwegian naval units are at Trondheim, Vaernes, or Agdenes.

**Unopposed Naval Landing:** one, at Vaernes. The CL *Konigsburg* is split off from the Trondheim Group and placed on the Operational Map in the port of Vaernes (hex 3018). The transported infantry battalion is now landed unopposed at Vaernes. The Vaernes Airbase becomes German-controlled and available for landing German air units. The German Player scores +20 VPs. The Norwegian Fokker point rolls for Emergency Transfer and succeeds. The Allied Player places a Frozen Lake Airbase at hex 3318 (allowed during the Invasion Turn), and the Fokker Point performs a Transfer Mission, being taken from the Ready Box at Vaernes on the Airfield Display and placed in the Flown Box of Allied Frozen Lake Airbase #1.

The unit would only lose one step on an EX result, and it has to retreat one hex on the invasion turn.

## Norway

Amphibious Assault: one, at Trondheim. The remainder of the Trondheim Group conducts an amphibious Assault against

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

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

The Germans score +10 VP for capturing Trondheim.

**Bergen:** Coast Artillery Combat: none. The battery rolled so poorly on the Preparedness die roll that it did not fire at all. In-Port Naval Combat: none. The one TB point surrendered.

Amphibious Assault takes place. Initial odds are 6:1. Final odds are 3:1. On a die roll of six, the result is D-2. The I/9 Norwegian battalion is retreated two hexes to hex 4331.

**Note:** During the Invasion Turn, discretionary results on the CRT must be taken as retreats by Norwegian units.

The German player occupies Bergen with the two assaulting battalions and scores +5 VPs. The DD unit and the SB unit go into port in Bergen. One of the two battalions exercises the option to advance after combat and occupies hex 4431 (Ulven). The Norwegian Truck unit there is captured, and flipped to its German side. The 9th Infantry Regiment Mobilization Center is also captured. The II/9 battalion is removed from the Mobilization Display and 2 SPs are placed in the hex.

**Frederikstad:** Coast artillery combat: none. Naval Combat: none. Amphibious Assault: Initial Odds 6:1, reduced to 3:1 due to there being no LCs and the Forest hex.

There is a -1 DRM (Naval Gunfire Support). The die roll is nine, reduced to eight. The loss would have been A1/1 to the

German. However, the German player declares one of his three Quisling Treachery second chance die rolls and rolls a one, reduced by the DRM to zero. The result reduces the II/1 Artillery battalion to one step and forces it to retreat. It retreats into hex 5018.

The assaulting battalion is flipped to its reduced side and occupies Frederikstad, but advances no further. The *Koln* and one TB point enter port.

The 1st Artillery Regimental Depot is captured. I/1 Artillery battalion is removed from the Mobilization Display and the German player places a captured artillery unit at Frederikstad.

This concludes the German Naval Movement Phase in the Naval Segment. Play proceeds to the German Operations segment, which opens with the German Movement Phase.

**German Movement Phase.** All German Units that conducted Amphibious Assaults are not eligible to move. Only the battalions at Agdenes and Vaernes, Narvik, and Elvegardsmoen can move, but the German player chooses to keep them where they are.

## German Air Phase.

**Air Transport Assault against Fornebu (hex 4820).** Four Ju-52 points carrying an infantry battalion, escorted by one point of Ju-88c Fighters are removed from the Germany zone and placed in hex 5826 (Germany Air Entry Hex), expending 17 OMPs. The Ju-52s have 10 OMPs remaining—exactly enough to reach Fornebu. The German air units are placed on the Fornebu hex. Allied Air Detection fails. There is no Interception or Air Combat. The Ju-88 point returns to the Germany Flown box on the Strategic Map.

The German player consults the Disruption Table. The Fornebu hex contains no enemy ground units or coast Artillery battalion, so the second column is used. There is a -2 DRM for no friendly unit in the hex. The die roll is seven, modified to five. The initial Air Transport assault battalion is not disrupted.

