

NORWAY 1940

ACTIONS LIST

G-1 Actions

Call for Reinforcements (German only): The German player rolls one die and then blindly draws that number of units (one through six) from his reinforcement pool. Those units are then placed as per the reinforcement rule instructions (see 12.0).

Call for Reinforcements (Allies only): The player rolls one die and then blindly draws that number of units (one through six) from his own reinforcement pool. Those units are then placed per the reinforcement rule instructions (see 12.0). If this Action is performed after the German player has played the Fall Gelb Event, then any French reinforcements picked are discarded, and no substitute units are picked to replace them.

Conduct Norwegian Mobilization (Allies only): The player rolls one die and then blindly draws that number of units (one through six) from his mobilization pool. Those units are then placed as per the reinforcement rule instructions (see 12.0).

Appeal to the High Command (Random Event): Roll one die: If the die roll is even, there is no effect. However, if the die roll is odd, the player immediately picks one event marker at random.

Note: This Action may be taken only once per turn. The Event must be played immediately, regardless of its type. Any Actions generated by that Event are taken immediately, as well.

Launch Commando Operation (Germans only): Pick up the *Brandenburger* Commando unit from the Special Reinforcement Box, and place it on any land area in Norway. Combat may occur if that land area is enemy-occupied. If there are already friendly units there (in addition to any enemy units), those friendly units may participate in combat as part of this Action with the commando unit. This Action may be taken only once per game. That unit has First Fire capability - It rolls to hit before simultaneous fire.

G-2 Actions Remove - Eliminate Recon Rules

G-3 Naval Actions

Move a Force of Naval Units (Sea Movement): Move one or more naval units which begin in the same sea zone up to their movement factor. Regardless of movement ability, a naval unit must cease movement in the first area containing any enemy naval unit(s). The friendly naval units may start in a sea zone containing enemy units (or not); can also move naval units directly from one sea zone containing enemy units to another sea zone containing enemy units, but must then stop.

Move a Force of Naval Units from an Off Map Base to a Neighboring Sea Zone (Undocking from Home Port): This uses one movement point. The naval units may attack at the end of the move (if conditions for combat otherwise exist).

Move a Force of Naval Units from a Sea Zone to a Neighboring Off Map Base (Docking in Home Port): This uses one movement point. Units cannot attack at the end of the move (per the Off Map base rule).

Rebase Naval Units (Port to Port Transfer): You may move one force of friendly naval units on the map up to twice its normal movement ability, within the following strictures. None of the naval units may enter an area containing enemy naval units (they may start in such an area). None of these units may launch any kind of attack. They may contain transported units, but may not pick up or disembark units. Additionally, all units moving via this Action must end their move in a sea zone adjacent to a friendly port, or in a friendly Off Map base.

Use Naval Units in any One Sea Zone to Attack Enemy Units in that Same Sea Zone (Initiate a Naval Battle): See section 11.0 for more details.

Move a Force of Naval Units from one Sea Zone to another Sea Zone to Attack (Initiate a Naval Battle): Same as naval movement, but the moving force enters a sea zone containing enemy units, and then attacks them as part of that same Action. Furthermore, that attack may include the participation of some or all of the other friendly naval units that may happen to have already been in that zone when the moving ships arrived.

Use Naval Units in any one Sea Zone to Attack Enemy Ground Units in one Land Area Bordering that Sea Zone (Conduct Coastal Bombardment): The only enemy ground units which may be attacked in this way are fortress type units (other ground units may not be targeted). Use the naval unit's anti-ground unit strength (and all land units in that area may fire back if they have an anti-surface ship combat factor). This may be combined with a **Launch a Long Range Aircraft Carrier Air Strike** Action (see below) against those ground units.

Note: Air units in that zone may not fire back defensively.

Use Naval Units in any one Sea Zone to Attack Enemy Bases in one Land Area Bordering that Sea Zone (Conduct Coastal Bombardment):

Attack enemy controlled or contested ports, airbases and mobilization centers in that area. Use the unit's anti-ground strength. Each base counts as a separate target per the normal combat rules. For each hit, place one disrupted marker on one base (but no more than one per base; excess hits are not counted). This may be combined with a **Launch a Long Range Aircraft Carrier Air Strike** Action (below) against those ground units.

