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CREDITS

Design: Joseph Miranda

Managing Game Developer: Doug Johnson

Playtesting: Roger Mason, Greg Maynard, Terry Mays, Eric Moroney, Jack Polonka, David Tate, Gene Wytrykus, Robert Zmuda,

Proofers: Mark Brownell, Hans Korting, Michael C. Neubauer

Map Graphics: Todd Davis

Counters: Dariusz Buraczewski

Production: Richard Aguirre

Photo: Shutterstock.com



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These rules use the following color system: **Red for critical points** such as errata and exceptions, **Blue for examples of play**. Check for e-rules updates to this game at www.worldatwarmagazine.com/waw/e-rules

1.0 INTRODUCTION

Narvik 1940 is a two-player wargame of low to intermediate complexity that simulates the battles around Narvik, Norway in 1940. To control complexity and present an overall force commander's view of the battle, the game uses a tactically scaled map and units of maneuver coupled with an operationally scaled turn length. The Allied player is normally on the offensive, trying to clear the Germans from the Narvik area, but the German player has opportunities for counterattacks. The game starts in mid-April, after the Germans seized control of Narvik and just as the Allies have made their initial landings to begin their counteroffensive.

Narvik 1940 models a battle fought in Arctic conditions with extremes of weather and long daylight hours. There was a chaotic command system on the Allied side and an overextended force on the German. Rules which might seem odd for other European battlefields are designed for this specific situation. Also, the rating of units as elite and non-elite is relative. Units involved would have been considered above average by World War II standards, but here we are talking about the most extreme elites. So, strap on your skis and be prepared for **Narvik 1940!**

1.1 Scale

Each hex on the map represents 1.5 miles or 2.4km. Each game turn (GT) represents one week. Units of maneuver are platoons to battalions representing from 50 to 1000 men. Air units represent a variable number of sorties.

1.2 Sides

One player commands the German forces, the other commands the Allied forces.

2.0 GAME COMPONENTS

A complete game of **Narvik 1940** includes a 22x34 inch game map, this rule set, and a sheet of 176 5/8-inch counters. Players must provide one six-sided die to resolve combat and other random game events.

2.1 Map

The game map illustrates the militarily significant terrain found in and around Narvik in 1940. A hexagonal (hex) grid is printed over the map to regulate the placement and movement of units across it.

- A unit can be in only one hex at any one time.

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- Each hex contains terrain that can affect unit movement and combat. The various terrain and water features on the map have had their exact real-world configurations altered slightly to make them coincide with the hex-grid, but the relationships among the terrains and water bodies from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas that would have been faced by their historic counterparts.
- Every hex on the map has a unique four-digit identification number printed within it. These are provided to help find exact locations more quickly and to allow for the recording of unit positions if a match must be taken down before it can be completed.

2.1.1 On-Map & Off-Map

The part of the map with hexagons is called the on-map portion of the map sheet. Displays, staging areas, charts, tables, and tracks are listed as off-map. The use of these items is outlined in the pertinent rule sections.

- Off-map staging areas include:
 - Harstad Staging Area:** The Allied base on an island to the west of the Ofotfjord Fjord.
 - Bardufoss Staging Area:** The Norwegian base to the north of the map.
 - Swedish Transit Staging Area:** German overland (if diplomatically shaky) route to Norway.
- Off-map displays include:
 - Air & Naval Strikes Available Display:** The Allied player uses this display as a holding area for friendly air and naval strikes available for use during the current GT.
 - Air Strikes Available Display:** The German player uses this display as a holding area for friendly air units that are available for use during the current GT.
 - German Random Reinforcements Display:** The German player uses this display to hold reinforcements that enter play randomly.
 - Allied Scheduled Reinforcements Display:** The Allied player uses this display to hold reinforcements that will enter play on a specific GT.

Map Errata: The Allied Scheduled Reinforcement Display should have been divided in half with the upper half being the Allied Random Reinforcement Display.

Available for Regroup Display: Both players use these displays to hold units which were temporarily eliminated and that may return to play.

Permanently Eliminated Display: Players use these displays to hold units which were eliminated and may not return to play.

Troop Transfer Display: The Allied player uses this display to hold units that are withdrawn from the Narvik front.

German Relief Column Track: The German player uses this track to show how far the German mountain troops off the south map edge are from the Narvik front.

Action Points Tracks: Both players use these tracks to show the number of action points (AP) remaining for the current GT.

Turn Track: Players use this track to record the current GT.

2.2 Counters

There are two basic types of counters: combat units and markers.

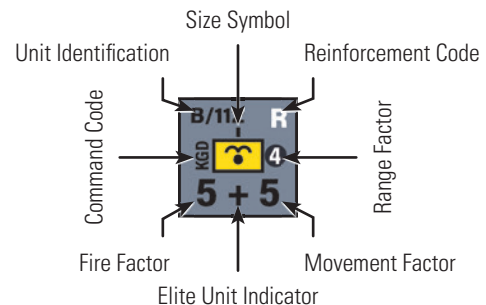
- Combat units represent the combat formations that existed at the time.
- Markers allow players to note the specific status of a hex or unit(s) and function as memory aids.
- After reading these rules at least once, carefully punch out the counters. Trimming off the dog ears from their corners with a fingernail clipper will facilitate easier handling and stacking during play and enhances their appearance.



Important: There are 16 variant counters for *World at War #77, Winter War*. They are not used in this game.

2.3 Combat Units

Each combat unit counter displays specific types of information: nationality, historic identification, unit type organizational size, combat strengths, and special abilities.



- All combat units are one-step. The back of a combat unit displays a flag indicating its nationality and may display the unit's reinforcement code indicating whether it is a random reinforcement (**R**), scheduled reinforcement (**S**), or an optional unit (**OPT**).

2.3.1 Sides & Sub-Commands

There are two sides in the game: Germans and Allies. Each side's forces are subdivided into sub-commands with each sub-command identified by its name (command code), counter color and/or unit type symbol color.