Because Fornebu Airbase is now German occupied, it becomes a friendly German Airbase. The Norwegian Gladiator point fails its emergency transfer die roll and is eliminated. The four Ju-52 points that landed and were present for Air Transport Assault now exit the Operations Map

through hex 5826 and are placed in the Germany Flown box on the Strategic Map. The German scores +5 VPs for capturing Fornebu.

A follow-on Air Transport mission (eight Ju-52 points carrying two additional battalions) is moved from Germany on the Strategic Map to Fornebu airbase on the Operational Map. Because the Airbase is friendly, the battalions are landed and off-loaded normally. These Ju-52s also return to the Germany Flown box.

A second follow-on mission has two more Ju-52 points from Germany fly in two SPs to Fornebu. These Ju-52s also return to the Germany Flown Box.

The next two air missions are Parachute Assault Missions utilizing the optional extended range rule.

One He-59 seaplane point transporting a parachute company is flown from Germany on the Strategic Map to the port of Oscarborg (hex 4921). The He-59 has an OMF of 22. Counting the air entry hex 5825, it requires movement of 26 hexes to reach Oscarborg. The German player tallies the two-way OMF of the He-59 (44 hexes) and subtracts the 26 hex range from 44 upon reaching Oscarborg. The He-59 has 18 hexes of range left to return to a friendly port (seaplanes base in ports). There is no detection—there are no in-range Allied Fighters—so the He-59 drops the parachute company, moves nine hexes to Denmark Air Entry hex 5824, and expends two more movement points to reach a friendly port in Denmark. The return trip has used up an additional eleven movement factors, but there were eighteen available. The He-59 point is placed in the Flown box in Denmark.

Meanwhile, we left a parachute company floating earthward over Oscarborg. There is a coastal battery in the hex, so the left-hand column is used. The German player rolls the die and obtains a four. There is a -3 DRM for parachute assault into a non-clear hex. The modified die roll number is one. The table calls for a one step loss. The parachute company is wiped out.

## Analysis

Coast Artillery Batteries not located in their controlling cities do not surrender automatically when the controlling city is captured. The only sure way to ensure that

**CLARIFICATION:** Page 13, 1st column -- The description of the Amphibious Assault upon Frederikstad is correct in saying that there is no coast artillery combat even though there is a Coast Artillery Battery in hex 5121. To trigger coast artillery fire, a naval unit must pass through the battery hex or any partial-sea/fjord hex adjacent to it (para 9.0.1). In this case, the German force enters, but does not pass through hex 5120 (Frederikstad).



a Coast Artillery Battery surrenders is to physically occupy the battery hex with a friendly unit. The Oscarborg battery is powerful, and its surrender is critical to the Repair Segment Port Entry at Oslo for the at-sea APs in the Kattegat. The German player has a real problem now. The only way to force even a surrender die roll for the Bolarne Coast Artillery Battery is to physically occupy the Port of Horten in hex 5021. The only other available parachute companies are earmarked for Sola Airbase at Stavanger and Horten. Neither can be spared for another attempt over Oscarborg. The German player should take Oslo. He will have to hope that Oscarborg will surrender after Oslo falls.

The second He-59 point transports a parachute company from Germany on the Strategic Map to Horten (hex 5021) in the same manner as the He-59 mission described previously. This He-59 is also returned to the Denmark Flown box. The Parachute Company executes a Parachute Assault into hex 5021 identical in all respects to the assault at Oscarborg, except that the die roll is eight, modified to five. The parachute company lands undisrupted, and the Port of Horten is captured. Horten's capture triggers two immediate actions:

1. The Norwegian Minelayer rolls on the Surrender Table. The die roll is five. It surrenders and is removed.
2. The non-adjacent Coast Artillery Battery at Bolarne rolls for surrender. A die roll of 0-7 causes the Battery to surrender. On a roll of 8 or 9, the battery does not surrender until the battery hex is physically occupied (in this case by a German land unit). The die roll is a 6. Bolarne Battery surrenders and immediately reverts to German control.