Launch a Long-Range Aircraft Carrier Airstrike (Initiate Carrier Raid): This may be conducted only by aircraft carrier units. The aircraft carriers and any escorting naval units may first move up to their movement limit. The player then reveals which aircraft carrier units are launching the strike. Each aircraft carrier uses one of its combat factors against enemy forces in any adjacent sea zone or land area. This may be any combination of enemy units and bases (resolved per above). The combat is resolved normally, though the enemy units may not shoot back at the aircraft carrier (even if the enemy has air units). However, apply the Aircraft Carrier Depletion rule, if that optional rule is in effect.

Use Naval Amphibious Units to Move Ground Units to another Sea Zone (Conduct Amphibious Movement): Only amphibious type naval units may do this. The amphibious unit(s) must start the movement phase adjacent to a coastal area (but not an Off Map base) containing both a port and friendly ground unit(s). The amphibious unit(s) then embark the ground unit(s) (but not in excess of their capacity) and move up to their normal movement limit, carrying the ground units. At the end of the move, the ground unit(s) may stay aboard the amphibious unit(s), or be disembarked on an adjacent land area. This may trigger an Amphibious Assault Actions. Each LCTR, ATR and TR unit can carry two light or one heavy unit. Note that non-amphibious naval units may accompany the amphibious units (see 10.14).

Use Warships to Move Ground Units (Emergency Transport): All BB, BC, CA, CL and/or DD units may perform this type of Action. The BB/BC/CA/CL/DD units must start the movement phase adjacent to a coastal area containing both a port and friendly ground unit(s). The BB/BC/CA/CL/DD units then pick up the ground unit(s) (but not in excess of their capacity) and may move up to their normal movement limit, carrying the ground units. At the end of the move, the ground unit(s) must be disembarked on an adjacent land area (if not, the ground units are eliminated). This may trigger an amphibious assault. Each BB/BC/CA/CL/DD may carry one light unit (no heavy units.) Note that other naval units may accompany the BB/BC/CA/CL/DD. This may be combined with **Conduct Amphibious Movement**.

Use Naval Amphibious Units to Evacuate Ground Units (Evacuation): Same as **Conduct Amphibious Movement** or **Emergency Transport** (above), except: 1) this may be done from a coastal area which does not contain a port; and 2) roll one die for each such unit. On a 1-3 it is picked up normally; on a 4-6 it is placed in the Refit box.

Use Naval Transport Units to Move Land-Based Air Units (Embarking Aircraft): Only TR units may perform this Action. It is performed in the same manner as **Conduct Amphibious Movement**, except that the unit(s) being transported may be any "F" type (only) air unit(s).

G-3 Air Actions

Rebase Aircraft from one Friendly Base Area to another Friendly Base Area (Air Ferry): Only land based air units may perform this. The move may be up to a distance of twice the air unit's range. The take-off and landing base areas may be friendly-controlled or contested. A player may use his side's Off Map base box as either the takeoff or landing point for his rebasing. Off Map bases are considered to be one area off of the map. Rebasing units may conduct no attacks, offensive or defensive, as part of their rebasing Action. This is the only air mission that allows an air unit to land at a base other than the one at which it originally started.

Launch a Land-Based Airstrike against Enemy Ground and Air Units in a Land Area (Bombardment): Pick up any or all air units based in one area and move them to any one land area in range. Then, attack enemy units in that area. Also, if there are any friendly air units in that area, they may join in the attack. This cannot be combined with an attack by friendly land or naval units (including aircraft carriers).

Launch a Land-Based Airstrike against Enemy Naval Units (Air-Naval Attack): Pick up any or all air units based in one area and move them to any one sea zone in range. Then, attack enemy surface and submarine naval units in that zone. This cannot be combined with an attack by friendly aircraft carriers (or other naval units). Air units attacking enemy Naval units must check if they found a target. If enemy Naval units are in a Sea Zone adjacent to Land Area, air unit "found target" on a DR 1-5; If enemy Naval units are in a Sea Zone two or more zones away from Land Area, air unit "found target" if it rolls 1-4. Die Roll for "find target" check for each Air unit.