German Sub-Commands: Gray background

	KGD (Kampfgruppe Dietl): Yellow Unit Type
	KGB (Kampfgruppe Berger Naval Regiment): Blue Unit Type
	KGH (Kampfgruppe Haussels): Orange Unit Type
	KGW (Kampfgruppe Windisch): Green Unit Type

Allied Sub-Commands:

	BR (British): Brown
	FR (French): Blue
	NW (Norwegian): White
	PL (Polish): Red

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2.3.2 Unit Identifications

Units are given their specific identifications by numbers and/or letters.

German:

BB: Brandenburgers (*Abwehr*) **LW:** Luftwaffe detachment
F-L: Freytag-Loringhofen **RR:** Railroad
HQ Sec: Headquarters Security

Allied:

Alta: Town in Norway **L:** Light (AA)
CA: Chasseurs Alpine **LE:** Legion *Etrangere* (Foreign Legion)
Col: Colonial **RM:** Royal Marines
H: Heavy (AA) **SF:** Scissor Force
HL: Highlander **SG:** Scots Guards
G: Guards **SWB:** South Wales Borderers
IG: Irish Guards
KOH: Kings Own Hussars

2.3.3 Unit Organizational Sizes

The units' historic organizational sizes are shown by the below symbols.

II: Battalion **I:** Company or Battery (Artillery)
⌘: Wing (Two Companies) **•••:** Platoon or Patrol

2.3.4 Movement Factors

Combat units have movement factors ranging from three to ten.

- A unit's movement factor is the measure of the unit's ability to move across the hex grid printed over the map.
- Units pay varied costs from their movement factor to enter different hexes, depending on the terrain in each hex, any water along the hexsides around them, and the moving unit's mobility class.

2.3.5 Special Combat Characteristics & Fire Factor

A unit's fire factor is the measure of a unit's ability to conduct offensive combat actions (14.0).

- A fire factor enclosed in a white or blue rectangle signifies that the unit is close-assault capable (14.4).
- An "a" after the fire factor means that unit has anti-armor capability (14.3.2).
- A plus-sign (+) between a unit's fire factor and movement factor indicates the unit is elite.

2.3.6 Range Factor

Units with a range factor greater than one have a printed range factor. Range is the number of hexes that a unit may fire. Count the target hex but not the firing unit's hex when determining range.


Example: A unit with a range of three could fire at units one, two or three hexes away.

2.3.7 Unit Types

Every combat unit in the game is identified by its predominant type of troops or weapon. There are two general types of mobility: Mechanized and Non-Mechanized.

Non-Mechanized

 Infantry  Ski Infantry
 Mountain Infantry  Airborne Infantry

Important: Any unit with an airborne symbol () is airborne capable. Mountain and marine unit designations are provided for historical interest only, these units do not have special abilities in the context of the game.

 Marine Infantry F, L, 7, A  Towed Artillery
 Engineer  Mountain Artillery
 Signal  Anti-aircraft (Flak)
 Heavy Weapons (Mountain)  Anti-tank (AT)
 Airborne Artillery

 **Dietel** Leader
Important: See 18.0 for leader benefits.

Mechanized

 Tank



2.3.8 Air & Naval Strikes

These have a fire support value and an unlimited range.



 **Air Strike**  **Naval Strike**
 (Allied only)

2.4 Markers


The uses of the following markers are explained at appropriate points throughout the rest of the rules.

 **Turn German Initiative**  **Turn Allied Initiative** **Game Turn/Player Initiative** (5.0)
 (front and back of same marker).

 **German Relief Column** (7.0).

 **German AP**  **Allied AP** **Action Points** (6.0)
 (front and back of same marker).

Optional Rules Markers

 **Demolished**
 (back of Entrenched markers).

 **Entrenched**  **Entrenched**

 **Pontoon Bridge**  **Pontoon Bridge**
 (back of Entrenched markers).

3.0 SETTING UP THE GAME

Players decide who will command which side. Place the Turn marker in the April III box of the Turn Track printed on the map. The Germans set up first, then the Allies.

Important: Only use the "OPT" units when playing with the optional rules.

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3.1 German Set Up

German At-Start Units

Place all at start units (those without a reinforcement code) on any hexes on the map within 15 hexes of Bjornfjell (hex 2020). When counting the 15 hexes, do not count the Bjornfjell hex.

Important: The German railroad artillery unit must be placed on a railroad hex.

German Random Reinforcements Display

Place the following German units in the German Random Reinforcement Display:

- 1) All ground units with an “R” reinforcement code.
- 2) All German airstrike units.

German Markers

Action Points (AP) Marker: Place the marker in the zero box of the Action Points Track.

Relief Column Marker: Place the marker in the Trondheim box of the German Relief Column Track.

3.2 Allied Set-Up

Allied At-Start Units

British Units: Place all at-start units (those without a reinforcement code) in the Harstad Display and/or in or adjacent to Bogen (hex 0216).

Norwegian Units: Place all at-start units (those without a reinforcement code) in the Bardufoss Display and/or in or adjacent to Salangen (hex 1801).

Allied Scheduled Reinforcements

Place all units from each of these formations in the Allied Scheduled Reinforcement Display:

- 1) All French units.
- 2) All Polish units.
- 3) All Norwegian units with an S code.

Allied Random Reinforcements

Place the following Allied units in the Allied Scheduled Reinforcement Display:

- 1) All ground units with an “R” reinforcement code.
- 2) All air and naval strikes.

Allied Markers: Place the Allied AP marker on the Allied Action Points Track in the zero box.

4.0 HOW TO WIN

Historically, the Allies took Narvik on 28 May. However, by this time the Allied high command had made the decision to withdraw from the Narvik front because of the deteriorating situation in France as the Germans overran that country. In turn, Dietl retook Narvik, and the Germans had the victory.