The next air mission is a normal range/double range Air Transport Mission where two Ju-52 points (flying double range from Germany to Vaernes Airbase) and one Ju-90 point and one Fw-200 point (both flying normal range from Germany to Vaernes) transport an infantry battalion of the 163rd Division to Vaernes Airbase as a reinforcement. The battalion is unloaded normally. The Ju-52 points remain at Vaernes. They do not have the range to return to Denmark or Germany. Now they must await the arrival of ASPs to allow yet another double range mission back to Denmark/Germany on the next turn.

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

The second mission is a two-battalion Air Transport Assault. Eight Ju-52 points transporting two battalions of infantry fly from Germany to the Sola hex on the Operational Map. Sola is 26 OMPs from Germany. It is a normal range mission. The Allied player again attempts detection, but it fails. The eight Ju-52 points land on the Sola Airbase to off-load their two battalions. The Airbase is contested. If the Germans are forced to retreat, all eight points will be destroyed.

Each Air-transported assault battalion rolls for disruption, again using the left column. There is a -1 DRM because the only friendly unit in the hex, the parachute company, is disrupted. The die roll for the first battalion is a two, modified to one. The assaulting battalion loses one step and is flipped. Two Ju-52 points (the air transport necessary to carry one infantry step) are destroyed and removed from play. The VP track is adjusted by -2 to reflect their loss. The second battalion now rolls, also with the -1 DRM. The die roll is a six. The battalion lands intact.

The third mission is four more Ju-52 points carrying a third infantry battalion. They execute an identical Air Transport Assault mission. The detection attempt fails yet again; and on a die roll of five, reduced by -1 DRM to four, the third transported battalion lands intact also.

Assault Combat is resolved as land combat because opposing land units are involved. Initial odds are 3:1. Each German battalion has its attack factor reduced by half, rounded down. The full strength battalions are reduced to one and one-half,

rounded down to one each. The reduced strength battalion (attack factor two) is also reduced to one. The Norwegian battalion with defense strength two, defends at a strength of one (Invasion Turn surprise). There is a one left column shift because Stavanger is a city. The interim odds level is 2:1. There are no right column shifts, so 2:1 becomes the final odds level.

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

The four He-111 units now execute Air Support using their Air Support Factor of three. One die is rolled for each air unit. Out of four rolls, one Air Support Point is obtained. There is no Allied Air Support. Therefore, the Air Support DRM is -1. The eight He-111 points are returned to the Flown box in Denmark.

The CRT is consulted. The 2:1 column is located and the die is rolled. The die roll is eight, reduced to five (result A-/2). This result would be disastrous. The German player declares his second Quisling Treachery die roll. The die is re-rolled. This time the number is four, reduced to one (result D-/2). This is more like it! The Norwegian I/2 battalion retreats two hexes to Dirdal (hex 5230). Sola Airbase and the port of Stavanger are now German-occupied and -controlled. One full-strength German battalion advances to hex 5231 (Algard). The other two battalions and the parachute company remain at Sola. Stavanger

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

to remain at Sola; but the German player decides they will be safer elsewhere, so they are returned to the Flown box in Germany.

**Allied Air Phase:** The Allied Heavy Bomber units in England and Scotland perform Installation Bombing in Denmark. The declared target is the "Airbase" in Denmark. The mission is declared a Night Bombing mission to preclude German interception. Each of the three units bombs with a +2 DRM (cloudy weather and night bombing). None of the bombers scores any hits. The Whitleys are returned to the Flown box in Scotland. The other two go to the Flown box in England.

**German Combat Phase:** The German player declares two combats. The first targets I/13 Norwegian battalion in hex 0604. The attacking units are the three German mountain infantry battalions in Elvegardsmoen and Narvik. The final odds are 4:1 (6:1 reduced by two left column shifts for Mountain terrain).

There is a +2 DRM because the weather in the Troms zone (where the combat occurs) is Storms. Neither side flies any Air Support Missions, so there are no Air Support DRMs. German naval gunfire support contributes a -1 DRM. The net DRM is +1.