Launch a Land-Based Airstrike against Enemy Bases (Bombing): Pick up any or all air units based in one area and move them to any one land area in range. The land area must be enemy-controlled or contested, and it

must contain ports, airbases and/or mobilization centers. Also, if there are any friendly air units in that area, they may join in the attack. Then, attack enemy-controlled or contested ports, airbases and mobilization centers in that area. Attacking units may be divided up between any of those bases, using their anti-ground unit strength. For each hit, place one Disrupted marker on one base (but no more than one per base, excess hits are not counted). This cannot be combined with an attack by friendly land or naval units (including aircraft carriers). Enemy units with anti-air capability in the area defends there simultaneously against the intruders. This Action cannot be combined with an attack by friendly land or naval units (including aircraft carriers).

Use Aircraft Carrier Units to Transfer Land-Based Air Units (Allies only): Only aircraft carrier units may perform this, and only British Hurricane and Gladiator fighter type units may be transferred in this manner. The fighters must start in a friendly or contested airbase, move up to twice their range limit to the aircraft carrier, and then move one more time up to twice their range limit to another friendly or contested airbase. Rebased Hurricane or Gladiator units may conduct no attacks, offensive or defensive, as part of their rebasing Action.

German Airstrike against Railroad (Targeting Railyards): German bomber air units based in one area may be launched toward and into any one enemy-controlled or contested land area in range, if a railroad symbol is present there, and then attack that railroad. If there are any friendly "B" type air units in that zone, they may join in that attack. To attack the railroad, the attacking player simply uses the bomber unit's anti-ground strength. If there are any hits, place a Disrupted marker upon the railroad symbol (but never more than one, excess hits do not count). However, enemy units with anti-air strength of at least "1" in that area may fire simultaneously at the intruders. This Action cannot be combined with an attack by friendly land or naval units (including carriers). It may be combined with the **Airstrike Against Base Action**. The effect of a successful attack upon a railroad is that no rail movement is permitted in that area for the remainder of the game.

German Supply Drop (Air Supply): German transport air units in the Third Reich base area may be launched toward and into any one friendly-controlled or contested land area in range, if a German land or air unit is present there. Place an air supply marker in that area. The transport air unit then returns to the Third Reich base. There is no need to have an airbase in the area in which the air supply marker is being placed. The marker provides supply to all friendly ground and air units in that area for one Action. At the end of that Action, remove the supply marker. Otherwise, the marker remains on the map until utilized, or until the enemy gains control of the area, or—if at any point in the game—the German player decides to remove it (at no Action cost). Within these constraints, the one air drop supply marker may be used any number of times in the game. It may never be destroyed, but never may be used more than once at the same time.

Fighter Interception Mode (Germans only): German fighter air units may be nominated to be in "Interception Mode". To do so, place an "Intercept" marker upon any German "F" type air units presently on the map. As long as air units are in Interception Mode, they can conduct no other Actions. Fighters remain in Interception Mode until the German player removes the marker as a subsequent action, or if eliminated or withdrawn. See 20.2 for details.

G-3 Land Actions

Move a Force of Ground Units via Ground Movement (Land Move): Move one or more ground units in any one area to any one adjacent area. This may include movement from and into areas containing enemy land units. If there is more than one adjacent area, all moving units must be moved to that same one area. Also, see the provisions of the mountain rules (see 10.12).

Move a Force of Ground Units to an adjacent Land Area containing Enemy Units and Attack the Enemy Force within that same Land Area (Land Assault): Same as **Land Move**, except that at the end of it the movement, attack the enemy land units in the area. Also, if there are any friendly ground units already in that area, they may join in the attack. See section 11.0 for more details.

Use a Force already in a Contested Land Area to Attack the Enemy Force within that Same Land Area (Close Combat): Simply attack the enemy units in a land area where friendly land units are already present. See section 11.0 for more details.