4.1 End of Turn Victory Check

During the Victory Check Segment of each GT (5.0), both players determine if either player has won a sudden death victory. A player wins a sudden death victory if:

German Player: There are no Allied ground combat units on the map. Allied units in any of the displays or staging areas do not count.

Allied Player: Allied units occupy all objective hexes.

4.2 End of Game Victory

If, by the end of the final turn of the game, the Allied player has not won (per above), the German player is declared the winner.

4.3 Final Turn

The game ends at the end of any GT if either of the below apply:

- 1) The German Relief Column marker is in the Narvik box of the German Relief Column Track; **or**,
- 2) At the end of GT 8.

4.4 Hex Control versus Occupation

A player controls a hex if a friendly unit is in the hex, or if a friendly ground unit was the last unit that occupied the hex.

- A player occupies a hex if a friendly unit is currently in the hex.
- At the start of the game the German player controls all hexes that are occupied by German units.
- All other hexes are Allied controlled.
- Hex control can change as hexes are captured and recaptured.

5.0 SEQUENCE OF PLAY

Narvik is played in a series of game turns (GTs).

- Each GT is divided into sequenced steps called phases. Phases may be sub-divided into segments and/or actions.
- Players must conduct all actions within this series of phases in the order given.
- Once a player has finished a phase, or an action within a phase, they cannot go back to redo an action unless their opponent permits it.

Important: Unit movement, combat, and other actions are conducted in a series of interactive actions.

5.1 Sequence of Play

Each full GT consists of the following phases:

Preparation Phase

Action Point Determination Segment: Each player determines the number of AP received for this GT.

Random Events Segment: Both players (German player, then the Allied player) check for random events (see table at end of rules), including the disposition of the German Relief Column marker. Random reinforcements are received at this time (8.0).

Initiative Determination Segment: Players determine which player will have the Initiative for the current GT.

Reinforcement Segment: Each player (initiative player first) determines the current GT's reinforcements and then deploys all received units.

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Important: The player conducting an action is the “phasing player”, the other player is the “non-phasing player”.

Actions Phase

- 1) The First Player conducts one (and only one) action (6.3).
- 2) The Second Player conducts one action (6.3).
- 3) Players continue alternating actions until:
 - a) Neither player has any AP remaining; **or**,
 - b) Both players sequentially do not conduct an action (pass).

Important: A player could pass and then after the opposing player has conducted an action, could then conduct another action. The Action Phase only ends if both players sequentially pass.

Example: The German player is the First Player and decides to pass on his first action. If the Allied player, then conducted an action, the German player could then still perform an action; however, if the Allied player decided to pass instead of conducting an action, the Actions Phase would end with neither player conducting any actions.

End of GT Phase

Victory Check Segment: Both players check to see if either player has won a victory.

Turn Advance Segment: If this is the last GT, the game ends. If not, advance the GT marker one box on the Turn Track.

5.2 Capitulation

A game can also end at any time due to the capitulation of either player, if one of them becomes convinced their situation has become hopeless.

6.0 ACTION POINTS & INITIATIVE

Players expend AP to conduct various game actions.

6.1 Action Point Determination Segment

At the start of the Action Point Determination Phase, each player moves their AP marker to the zero box on their respective Action Points Tracks.

Important: AP cannot be carried over from GT to GT.

- Each player determines the number of AP awarded for the current GT by rolling one six-sided die (1d6) and then adding the number of AP below to the result.

Allied AP: The Allied player adds (if applicable) the following AP (all are cumulative):

- +3: If Auchinleck is in play (in the Allied Harstad Staging Area).
- +1: For each objective hex occupied by Allied units.
- +1: If Allied units occupy three or more numbered peak hexes.

Example: Hex 1912.

Important: Players receive AP for numbered peaks only. Each player may only receive one AP per GT for occupying three numbered peaks.

German AP: The German player adds (if applicable) the following AP (all are cumulative):

- +2: If Dietl is in play (on the map).
- +1: For each objective hex occupied by German units; **or**,
- +2: For each objective hex if a German signal unit occupies a numbered peak hex.

Important: The AP awarded for a German signal unit in a numbered peak hex represents improved radio communications and thus adds an additional AP for each objective hex occupied by German units.

+1: If German units occupy three or more numbered peak hexes.

+#: The number of AP listed in the box occupied by the German Relief Column marker on the German Relief Column Track.

Important: Events can add AP. See the Events Table.

6.2 Action Point Track

Players track their current number of AP by moving the AP marker along the track. A player can never have more AP than the maximum indicated on the track. Players may not expend any further AP if the marker is in the zero box.

6.3 Actions

Movement, combat, recon, regroup, use of air or naval support, and Allied amphibious movement or assault are all actions. See the Actions Summary on the map for the number of AP that must be expended to conduct an action, if an action is restricted to the Allied side only, and the description of the chosen action. Specific actions are described in detail in the appropriate rule sections.

Important: There are no actions that combine movement with combat. Since you can only perform one action during each action segment this means players may not conduct both movement and combat in the same segment. This reflects the conditions of Arctic warfare and will give the defender a chance to fire at an enemy who is closing in, or withdrawing, or standing and awaiting an attack.

6.4 Initiative Determination

Initiative determines which side is the First Player and which side is the Second Player in each GT.

- The player with the higher number of AP has the initiative for the current GT.
- If the two totals are equal, the Allied player wins the initiative.
- Player should flip the Game Turn marker to show the side that has the initiative.
- The determined initiative remains in effect for the entire GT.
- The player with the initiative is the First Player and the player without the initiative is the Second Player during the Actions Phase (5.0).

7.0 EVENTS & GERMAN RELIEF COLUMN



Beginning on GT 1, during each Random Events Segment both players (Allied first, then the German) consult their respective Events Table (last page of the rules) and roll 1d6.

- Each player then cross references the die roll (DR) with the corresponding event.

