

## NORWAY, 1940

### Allied Set-up (set up first)

#### Norwegian Land Units

Oslo: RG battalion, Oslo fortress.  
Kristiansand: Kristiansand fortress.  
Bergen: Bergen fortress.  
Trondheim: 3<sup>rd</sup> recon regiment, Trondheim fortress.  
Narvik: 6<sup>th</sup> infantry brigade.  
Finnmark: Finnmark brigade.  
Hegra: Hegra fortress.

#### Norwegian Naval Units

Sea zone adjacent to any Norwegian ports: 1 x CD, 1 x DD, 1 x PT, 1 x SS, 1 x TR.

#### Norwegian Air Units

Oslo: 1 x Gladiator.  
Bergen: 1 x He-115.  
Stavanger: 1 x Fokker CV

#### British Land Units:

British Off Map base: 24<sup>th</sup> GD, 146<sup>th</sup>, 148<sup>th</sup> infantry brigades; SF infantry battalion, RM marine battalion.

#### British Air Units

British Off Map base: 1 x Gladiator, 3 x Skua, 1 x Sunderland, 1 x Hudson, 1 x Blenheim, 1 x Wellington, 1 x Whitley.

#### British Naval Units

British Off Map base, or in sea zones 35, 36 and/or 41: CV Furious, 2 x BB, 1 x BC, 2 x CA, 1 x CL, 4 x DD, 1 x SS, 1 x ATR, 3 x TR, 1 x LCTR.

#### French Units

British Off Map base: 5<sup>th</sup> mountain demi-brigade, 27<sup>th</sup> mountain demi-brigade, 13<sup>th</sup> LE demi-brigade, 342<sup>nd</sup> armor company. British Off Map base, or adjacent sea zones: 1 x DD, 1 x TR.

#### Polish Units

British Off Map base: Carp infantry brigade, 1 x SS, 1 x TR.

#### Norwegian Reinforcement Pool

1<sup>st</sup>, 2<sup>nd</sup> recon regiments; 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, 7<sup>th</sup>, HOK infantry brigades; A/LW, B/LW infantry regiments; HOK antiaircraft regiment.

#### Other Allied Reinforcement Pool

##### British

15<sup>th</sup> infantry brigade, A/SSB marine battalion, KOH armoured troop, 6<sup>th</sup> antiaircraft brigade, 1 x Hurricane, 2 x Skua, CV Ark Royal, CV Glorious, 1 x CA, 1 x CL, 2 x DD.

##### French

BACP mountain brigade, 2<sup>nd</sup> mountain regiment, 24<sup>th</sup> infantry regiment, 343<sup>rd</sup> armor company.

##### Polish: None.

#### Allied Special Reinforcements box (Optional Units)

**Norwegian:** Narvik fortification.

**British:** 1 x Hurricane, 1 x Gladiator, HL mountain brigade.

*Note: See the Allied Special Rules below for use of these units.*

### 27.2 Allied Special Rules (Optional)

**1) Control.** All Norwegian land zones. The Faroe and Shetland Island begin as Allied controlled.

#### 2) Allied Special Reinforcements

**2a) Norwegian Early Mobilization.** Prior to start of play, the Allied player rolls one die and picks that number of units from the Norwegian mobilization pool. Then, place them in Norwegian mobilization zones, no more than one per zone. The Norwegian player may also place the Narvik fortification special reinforcement unit in the Narvik area. This option gives the Germans 10 victory points.

**2b) More RAF Fighter Support.** The Allied player can add one extra Hurricane and/or Gladiator special reinforcement units to his starting order of battle. Each unit added gives the German player four victory points. Place both units in Britain.

**2c) British mountain troops ready.** Add the British HL mountain brigade to the at start forces in Britain. This gives the Germans three victory points.

### 27.3 Germans (set up second)

#### German Land Units

German Off Map base: 138<sup>th</sup>, 139<sup>th</sup> mountain regiments; 159<sup>th</sup>, 193<sup>rd</sup>, 236<sup>th</sup>, 307<sup>th</sup>, 310<sup>th</sup>, 324<sup>th</sup>, 334<sup>th</sup>, 349<sup>th</sup>, 359<sup>th</sup>, 340<sup>th</sup>, 345<sup>th</sup>, 362<sup>nd</sup>, 355<sup>th</sup>, 367<sup>th</sup>, 388<sup>th</sup> infantry regiments; 1/1, 2/1, 3/1 airborne companies; 40<sup>th</sup> armor battalion; NbFz armor company; 4<sup>th</sup>, 14<sup>th</sup> MG motorized battalions, GG motorized battalion.