G-3 Combined Actions

Use Transported Ground Forces in any one Sea Zone to conduct an Amphibious Invasion of any one Invasion-Susceptible Enemy-Controlled Land Area bordering that Sea Zone (Amphibious Assault): A ground force being transported by naval transports or BB/BC/CA/CL/DD units disembarks on an adjacent coastal area which must contain a port (regardless of control status). The player must conduct an attack against enemy land units in that area if it contains a fortress unit, or is a small

island. Otherwise, attacking is at the option of the amphibious assaulting player. This may also include the participation of friendly land units already in the same area. Naval units may not add their combat strengths to this combat. If the transporting unit is a LCTR, then the units may be disembarked on coastlines which do not contain a port.

Make a Combined Air-Ground Attack (Germans only): The German player moves or has in place ground units in an area, and then conducts an attack with them, while adding any one force of "DB" (Ju 87) air units that are within their printed range, as per a normal land based airstrike Action. This may also be combined with an **Amphibious Assault** or **Glider Assault** (but not Airborne Operation) Action.

Airlift Ground Unit from any Friendly Base to any other Friendly Base (Conduct Airlift): Only Air Transport units may perform this. The Air Transport unit(s) must start the movement phase in the same area as friendly ground units to be airlifted (which must also contain an airbase). The Air Transport unit(s) then pick up the land ground units and move up to their normal movement limit, carrying the land units, landing in a friendly or contested airbase. At the end of the move, the transported land units must be disembarked. If there are enemy air and/or land units in the same area, then an Air Assault combat must occur (see below). Other air units may accompany the Air Transport if they began in the same area. Each Air Transport unit can carry up to one light unit (no heavy units). The Air Transport unit may move up to twice its range (starting on a friendly airbase and landing on another friendly or contested airbase). Or, it may move one way to another friendly or contested airbase, drop off a unit, and then return (empty) to its starting base.

Make an Airborne Movement (Airborne Operation): This Action may only be performed if the German player has an airborne unit in play. This is conducted in the same manner as **Conduct Airlift**, except that the air transported land units must be "airborne," and they may land on any land area (no base is needed in the landing area). If there are enemy air and/or land units in the same area, then a **Paradrop** combat must occur (see below). This is resolved as part of this same Action. Air Transports may land in the target zone or re-base normally.

Make a Combined Airlift and Airborne Movement (Airborne Operation/Conduct Airlift): Only the German player may do this. First execute an **Airborne Operation** into an area containing an airbase (area control status is irrelevant). Then conduct a **Conduct Airlift** Action into that same airbase. All moving units must start in the same area, and all units must be disembarked in the same area.

Make an Air Assault (Paradrop): This is mandatory when making a **Conduct Airlift** and/or **Airborne Operation** Action into a land area containing enemy air and/or land units. Upon reaching the target area, and after debarking air transported/paradropped units, all moving units must attack. All air and land units which were already in the area must also be involved in the attack. Air Transports rebase, but only if they survive the combat.

Make an Air Assault (Glider Landing): This is an alternative to an Air Assault (Paradrop) above, except that any Air Transports that participate in a glider landing are eliminated automatically immediately after conducting this Action. However, for the duration of any attack in the target area, each airborne unit is entitled to a -1 die roll modifier during combat.

G-4 Actions

Make a Railroad Movement (Railing): The unit must start in an area which contains a railroad symbol. It can then move an unlimited number of areas via connected areas that are printed with undisrupted rail line symbols. All such areas must be friendly-controlled, and the starting area must be currently in supply.

Base Recovery from Disruption (Repair Base): This may be for any disrupted base, port or mobilization center in an area you control. Roll one die: on a "4-6", remove the disruption marker; on a "1-3", it remains in place. If there is more than one disruption in a single area, you can roll for each of them individually as part of the same Action.

Railroad Recovery from Disruption (Repair Rail): This may be for any disrupted railroad, in an area you control. Roll one die: on a "3-6" remove the disruption marker from the railroad symbol in that area; on a "1-2" it remains in place.

Refit Naval Units in the Refit Box (Rebuild Naval): See Rule 13.0.

Refit Air Units in the Refit Box (Rebuild Air): See Rule 13.0.

Refit Ground Units in the Refit Box (Rebuild Ground): See Rule 13.0.

Entrench Ground Units (Dig-in): Place an entrenched marker in the same land area as any friendly ground unit(s). The entrenching units must be in supply. See the Entrenchment (23.0).