7.1 Event Explanations

Events award additional AP and/or award reinforcements to one side or the other.

- AP gained are in addition to those gained in the Action Point Determination Segment (6.1).
- Reinforcements are awarded based on the number of six-sided dice listed.

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Example: The OKW Interest event awards the German player two AP, and the German player rolls 2d6, totaling the two results to determine the number of random reinforcements the German side receives that GT.

- If an event calls for the German Relief Column to advance, move the marker one box to the right on the German Relief Column Track. This may affect the length of the game (4.3).
- If the Allied player rolls the German Threat from the South event, the Allied player must:
 - a) Roll 1d6 and add one to the result.
 - b) The modified DR is the number of British, French, or Polish ground units (any combination) that must be removed from the map or a Staging Area and be placed in the Allied Troop Transfer Units Display.
- If there are not enough Allied units to complete the withdrawal, ignore any further withdrawal requirement.

Important: The Allied player may not remove units from any other display.

8.0 REINFORCEMENTS

Reinforcements are units that enter play after the game has begun.

- Players gain reinforcements during the Reinforcement Segment of the Preparation Phase.
- Deployment is the act of placing reinforcements in a hex or a display.

Important: Receiving reinforcements does not require the expenditure of AP.

8.1 German Reinforcements


All German reinforcements (those marked with an **R**) begin the game in the German Random Reinforcement Display.

Designer's Note: Each player should place all random reinforcement units in an opaque wide mouth container to allow for easy random picks.

- German reinforcements are received via random events.
- When an event calls for reinforcements, the German player rolls the indicated number of six-sided dice and totals the dice rolled. The result is the number of units the German player may randomly pick from the Random Reinforcement Display.
- During the Reinforcement Segment, the German player deploys the picked reinforcements as follows:
 - Air Strikes:** Are deployed into the German Air Strike Available Display.
 - Paratrooper Units:** Are deployed using the German Airborne Deployment procedure (8.1.1).
 - Other Ground Units:** Are deployed in the Swedish Transit Staging Area.

8.1.1 German Airborne Deployment



German airborne units (units with  symbol in the unit type box) are deployed during the Reinforcement Segment using the below procedure:

Important: Airborne reinforcements must be deployed via airborne deployment. Once deployed they cannot conduct another airborne deployment.

- 1) The German player places all arriving airborne units in any clear terrain, frozen lake, objective, or village hexes. More than one unit may be placed in each hex (stacking limits apply). Units may not land in enemy occupied hexes. They may land in an enemy zone of control (EZOC).

Important: The German player must place all arriving airborne units prior to proceeding to Step 2.

- 2) The player then consults the German Airborne Landing Table (last page of the rules) and rolls 1d6 for each landing unit.
 - 3) If the designated landing hex is adjacent to an Allied anti-aircraft unit (the Allied player must reveal the anti-aircraft unit), add one to the DR.
 - 4) The player cross references the modified DR with the result and then immediately applies the result.
- Landed units may operate normally in the ensuing Actions Phase.

8.2 Allied Reinforcements

The Allied player has two types of reinforcements: Random (marked with an **R**) and Scheduled (marked with an **S**).

8.2.1 Allied Random Reinforcements

Allied random reinforcements are received via random events.

- When an event calls for reinforcements, the Allied player rolls 1d6. The result is the number of units the Allied player may randomly pick from the Allied Random Reinforcement Pool.
- During the Reinforcement Segment, the Allied player deploys the picked reinforcements as follows:

Air and Naval Strikes: Are deployed in the Allied Air and Naval Strike Available Display.

All Other Allied Ground Units: Are deployed in the Harstad Staging Area.

8.2.2 Allied Scheduled Reinforcements

During each Reinforcement Segment, if the current GT box on the Turn Track contains an “**S**” the Allied player selects one of the following formations and deploys all its units in the listed staging area:

Harstad Staging Area:

- 1) French 13th DBLE; **or**,
- 2) French 27th DBCA; **or**,
- 3) Polish Highland Brigade; **or**,
- 4) Norwegian 7 Brigade (Bardufoss Staging Area)

Important: The player may only pick one formation in each GT.

8.3 Bringing Units onto the Map

Units deployed in Staging Displays move onto the map per the land movement rules (12.0) and/or (Allied only) amphibious movement (13.0).

- The unit pays the normal cost to enter a map-edge hex, e.g., 1/2 MP for a road hex if the road exits the map.
- If units are entering the map on the same map-edge hex and the arriving units exceed the stacking limit of that hex, then those excess units must pay additional MPs as if they started in a “chain” of units extending away from the map edge.

8.4 Removing Units from the Map/Staging Areas

Once a unit is deployed on the map or in a Staging Area it remains there until one of the below occurs:

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Air and Naval Strike Markers: Both players return all air and naval strike markers to their respective Random Reinforcement Display. They may be randomly picked as reinforcements in subsequent GTs (16.0).

Ground Units: Disrupted ground units are removed from the map and placed in their respective Available for Regroup Display.

Important: The Allied player may be required to move ground units to the Allied Troop Transfer Units Display if the German Threat from the South event is rolled (7.1).

9.0 STACKING

Stacking is the term used to describe the placement of more than one friendly unit in the same hex at the same time.

- Opposing combat units may never be in the same hex at the same time.

Exception: Air and naval strikes may stack in enemy occupied hexes.

- Each ground unit counts as one unit, no matter the organizational size of the unit.
- Leader units and markers do not count against stacking limits.
- Stacking limits are as follows:

German: The German player may stack up to three ground units in each hex.

Allied: The Allied player may stack up to two ground units in each hex.

Important: Different Allied nationalities cannot stack together.

Example: The Allied player may not stack British and Norwegian units in the same hex; however, one unit from the French 13th Brigade and one unit from the French 27th Brigade may stack in the same hex.

