

## ERRATA

1. Rulebook, page 2, third column before “Note: Scapa Flow...” add “**Note:** Shetlands Sea zone is **not** adjacent to the Arctic Circle or Bear Island Sea Zones.”

Note: Shetlands Sea zone is not adjacent to the Arctic Circle or Bear Island Sea Zones.

Invasion

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

2. Rulebook, page 3, Unit Size Symbol, delete X Brigade, III Regiment, and X Division as none of those symbols are used on the game’s counters. Add the following: Change “I Company” to “I Company (Excluding Artillery). Add “I Battery (Artillery)”

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

I Company (Excluding Artillery) I Battery (Artillery)	***	Platoon	
II Battalion	<del>X</del>	<del>Brigade</del>	Not used in game
<del>III Regiment</del>	<del>XX</del>	<del>Division</del>	
Unit Type Symbol	▣▣▣		Box around Unit Size is Special Grouping. For instance: Combat Group / Battlegroup.

3. Rulebook, page 4, third column, counter abbreviations, add CD = Costal Defense, CV = Aircraft Carrier, PB = Pocket Battleship.

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 =

4. Rulebook, page 7, section 4.0, add the following after the last sentence: “Reinforcements and replacements are received before withdrawals.”

### 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.

Reinforcements and replacements are received before withdrawals.

5. Rulebook, page 7, section 4.1, add after second bullet “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 was received from Anthony Curtis at GMT Games.

#### 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.)

6. Rulebook, page 15, second column, first paragraph, add “step” after “one non-motorized infantry battalion”.

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.

7. Rulebook, page 19, first column, first paragraph, last sentence, change “[4.3]” to “[5.2.2]”.

Norway

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].

8. Rulebook, page 22, second column, last sentence, delete the word “undamaged” as it is unnecessary.

**Exception:** If a Critical Hit is inflicted on an ~~undamaged~~ 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.

9. Rulebook, page 27, first column, 12.2.2 Retreat, second paragraph, first sentence, delete first "friendly".

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.

10. Rulebook, page 31, 15.6 Swedish Railways. add the following at the end of the section: "SPs enter during the German Land Movement phase of the German Operations Segment."

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.

SPs enter during the German Land Movement phase of the German Operations Segment.

#### 15.7 German Garrisons

11. Rulebook, page 32, first column, 2. Reinforcement and Replacement Segment, add "Reinforcements and replacements are received before withdrawals." after the last sentence. Also Page 5.

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].

4. German Naval Movement Phase:  
a.

3. Naval Segment

Reinforcements and replacements are received before withdrawals.

12. Rulebook, page 32, second column, add the following after the first paragraph: "Land units that were Naval Transported may unload in friendly ports (or unoccupied, excluding Trucks and SPs, enemy controlled ports) and may move and fight normally during the following friendly Operations Segment [8.5.1]." Also on page 5.

Land units that were Naval Transported may unload in friendly ports (or unoccupied, excluding Trucks and SPs, enemy controlled ports) and may move and fight normally during the following friendly Operations Segment [8.5.1].

German player  
le to determine  
for the current  
markers on the  
and places them  
where the Thaw  
the first time.

Reinforcement Seg-  
ment receives any land, air,

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.*

a. Naval Segment  
b. Allied Naval Movement Phase  
c. Allied Naval Movement Phase  
d. German Naval Movement Phase  
e. Allied Naval Movement Phase  
f. Allied Naval Movement Phase

13. Rulebook, page 32, second column, b. German Air Mission Phase, add “Air Transfer” to the first sentence. Also on page 6.

b. German Air Mission Phase: The German player may fly Bombing, Air Transport, Air Transfer, and Airborne and Air Transport Assault missions. The Allied player may attempt to Detect each German air

14. Scenarios and Historical Commentary booklet, page 2, 18.1.2, Scotland (east), add (146<sup>th</sup> Brigade) after “KOYLI”. This is to avoid confusion between the KOYLI Battalion from the 15<sup>th</sup> Infantry Brigade and the KOYL Battalion from the 146<sup>th</sup> Infantry Brigade.

Scotland (east): KOYLI (146th Brigade), 1/4 Lincolns, 1/5 Leicesters, and 1/8 Sherwood Foresters Infantry Battalions; CAs *Devonshire*, *Berwick*, *York*, and *Glasgow*; CLs *Arethusa* and *Galatea*; three DD points; and one Blenheim 1F and three Hurricane points

15. Scenarios and Historical Commentary booklet, page 3, 18.2.4 Special Rules, add the following: “All land hexes south and east of the line 2820/3019/3015 can only be entered by Naval Units and/or Air Units and are all controlled by Germany.

VPs cannot be gained/lost for failure to garrison cities/ports/airfields.

All hexes south/west of the line 2720/2717/2916 (inclusive) are controlled by Germany, all hexes north/east that don't contain German units are controlled by the Allies.”