#### German Naval Units

Adjacent to any German Off Map base, or sea zones 40 and/or 45: 1 x BC, 1 x CA, 1 x CL, 2 x DD, 1 x PT, 1 x SS, 5 x TR. Any naval zone: 1 x SS.

#### German Air Units

German Off Map base: 1 x Do-117 (Kg 100), 1 x He-111 (Kg 100), 1 x Me-109, 2 x Me-110, 1 x Ju-87, 2 x Ju-88, 1 x He-111, 1 x He-115, 11 x Ju-52, 1 x Ju-52 SP, 1 x Ju-90.

#### German Reinforcement Pool

110<sup>th</sup> motorized regiment, 111<sup>th</sup> motorized regiment, 13<sup>th</sup> motorized battalion, 136<sup>th</sup>, 137<sup>th</sup> mountain regiments, 66<sup>th</sup> mountain battalion, 2/2 airborne battalion, 4/1 airborne company, 6/SST infantry regiment, 2 x Ju-88, 2 x He-111, 1 x Me-109, 1 x FW-200, 1 x AR 196.

#### German Special Reinforcements box

German commando company, 1<sup>st</sup> KM, 2<sup>nd</sup> KM naval infantry, BB Bismarck, CV Graf Zeppelin.

*Note: See the German Special Rules below for use of these units.*

### German Special Rules

#### 1) Operation Weserübung

**1a)** The game starts with a German pre-turn activation phase, which consists of four Actions. (No unit can be activated twice).

**1b)** On pre-turn activation, all German naval units have their movement factors doubled.

#### 2) Special Reinforcements

**2a) Brandenburger Commandos.** The Br unit is placed on the map using a **Launch Commando Operation** action. That unit has First Strike capability - It rolls to hit before simultaneous fire.

**2b) Naval Infantry.** There are two German naval infantry units. The instant that a German BC, CA, CL or DD unit is eliminated in a sea zone adjacent to a coastal zone, roll one die. On an odd result, the German player places one naval infantry unit on an adjacent coastal land zone. On an even result, nothing happens. There are only two of these units, and once both have been placed in the Pool, no more are received. They refit normally.

**2c) Battleship Bismarck and Carrier Graf Zeppelin.** These are "what if" units. The *Bismarck* was not ready for action until later in 1940 and the *Graf Zeppelin* was never operational. The German player can add either or both to his starting order of battle by giving the Allied player victory points. The *Bismarck* gives 10 VP and the *Graf Zeppelin* 20. Place both units in the Third Reich.

## SHOCK EFFECT

Actions that cause a shock effect:

**Airborne Landing.** Each time the German player lands an airborne unit in an area containing an Allied ground unit.

**Tank Attack.** Each time a player makes a ground attack involving at least one armored or panzer unit against a ground unit and eliminates it with an unmodified die roll of "1".

**Airpower.** Each time a player makes an air attack against an enemy ground unit and eliminates it with an unmodified die roll of "1".

**Terror Bombing.** Each time the German player makes an air attack against an enemy base and thereby places a disruption with an unmodified die roll of "1".

**Sinking a Capital Ship.** Each time either player eliminates an enemy BB, BC or CV unit (regardless of the die roll).

### Shock Effect Procedure

When an action triggering shock has occurred, the player initiating that Action *must* roll one 6-sided die, and consult the Shock Table, listed as follows.

## SHOCK TABLE

Die Roll	Result
1	<b>Resolve!</b> The enemy player will gain one free action, which he must immediately use.
2-3	No effect.
4-6	<b>Terror Spreads.</b> The rolling player gains one free action which he must immediately use.

### German VP

The German player is awarded victory points during the game as follows.

+15 VP= control Oslo and Narvik (each).

+10 VP= control of other Norwegian port areas (each).

+2 VP= control Faroe islands.

+3 VP= for each Allied CV, BB or BC eliminated.

+2 VP= for each other type of Allied naval unit eliminated.

+2 VP= for each Allied air unit eliminated.

+1 VP= for each Allied ground unit eliminated.

### Allied VPs

The Allied player is awarded victory points during the game as follows.

+15 VP = control Oslo and Narvik (each).