- Both players must check stacking at the end of each phase, segment, and/or action.
- Any number of units may move through a hex during an action.
- If units are legally, temporarily exceeding their stacking limits (over-stacked), only the top unit in that hex may conduct fire (including counterattack) from the hex. All units may be affected by enemy fire.
- A player may change the order of friendly units in a hex when:
 - 1) The formation is activated at the beginning of a friendly action; **or**,
 - 2) Units retreat or pursue into a hex (15.0).

10.0 ZONES OF CONTROL

The six hexes immediately surrounding a hex containing one or more combat units (mobile or static) constitute the zone of control (ZOC) of the units in that hex.

Important: Strikes do not project ZOC.

- The ZOCs of an opponent's units are referred to as enemy zones of control (EZOC).
- There is no difference in effect between ZOCs projected by combat units of different sides or types into the same hex.
- Opposing combat units may simultaneously project ZOC into the same hexes.
- A unit (or stack) projects ZOC into, out of, and across all types of terrain.

Exception: Units do not project ZOC into all-sea hexes or across all-sea hexsides, nor do they extend into or out of staging areas.

10.1 EZOC & Movement

A moving combat unit must stop its movement for that action when it enters a hex containing an EZOC.

- A combat unit of either side that begins a movement action in an EZOC may leave that hex provided the first hex it enters does not contain an EZOC and that unit expends one-half (rounded up) of its printed movement factor. **Exception:** Ski Units (19.1).
- After leaving that hex, it may move normally until it enters another EZOC, at which time it must stop its movement for that action.
- A unit in a staging area can enter the map into an EZOC but must cease movement in the hex.
- A unit that begins a friendly action in an EZOC and is on a map edge corresponding to a friendly staging area may move into that staging area (20.0).
- The presence of a friendly unit in an EZOC does not negate the EZOC for movement purposes.

Exception: EZOC do not affect pursuit (15.0) or infiltration (19.1).

10.2 ZOC Effects on Combat

Units are not required to engage in combat because they are in EZOC.

11.0 ACTIONS

During each friendly action segment, the phasing player must declare if the player will conduct an action or pass.

- If an action is taken, the player then:
 - 1) Declares the type of action (see Action Summary Chart on the map).
 - 2) Expends the required AP for the declared action.
 - 3) Declares the sub-command that will execute the action (2.3.1).
 - 4) Conducts the action.
- If the phasing player decides to pass instead of taking an action, that action segment ends and play passes to the opposing player, who may then declare an action or pass.
- If both players pass sequentially (in either order) the Actions Phase ends and play proceeds to the End of Turn Phase.
- When a player has expended all available AP, that player may not conduct any further actions during the current Actions Phase. The opposing player may then conduct one action at a time until such time as all APs are expended or the player passes.

11.1 Multiple Actions

Sub-commands (and all units of that sub-command) may perform any number of actions during an Actions Phase, if the owning player has the required number of AP (for the action) remaining to expend.

11.2 Actions Summary

See the Actions Summary Chart (on the map). Specific procedures for each action are detailed in the rules associated with the type of action.

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12.0 GROUND MOVEMENT (ACTION)

Players use ground movement to move ground units of one sub-command.

- A unit's movement factor (2.3.4) is the number of movement points (MPs) that a unit may expend each GT.
- Players move units from hex to adjacent hex (no skipping hexes) with units paying varied MP costs depending on their type and terrain in each hex entered.
- MP may not be accumulated from GT to GT or phase to phase, nor may they be loaned or given from one unit or stack to another.
- A player may move any number of friendly units belonging to the same sub-command in each movement action.
- Units are not required to expend all their MP before stopping.
- The movement of each unit or stack must be completed before that of another is begun. A player may only change the position of an already moved unit or stack if his opponent agrees to allow it.
- Friendly units may not enter hexes containing enemy ground units. Air and naval strikes may be placed in enemy occupied hexes to conduct attacks.

12.1 Minimum Movement

A unit may always move at least one hex during a Movement Action, regardless of the MP cost required to enter that hex.

Exceptions: Units may not enter or cross blocked, prohibited, enemy-occupied hexes and/or may not move directly from one hex in an EZOC to another hex in an EZOC.

12.2 Stack Movement

To move together as a stack, units must begin their Movement Action already stacked together in the same hex. Units are not required to move together simply because they started their Movement Action in the same hex; such units might be moved together, individually or in smaller sub-stacks.

- When moving a stack, the player may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course.
- The units left behind in the original stack may then resume movement, even splitting off other units in a repeat(s) of that same process.
- Once a player begins moving an entirely different stack, or individual unit that began in a different hex than the currently moving stack, the player may no longer resume the movement of the earlier stack without your opponent's permission.
- If units with different movement factors are moving as a stack, the stack must use the movement factor of the slowest unit within the stack. Of course, as the slower units exhaust their MF, the player may drop them off to continue moving the units with MF remaining.
- If units from two different mobility classes are stacked together, units within that stack may be required to expend different movement costs for entering the same hex. See the Terrain Effects Chart (TEC) on the map.

12.3 Terrain & Movement

The Terrain Key on the map illustrates the different types of terrain on the map. The Terrain Effects Chart (TEC) lists each type of pertinent terrain and its effect on movement and combat.

- If more than one type of terrain exists in a hex, the phasing player must expend the MP cost for the costliest terrain in the hex.
- The total movement cost for entering a hex is always the sum of the in-hex terrain and hexside terrain.
- Mechanized units (tank units) pay different movement costs for certain types of terrain. They are also prohibited from entering certain terrain types (TEC).
- Units moving along contiguous road and railroad hexes expend one-half of a movement point.
- Sea hexes and all-sea hexsides are prohibited to ground unit entry.

Exception: See Ferry Movement (below) and Amphibious Movement (13.0).

12.4 Rail Transport

In addition to normal movement along contiguous railroad hexes, units may conduct rail transport.

- To conduct rail transport a unit:
 - 1) Must be in either Narvik (hex 0919) or Bjornfjell (hex 2020); **and**,

Important: The player is not required to have control of both the above hexes, just the hex in which the rail transport begins.