#### 18.2.4 Special Rules

- The German player receives two Trucks as reinforcements on the May #3 turn.
- The German player has an unlimited number of SPs available at Trondheim, and an unlimited number of ASPs available at Vaernes airbase.
- CVs *Glorious* and *Furious*, one Skua and two Gladiator (carrier) points arrive as reinforcements on the May #4 turn.

All land hexes south and east of the line 2820/3019/3015 can only be entered by Naval Units and/or Air Units and are all controlled by Germany.

VPs cannot be gained/lost for failure to garrison cities/ports/airfields.

All hexes south/west of the line 2720/2717/2916 (inclusive) are controlled by Germany, all hexes north/east that don't contain German units are controlled by the Allies.

Page 3

16. Scenarios and Historical Commentary booklet, page 3, 18.2.3, Steinkjer (2717), “III/138th” should be “III/139th”. Hex 3017 “I/138th” should be “I/139th”.

Steinkjer (2717): III/139th Mountain Infantry Battalion and II/112th Mountain Artillery Battalion (1-step), and an SP

Hex 3017: I/139th Mountain Infantry and I/112th Mountain Artillery Battalions

17. Scenarios and Historical Commentary booklet, page 4, Section 18.2.4, Delete the Historical Naval Operations Restrictions header. This statement is superseded by the official GMT errata to 18.2 which states that “The VP Total is +80 at the beginning of this scenario (+50 if the Historical Naval Operation Restrictions are used for this scenario).”

Delete Paragraph. Superseded by errata VP change for this scenario in section 18.2.

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**19.0 A-historical Variants**

18. *Design Note: The variant rules let you see how the Norwegian Campaign might have turned out if certain crucial factors had been*

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19. Sample Attack Plan, the Export Echelon on the has APs with Unit IDs of A-G and does not specify whether the AP is 1 or 2 points. APs do not have a unit IDs, so use the IDs as reference and “One AP point” (all the transported units/SP have Weight Points of 1).

Naval Unit Loading and Destination		
	Naval Unit/ Point	Transporting
Export Echelon	(A) One AP point	Coastal Defense Battery
	(B) One AP point	Battery, 730th Artillery
	(C) One AP point	Battery, 730th Artillery
	(D) One AP point	Battery, 730th Artillery
	(E) One AP point	One Supply Point
	(F) One AP point	Coastal Defense Battery
	(G) One AP point	Coastal Defense Battery

20. VP chart. Clarify that it’s +10 VP for Trondheim and +10 VP for Oslo.

21. VP Chart, German Unit Loss VP Award, change the first entry from “German land unit eliminated...” to “German land unit step eliminated...”.

Victory Point Chart	
VPs are added to and subtracted from the VP Total according to the VP Schedule printed below, and are recorded by adjusting the markers on the Record Track.	
Victory Point Schedule	
<b>Territorial VP Awards</b> +25 Germans gain control of Narvik -25 Allies regain control of Narvik +10 Germans gain control of Trondheim -10 Allies regain control of Trondheim +10 Germans gain control of Oslo -10 Allies regain control of Oslo +5 Germans gain control of any other city -5 Allies regain control of any other city +20 Germans gain control of Vaernes airbase -20 Allies regain control of Vaernes airbase +5 Germans gain control of any other airbase -5 Allies regain control of any other airbase	<b>German Unit Loss VP Awards</b> -1 German land unit step eliminated at sea (but not naval combat in a port) -1 German air point eliminated -1 German AP or AO point sunk -2 German DD, TB or SB point sunk -1 German GT damaged -2 German GT sunk -2 German CL damaged -2 German CL sunk -2 German CA damaged -3 German CA sunk -5 German BC or PB damaged -5 German BC or PB sunk
<b>Allied Unit Loss VP Awards</b> +1 British, French, or Polish land unit step eliminated +2 British air point eliminated +1 Allied DD, AP, or Sloop point sunk +1 Allied CL or CLA damaged +1 Allied CL or CLA sunk +2 Allied CA damaged +2 Allied CA sunk +5 Allied BB, BC, or CV damaged +5 Allied BB, BC, or CV sunk <b>Note:</b> If you sink an enemy naval unit in a single combat (with a Critical Hit, for example), you receive VPs for both Damaging and Sinking the unit..	<b>Special VP Awards</b> +7 King Haakon VII captured -6 Germans leave Oslo ungarrisoned -3 Germans leave any other Norwegian port with an Unloading Capacity greater than two or any Norwegian airbase ungarrisoned -2 German player brings an eliminated coast artillery battery back into play
Victory Levels	
≥100 German Decisive Victory 76-99 German Major Victory 61-75 German Minor Victory	50-60 Allied Minor Victory 35-49 Allied Major Victory ≤34 Allied Decisive Victory

22. Countersheet 1 of 2 back side, Alta Battalion and Norwegian HMKG Battalion should not have a 15 for higher lever HQ. It should be blank.