The die is rolled and the number is eight, increased to nine for the net +1 DRM (result D-/2 and A-/1). The I/13 retreats two hexes to hex 0403. The German player reduces one mountain battalion in Narvik and advances the full strength mountain battalion in Narvik into hex 0604. No supply is expended for the attack because it is the Invasion Turn.

The second declared combat is against the HMKG Norwegian battalion in Oslo. The attacking units are the three German infantry battalions in the Fornebu hex. Basic odds are (nine attack factors to one and one-half defense factors) 6:1. There is a two column shift left for Major City terrain. The interim and final odds level is 4:1. The Norwegians fly the Fokker point at Kjeller to provide defensive Air Support, but it hits nothing. Instead of returning it to the Flown box at Kjeller, it is placed in the Flown box of Allied Frozen Lake Airbase 1.

There are no DRMs to this combat because the German has no gunfire or Air Support points to convert into negative DRMs. The 4:1 column of the CRT is consulted. The die is rolled and the result is five (D-/3).

The HMKG battalion retreats through I/5 battalion in hex 4619 and ends its retreat in hex 4419. The German player advances two battalions into Oslo, but no further. If the APs are unable to enter port at Oslo, the battalions there now will have to defend it. The German player now rolls one die to see if King Haakon was captured during the combat for Oslo. The die roll fails; the King escapes.

The German player scores +10 VPs for capturing Oslo. The three truck units in Oslo are flipped to their German sides.

The Second Infantry Regiment Mobilization Center is captured. The II/2 battalion is removed from the Mobilization Display. The German receives two SPs in Oslo. The Mobilization Center for the first Dragoon Bicycle battalion in Oslo is also captured, and that battalion, too, is removed from the Mobilization Display.

The Oscarborg Coast Artillery Battery (not co-located with Oslo, but controlled by Oslo) makes a Surrender Check. The German player rolls a four and the battery surrenders. It immediately becomes German-controlled. The Majority of APs and AOs in the Kattegat can now enter port without the possibility of loss from running this battery.

Die Roll	Result
0-7	Battery surrenders
8-9	Battery does not surrender until its hex is occupied by enemy land units.

**Figure 7. Norwegian Coast Artillery Surrender Check**

There is no Motorized Movement Phase for the Germans during the Invasion Turn. Play proceeds to the Allied Operations Segment.

a. **Norwegian Surrender Phase.** No Norwegian units are out of supply, so no units surrender.

b. **Allied Land Movement Phase.** The Allied player moves the following Norwegian units:

- I/12 battalion from Finnmark Strategic Map Box 5 to box 4.
- I/13 battalion from hex 0403 to 0404.

- I/15 battalion and 3rd Mountain Artillery battalion from Bardufoss to hex 0404.
- I/11 battalion by rail from Andalesnes to hex 4319 (Hamar).
- HMKG battalion from hex 4419 to 4318.
- II/1 Artillery battalion from hex 5018 to Mysen (4919).
- Norwegian truck at Halden (5219) is voluntarily destroyed and removed.
- I/3 (-) moves from Kjevik Airbase to Evje (5427).

c. Two Skua points fly from Scapa Flow to CV Furious in the North Sea.

d. There is no German Air Movement during the German Air Phase.

e. The Allied player declares no attacks.

f. There is no Allied Motorized movement.

g. **Norwegian Mobilization:** The following Norwegian units are taken from the Norwegian Mobilization Display and placed on the map. Except for the Alta battalion, all units are placed on the Operational Map, in the hexes listed below:

- Alta battalion: Finnmark Strategic Map Box 4
- I/16 battalion: Bardufoss (0203)
- I/14 battalion: Mosjoen (1913)
- L/13 battalion: Steinkjer (2717)
- L/12 battalion: Trondheim (3019)
- L/3 Artillery battalion: Trondheim (3019)
- II/11 battalion: Andalesnes (3325)
- I/10 battalion, 2 Mountain Artillery battalion (-): Voss (4228)
- L/9 battalion: Ulven (4331)
- I/8 battalion: Dirdal (5230)
- 1 Mountain Artillery battalion: Evje (5427)
- L/7 battalion: Evje (5427)
- I/6 battalion: Honefoss (4621)
- II/3 battalion: Kongsberg (4822)
- I/4 battalion, I/2 Artillery battalion, L/2 battalion: Gardenmoen (4619)