- 2) Must be stacked with a friendly engineer unit.
- 3) Expend one movement point.

- The unit may move prior to and after conducting rail transport.
- A unit conducting rail transport may move any number of hexes along contiguous rail hexes.
- The unit must stop all movement if it enters an EZOC.

Important: Any number of active units may conduct rail transport in one action.

12.5 Ferry Movement

A player may move units from one ferry terminal hex to another ferry terminal hex. To move by ferry:

Exception: The German player may only conduct ferry movement between (either direction), Narvik and Ankenes.

- 1) The owning player must control both terminals at the start of the action.
 - 2) The moving unit must start the action in a ferry terminal hex; and;
 - 3) Be stacked with a friendly engineer unit.
 - 4) The moving unit must expend one movement point.
- The unit may then move any number of hexes to another friendly controlled ferry terminal hex.
 - Units conducting ferry movement ignore EZOCs.
 - After completing ferry movement, the unit may conduct normal movement and/or rail transport in the same action.

Important: The Harstad Staging Area contains a ferry terminal. An engineer unit is not required for a unit to begin ferry movement in that staging area.

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13.0 ALLIED AMPHIBIOUS MOVEMENT (ACTION)

The Allied player may use amphibious movement to move units of one sub-command across all sea hexes and hexsides.

Important: All units conducting amphibious movement must either begin the action in a coastal hex, or one of the Allied Staging Areas.

13.1 Amphibious Movement Procedure

Allied units may conduct three different types of amphibious movement, however only one type may be conducted per action. Units may be amphibiously moved:

- 1) From the Harstad Staging Area to a coastal hex; **or**,
 - 2) From a coastal hex to the Harstad Staging Area; **or**,
 - 3) From one staging area to the other staging area.
- Units may move through any number of all-sea hexes and/or coastal hexes.
 - Units cannot amphibiously depart from one coastal hex to land at another coastal hex.
 - Units may not conduct any other type of movement during an amphibious action.
 - Units may move into or through hexes containing EZOC.
 - Units may move through enemy occupied coastal hexes; however, they may not end their movement in such a hex.

Important: Units moving amphibiously may not move into inlet hexsides.

13.2 British Royal Marine Amphibious Assaults



The British Marine unit can make amphibious assaults.

- The Allied player must conduct an amphibious assault action.
- The unit is moved using the procedures in 13.1; however, the unit may end its move in an all-sea hex adjacent to an enemy occupied coastal hex.

Important: Other Allied units may accompany the Marine unit; however, the additional units may not participate in the ensuing close assault.

- The player then conducts a close assault using the Marine unit only against the enemy-occupied coastal hex.
 - 1) If the close assault succeeds in clearing the hex of all defenders, the Marine unit and any other accompanying units may conduct a pursuit.
 - 2) If the close assault fails to clear the hex, place the Marine unit in the Permanently Eliminated Display, and return all other units to their point of departure.

Important: This is a special case in which a unit can both move and attack in the same action.

14.0 GROUND UNIT FIRE & CLOSE ASSAULT

Players use ground unit fire combat (or fire combat) for units of one sub-command to attack enemy units.

- When conducting a ground unit fire action any or all eligible units belonging to the activated sub-command may conduct fire.
- There are three types of fire:

Direct Fire: Units fire at a target in an adjacent hex. All units with a range of one may only use direct fire and close assault.

Ranged Fire: Units with a range greater than one may fire at any eligible target more than one hex distant (i.e., those units with a printed range).

Important: Both direct and ranged fire may be conducted during a Ground Unit Fire Action.

Close Assault: Close assault-capable units fire at adjacent hexes and are awarded fire bonuses and may pursue.

Important: Close assault attacks may only be conducted if the player has declared a Close Assault Action. Direct Fire and Ranged Fire may not be conducted during a Close Assault Action.

- The firing unit(s) is the attacking unit or attacker; the units or units being fired at are the defending unit or defender.
- A unit may only fire at one hex in each action.
- A unit or group of units may fire at each enemy unit in the target hex.
- A unit or stack of units may be attacked any number of times during an action.
- Each unit in a stack may attack a different hex. Stacked units are not required to attack the same hex.

14.1 Fire Procedures

- The firing player conducts all types of fire combat using the below steps:
 - 1) Select the unit or group of units that will fire. The attacking player may select more than one unit (up to all the units in a hex) if all units occupy the same hex.

Example: Two artillery units in different hexes could not add their fire factors to make one attack but could if they were in the same hex.

- 2) Designate one in-range enemy occupied hex (target hex).
- 3) Total the fire factors of all firing units.

Important: If the total fire factor is greater than 12, use the 12 column (prior to shifts) and if it is less than zero, use the zero column.

- 4) Consult the Combat Results Table (CRT) on the map and locate the column corresponding to the total fire factors attacking the hex.

Important: The defender's fire factors are not used.

- 5) Apply all applicable column shifts (14.3).
- 6) Roll 1d6 for each unit in the target hex and cross reference each result with the column obtained in Step 5. If a target hex has more than one unit, fire at the top unit in the stack first and then move to the next unit and so on until all units have been attacked.
- 7) Apply the result to each enemy unit immediately, prior to firing at any other unit in the target hex.

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Example 1: Two German units each with a fire factor of five are stacked together. The German player declares the units will conduct direct fire at an adjacent rough hex occupied by two Allied units. The German player decides to fire both units as a group. Referencing the CRT, the player locates the “10” column and then shifts one column to the left for the rough terrain. The fire will be conducted on the “9” column. The German player then rolls 1d6 with a DR result of E. The top Allied unit in the target hex is eliminated and placed in the Allied Permanently Eliminated Display. The German player then rolls another 1d6 with a DR result of D. The second Allied unit is removed from the map and placed in the Allied Available for Regroup Display.