23. Countersheet, 2 of 2 back side, Royal Navy CA Birmingham Naval Attack Factor should be Red, just as on the front side of the counter.



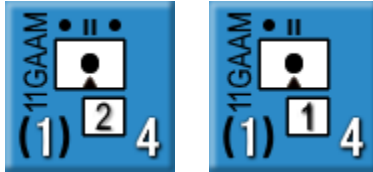
24. Countersheet, 2 of 2 front and back side, Royal Navy Devonshire's Naval Attack Factor should not be red. The Devonshire was a County Class cruiser and all the County Class Cruisers had their torpedo tubes removed by 1939, just like the Devonshire's sister ships Berwick and Suffolk.



25. Countersheet, 2 of 2 front and back side, Royal Navy CA Suffolk should have a red naval attack factor as it had torpedoes in 1940.



26. Countersheet, 1 of 1 front and back side, French 11 GAAM should be a Battalion, not a Battery.



27. Operational Map, Turn Track, April #9 turn, “Hortaland” should be “Hordaland”.

28. Strategic Map, Transport Table, Truck Step weight capacity should be 2.

## OPTIONAL NAVAL SUPPLY RULES ERRATA:

1. On the optional Naval Supply Rules - Fuel Roster Chart, delete Harald Hafage, Tordenskjold, and the Polish DD. None of these ships are in the game.

## OPTIONAL DESIGN CHANGES:

1. Countersheet, 2 of 2 front and back side, Royal Navy CLA Auckland was a sloop and its values are too high for a sloop. It had very unimpressive armament and speed. Comparing it to the German GT Bremse leads, the Auckland should be only 1 step and with no transport weight capacity (can't transport anything). The Auckland should have the following more realistic stats:

AA = None

Naval Attack = 0 (no torpedoes)

Strategic Movement = 2 (Its speed was about the same as APs)

Naval Defense = 0

Naval Gunfire = None

Radar = -2

An optional counter for the Auckland is in the Vassal module.



<b>Class and type</b>	<a href="#">Egret-class sloop</a>
<b>Displacement</b>	1,200 tons
<b>Length</b>	276 ft (84 m)
<b>Propulsion</b>	<ul style="list-style-type: none"><li>• Geared <a href="#">steam turbines</a> on two shafts</li><li>• 3,600 <a href="#">shp</a> (2,700 kW)</li></ul>
<b>Speed</b>	19.25 <a href="#">knots</a> (35.65 km/h; 22.15 mph)
<b>Complement</b>	188
<b>Armament</b>	<ul style="list-style-type: none"><li>• 8 × <a href="#">4-inch (102 mm)</a> (4 × 2)</li><li>• 4 × <a href="#">0.5-inch (13 mm)</a> (1 × 4)</li></ul>

<b>Class and type</b>	Bremse
<b>Displacement</b>	1,870 tons



<b>Length</b>	345 ft (105 m)
<b>Beam</b>	31 ft (9.4 m)
<b>Draft</b>	9 ft (2.7 m)
<b>Propulsion</b>	MAN diesel engines, two shafts, 28,400 shp (21.2 MW)
<b>Speed</b>	29.1 knots (53.9 km/h; 33.5 mph)
<b>Range</b>	3,000 nautical miles (5,600 km)
<b>Complement</b>	285
<b>Armament</b>	<ul style="list-style-type: none"> <li>•4 × 12.7 cm SK C/34 naval guns</li> <li>•4 × 3.7 cm SK C/30 AA guns</li> <li>•8 × 2 cm FlaK 30</li> <li>•250 × EMC mines</li> </ul>
<b>Armor</b>	30 mm belt, 25 mm deck

2. Countersheet, 2 of 2 front and back side, Royal Navy Vindictive's stats are wrong. The ship was converted into a fleet repair ship in 1939 and the entire armament consisted of "six single 4-inch QF Mk V AA guns, all on the centerline, two quadruple "pom-pom" mounts, one on each side, and six depth charges".

Since Vindictive is the sister ship to the Effingham, it's non-combat stats should be the same as Effingham's (Undamaged Strategic movement of 4 and Naval Defense Factor of 1, damaged Strategic movement of 2 and Naval Defense Factor of 0). The Vindictive's AA factor remains the same because all its armament is AA guns (1 undamaged, 0 damaged), but it's Naval Attack Factor and Naval Gunfire factor need to be lowered (0 Naval Attack Factor undamaged/none damaged with no torpedoes, and no Naval Gunfire Factor damaged or undamaged).

Final stats are:

Undamaged

AA = 1

Naval Attack = 0 (no torpedoes)

Strategic Movement = 4

Naval Defense = 1

Naval Gunfire = None

Damaged

AA = 0

Naval Attack = None  
Strategic Movement = 2  
Naval Defense = 0  
Naval Gunfire = None

An optional counter for the Vindictive in the Vassal module.