- L/15 Norwegian Bn: Within two hexes of Elvegardsmoen (0505)

- I/5 battalion: Elverum (4318)
- 2 Dragoon battalion: Hamar (4319)
- I/1 battalion, L/1 Artillery battalion: Mysen (4919)
- Haugesund battalion: 4731 (Etne)

### Repair Segment

Both sides undertake certain end-of turn actions.

- No damaged naval units have returned to port, so no repair die rolls are made.
- There are no Hits on coastal artillery batteries (if there were, one hit per battery could be removed on a die roll of 0-5), so no repairs are attempted.
- There are no installation hits to remove.
- Both players move their air units that occupy Flown boxes back to their respective Ready boxes or land zones.
- At-sea naval units in the same Strategic Map sea zones may recombine.

The Allied player combines the *Renown* and *Repulse* groups in the Northern Norwegian Sea Zone.

The Allied player combines the *Rodney* group, the single DD point, the *Valiant* group, and the CA *Devonshire* into a single group.

- The German player places NDV +4 markers in the Norwegian Leads, Southern Norwegian Sea, and Central Norwegian Sea zones because he controls Bergen and Vaernes Airbase.
- The German at-sea APs and AOs now enter ports.

**Note:** From the April #5 turn onward, APs and AOs move normally, entering ports only during a Naval movement Phase.

- AOs *Moonsund* and *Belt* enter Oslo. The *Belt* was originally intended to go to Kristiansand, but the loss of the *Senator* prompted the German player to change its destination to Oslo. The combined twelve ASPs are unloaded at Oslo. Because Oslo is adjacent to Fornebu, the German player removes the markers for twelve ASPs from Oslo and declares that they have been added to the Fornebu Airbase ASP track. The German player places the +10 side of the Fornebu ASP marker on the "2" box of the ASP track.
- APH (carrying one mountain battalion), API (carrying one infantry battalion), and APs K, L, and M (each carrying an artillery battalion) enter port at Oslo and unload their units. Counting the two AOs that entered Oslo, there are now twelve points of APs or AOs in port. This equals the port's Unloading Capacity and Port Capacity. No more naval units may enter port at Oslo until part or all of these naval units move back to sea.
- **AP J** (one point, carrying a reduced infantry battalion), APN (one point, carrying a reduced artillery battalion), and AP O (one point, carrying one SP) all enter port at Horten and unload their cargoes.

This concludes the April #4 turn. The turn marker is advanced to the April #5 turn.

The VP total on the VP track stands at **+56** VPs.

### Now It's Your Turn

The game is now in your hands to play from the April #5 turn onward. Follow the Sequence of Play on the back page of the rulebook. Here are a few strategy hints for this turn for both players:

**Allied Player.** You have the capability, with your two at-sea BCs and three at-sea BBs, to eliminate large numbers of German naval units while they are most vulnerable (in the Norwegian ports). If you will aggressively go after the German Navy, you can make up a lot of VPs very quickly this turn.

You should also use DDs and other naval units with SMAs of four to transport as many available Allied Leg units to Norway as possible. Operations to re-take Vaernes

and Trondheim must start immediately, and troops must also be sent south of Trondheim to help the Norwegians block the German overland relief effort moving North from Oslo.

**German Player.** You need to thoughtfully plan to manage and maximize the flow of troops, SPs, and ASPs to Norway. Give high priority to the motorized and tank units that become available as reinforcement this turn.

It is vital for you to deploy as many fighter and bomber (especially Ju-87s, as well as others with good Air-Naval bombing capability) units to Norwegian airfields.

You should make your main effort around Oslo, breaking out as far and fast from there as possible. All other pockets of resistance in Southern Norway are of secondary importance, and can be dealt with later.

Enjoy the game!

Gene and Tony

### Game Credits

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