Example 2: Using the above situation, the German player decides to fire the two German units separately. The German player conducts the first unit’s fire (German player’s choice). The unit has a fire factor of five, and a one column shift is applied resulting in the fire taking place on the “4” column. The German player rolls 1d6 against the top Allied unit with a DR of one for a no effect, the German then rolls 1d6 for the second Allied unit with a DR of five. That Allied unit is removed from the map and placed in the Allied Available for Regroup Display. The second German unit then fires, but since one Allied unit has already been removed from the map, the German player only rolls 1d6 to fire against the surviving Allied unit. The result is a no effect, leaving one Allied unit in the hex.

14.2 Range

Units that have a range of more than one hex have a printed range factor, which is expressed in hexes.

- Units can fire only at hexes within their printed range and if the unit has a line of fire (LOF) to the target hex.
- Count the target hex but not the firing unit’s hex when determining range.
- Units using ranged fire may fire through any type of terrain except peak hexes. Units may fire from or into a peak hex.
- To determine if a peak blocks LOF, lay a straight edge from the center of the firing hex to the center of the target hex. If any part crosses a peak hex, then the LOF is blocked in that hex.

Important: If a LOF passes a hex along a hexside of a peak hex, the LOF is not blocked unless both hexes sharing that hexside are peak hexes.

- Units may conduct direct and ranged fire across all-sea hexes and hexsides.
- Units may not conduct close assault across all-sea hexes and hexsides.

14.3 CRT Column Shifts

The initial attack columns may be modified by right or left column shifts.

- Positive (right) column shifts favor the attacker, and negative (left) column shifts favor the defender.
- Apply all applicable shifts to each combat, subtracting any minus shifts from the positive shifts.

Example: An elite unit is making a close assault against a hex containing rough terrain across an inlet hexside. Shift two to the right (for the elite unit), one to the left for the rough terrain, one for the inlet, for a final shift of zero.

- If the total shifts exceed the 12 column, use the 12 column to resolve the fire.
- If the total shifts would result in a column of less than the one column, use the zero column to resolve the fire.

Important: The only way the zero column is used is via shifts.

- The attacker modifies the column used on the CRT due to the following factors:

Important: If a shift would apply to one of the units in the targeted hex but not to the other, use only those shifts that apply to the unit being attacked (**Exception:** Defending elite units in a close assault).

Terrain: See the TEC.

- +1: Anti-armor vs Armor.
- +2: (Close Assault only) At least one elite unit is attacking.
- +1: (Close Assault only) If no elite units are attacking.
- 1: (Close Assault only) If at least one defending unit is an elite unit.
- 2: (Air Support only) If any enemy anti-aircraft units are in or adjacent to the target hex.
- 1: (Close Assault only) If the defending force’s total strength is at least twice that of the attacking force’s total strength.

Important: If defending units consist of elite and non-elite units, defending non-elite units receive this bonus even if the elite unit is eliminated prior to the other units being attacked.

14.3.1 Terrain

The TEC lists the number of shifts for each type of terrain. Combat shifts for direct (DF) or ranged fire (RF) are in one column and those that apply to close assault are in a second column.

Important: Hexsides only affect combat when conducting a close assault across an inlet hexside.

14.3.2 Anti-Armor Shifts

Units with an “a” after their fire factor are anti-armor capable.

- If a unit fires at a mechanized unit, shift CRT column one column to the right.
- This bonus may be used when using direct, ranged, or close assault fire.

Important: In Narvik, there are only two armor units (one British and one French) that this rule would affect.

14.4 Close Assault

Close assault attacks may only be conducted if the phasing player has declared a close assault action.

- Only those units that have a white or blue rectangle around their fire factor may conduct close assault attacks. Units that are not close assault capable may not attack.
- The target hex of a close assault must be adjacent to the attacking unit(s).
- Close assaults may not be made across an all-sea hexside. They can be made across inlets.
- Close assaults are conducted using the procedures listed in 14.1 through 14.3.

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14.4.1 Counterattacks

If a close assault fails to clear all defending units from the hex (by elimination or retreat), then the defender may conduct a counterattack. A counterattack does not require the expenditure of AP.

- Counterattacks are not mandatory; they are at the discretion of the non-phasing player.
- After the attacking player has completed all close assaults into a target hex, any defending units that are close assault capable may counterattack all units in the firing hex.
- Use the fire procedures in 14.1 through 14.3.

Important: Do not apply any column shifts when conducting a counterattack.

- See Pursuit 15.2.

14.5 Combat Results

There are four results on the CRT.

Disruption (D): The owning player removes the targeted unit from the map and places it in the appropriate Available for Regroup Display.

Elimination (E): The owning player removes the targeted unit from the map and places it in the Permanently Eliminated Display.

Retreat (R): If the target is an elite unit, withdraw the unit one hex. If it is a non-elite unit, the unit routs (15.1)

No effect (–): The target is not affected.

15.0 RETREAT & PURSUIT

Retreat and pursuit are special types of movement which occur following a combat result.

15.1 Retreat Procedure

If a combat result calls for a retreat, the player controlling the units must move the affected units the following number of hexes:

Withdrawal: The owning player retreats elite units one hex.

Rout: The owning player rolls 1d6 for each non-elite unit. The result is the number of hexes that unit must retreat.

- The owning player may retreat units in any direction within the following strictures:
 - 1) A retreating unit may not enter enemy-occupied hexes.
 - 2) A retreating unit may enter a hex in an EZOC; however, the unit may not retreat through a hex in an EZOC (friendly units do not negate this restriction). If forced to retreat through an EZOC the unit is removed from the map and placed in the Available for Regroup Display.
 - 3) A retreating unit may not retreat into hexes containing prohibited terrain or cross a prohibited hexside.
 - 4) If a result calls for a unit to retreat more than one hex, the unit must retreat in such a way to end its retreat that number of hexes away from the original target hex.
 - 5) If a retreat causes a unit to be over-stacked at the end of its retreat, that unit must continue its retreat until it reaches a hex where the retreat does not cause an overstack situation.
 - 6) Allied units that are on or reach a map edge adjacent to an Allied Staging Area may retreat into that area. The retreat ends in the Staging Area regardless of the length of the retreat.
 - 7) Units cannot retreat into the Swedish Transit Staging Area.