+10 VP= control of other Norwegian port areas (each).

+2 VP= control Faroe islands.

+3 VP= for each German air unit eliminated.

+2 VP= for each German ground unit eliminated.

### Variable Allied VP

Though all other eliminated German units award a specific VP value to the British player, the following types of German units award a variable VP value when eliminated, determined by a six-sided die roll (1D6) per each unit eliminated, and then modified (+) with the VP value listed as follows.

CV, BB= 1D6 + 6 VPs

BC= 1D6 + 5 VPs

CA= 1D6 + 4 VPs

CL= 1D6 + 3 VPs

DD= 1D6 + 2 VPs

SS= 1D6 + 1 VPs

TR= 1D6

**Levels of victory** (VP differential):

**Strategic Victory:** 36 or more

**Theater Victory:** 24-35

**Marginal Victory:** 12-23

**Draw:** 0-11

## Event Change:

**Fall Gelb (Invasion of the West).** The German player must play this the instant that it is picked. The German player rolls one die and must withdraw that number of German Heavy units from the map. For the rest of the game, the Allied player may not take the Call for Reinforcements (Allied) action, and French units may not Refit. Keep this marker face up for the remainder of the game."

### Allied Refit Table

Unit Type	Refit	Damage	Destroy
BB, BC, CV	1-2	3-4	5-6
TR	1-4	5	6
Other Naval	1-3	4	5-6
Air Units	1	2-3	4-6
Land Units	1-3	4	5-6

### German Refit Table

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BB, BC, CV	1	2-4	5-6
TR	1-3	4-5	6
Other Naval	1-2	3	4-6
Air Units	1-2	3-4	5-6
Land Units	1-4	5	6

### Rules changes, additions, clarifications

**-Actions** (Operations): Each turn consists of several Actions that both players use. Number of Actions is determined by the difference of each player's die roll.

-Dice difference of 1: Each player has three actions, one Naval, one Ground and one Air in whatever order he choose. Each of these actions can be swapped for Reinforcements or Refit actions.

-Dice difference of 2: Each player has two regular actions, and a bonus third action for activation of Submarine unit(s) only.

-Dice difference of 3: Each player has any three actions.

-Dice difference of 4: Each player has any four actions.

-Dice difference of 5: Each player has any five actions.

-Doubles - both players roll the same die roll number: Each player starting with the German roll to check if Random Event occur. The German player picks an event chit on a die roll of 1-4. The Allied player picks an event chit on a die roll of 1-3. Other results are no effect. Any player may implement his event in that phase. Doubles do not count for a turn, rather as a mid-turn. It is a mid-turn, which is not marked on the Turn Record Chart. If any actions are triggered, it is in that mid-turn phase, that is between two turns.

-If doubles are rolled again, another event checks happened, and the turn is not started yet, it is still a mid-turn.

*The minimum number of actions in a turn's action phase is three.*

-Each unit may be activated only once per turn.

**-Air-Naval Attack:** Land-Based Air units attacking enemy Naval units must check if they located a target. To locate enemy Naval units, each attacking friendly air unit needs to roll a die. If DR is 1-4, proceed with the attack. If DR is 5-6, the air unit cannot attack a Naval unit and return it to base.

**-Brandenburger Commandos:** That unit has First Strike capability - It rolls to hit before simultaneous fire.

-Eliminate/remove the **recon** rules from the game.

**-Forts** can "absorb" (negate) first hit taken.

**-Air-Air Combat:** Only fighter aircraft (F) can initiate an attack on other air units with its anti-air combat factor. All other (flying at the moment) air units (B, DB, R, SP, TR; those with an anti-air factor greater than 0) can return fire defensively only if attacked by an enemy fighter, and then only fire at the fighter that attacked them. Fire is not simultaneous in that case; all attacking fighter units have first fire, then only surviving non-fighter, attacked air units, may return fire.

**-Air units attacking air units on the ground:** If the area is attacked by air units only, all defending fighters based in the area (eligible to fly) are airborne and defend. Other types of air units are still based (non-flying) and can be attacked on ground using anti ground ratings. Exception: Strafing - If fighter type air units attack enemy air units based on the ground, use fighters' anti-air rating.

**-Supply** is for **Ground units** only.

**-Submarine "bonus" Activation** If the Action Phase die roll differential is two.

-No more than **two units** can **attack** an enemy **Submarine** unit.