8) Units cannot retreat via ferry, railroad, amphibious or airborne movement.

9) Units unable to retreat the required number of hexes are removed from the map and placed in the Available for Regroup Display.

15.2 Pursuit

If a close assault clears the target hex of all enemy units, the attacking player may pursue.

- Non-elite units may pursue one hex (into the target hex).
- Elite units may pursue two hexes (the target hex and one more hex).
- Multiple pursuing elite units may end their pursuit in different hexes.
- Pursuit is not an action and does not require the expenditure of AP.
- If the targeted hex is cleared prior to all attacking units conducting their attack, those units that did not fire may still move into the hex.
- Stacking limits apply at the end of the pursuit.
- Pursuing units may move from one hex in an EZOC directly into another hex in an EZOC.
- Pursuit may be into or across any type of terrain into which the unit could enter by ground movement.
- Defending units (even those launching a counterattack) and non-close assault capable units may not pursue.

Important: A close assault is the only way in which units can advance after combat.

16.0 AIR & NAVAL STRIKES (ACTION)



Players use air and naval strikes to attack enemy units. A player can use any or all air/naval strikes that are in the friendly Air & Naval Strikes Available Display.

- The number printed on air and naval strikes is the unit's fire factor.
- Strikes conduct fire using the procedures (ranged fire) in 14.0.
- Air and naval strikes are initially placed in the appropriate Random Reinforcement Display.
- When received via random reinforcement they are placed in the Air & Naval Strikes Available Display.
- Strikes remain in the above display until the owning player declares an air support or (for naval strikes) a naval support action.

Important: Ground units may not participate in an air or naval support action.

- If a player declares an air or naval support action, the player may use any number of air/naval strikes in the available display. Air strikes may be placed anywhere on the map. Naval strikes may be placed in any coastal hex (not inlet).
- Unused strikes may remain in the available display indefinitely.
- After declaring the air or naval support action the owning player places all desired strike units on the map in enemy-occupied hexes. Strikes may be placed as follows:

Allied Strikes: The player may place up to one air or one naval strike in each target hex.

German Strikes: The player may place up to two air strikes in each target hex on the map.

- After placing all strikes that will participate in the action, the owning player conducts the attacks in each target hex, applying the results (14.5) immediately.

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- After an air or naval strike completes its attack, return the strike to the Random Reinforcement Display.

17.0 REGROUPING (ACTION)

Players use the Regroup Action to return to the map units from one sub-command that are in the Available for Regroup Display.

Important: The player only expends one AP, no matter the number of units from the same sub-command that attempt to regroup.

- A regroup action may return any number of units from one sub-command to the map.
- For each unit of the declared sub-command in the player's Available for Regroup Display, the owning player consults the Regroup Table (last page of the rules) and rolls 1d6.

Designer's Note: Elite units have less of a chance to regroup due to their special equipment and training.

- The player cross-references the DR using the appropriate column (elite or non-elite) and applies the result.

Perm. Elimin. (Permanently Eliminated): Place the unit in the Permanently Eliminated Display.

No Effect: The unit remains in the Available for Regroup Display. The player may attempt to regroup the unit in a subsequent regroup action.

Regroup Unit: The player must immediately deploy the unit as below:

British, French, & Polish: Place in the Harstad Staging Area.

Norwegian: Place in the Bardufoss Staging Area.

German: Place in any German-occupied objective hex. The hex may not be in an EZOC. If no objective hex is available, the unit remains in the Regroup Display.

Important: German units deployed via regroup may overstack. German airborne units may not deploy using the German airborne procedure.

18.0 LEADERS

There are two Leader units in the game: Dietl (German) and Auchinleck (Allied).

18.1 Dietl



Dietl begins the game on the map and is part of the Dietl sub-command. Dietl functions as an elite combat unit.

- When the German player activates the Dietl sub-command, all units assigned to that sub-command are activated and the German player may activate units from any other sub-command that are stacked with or adjacent to the hex that Dietl occupies when the action is declared.
- The additional units do not need to remain stacked with or stay adjacent to Dietl when conducting the declared action.
- If Dietl is on the map, the German player receives two additional AP that GT.
- Dietl does not count for stacking and may stack with any German units.
- Dietl is not affected by direct or ranged fire, nor is he affected by air/ naval strikes.
- Dietl is affected normally by close assault combat results.

18.2 Auchinleck



Auchinleck starts the game in the Allied Scheduled Reinforcement Display. When picked as a reinforcement, the counter is placed in any Allied Staging Area.

- Auchinleck is not a combat unit and may not leave the staging area.
- If during the Action Point Determination Segment Auchinleck is in the staging display, the Allied player receives three additional APs.

19.0 UNIQUE UNITS

19.1 Ski Troops



Ski units in peak and rough hexes may move from one hex in an EZOC directly into another hex in an EZOC (infiltrate).

Exception: If the moving ski unit is in an EZOC generated by at least one enemy ski unit, the moving unit may not move from one hex in an EZOC to another hex in an EZOC.

- Both hexes must be a peak or rough hex.
- Ski units moving from one EZOC to another EZOC may only move that one hex.

19.2 Railroad Artillery



The German railroad artillery unit may only move on contiguous railroad hexes.

Important: An engineer unit is not required.

- Unlike units using rail transport, this unit is not required to begin its move in either town.
- The unit may move an unlimited number of railroad hexes in each movement action.
- The unit must cease movement when entering an EZOC.
- If forced to retreat it must retreat along railroad hexes.
- If regrouped, the unit must be deployed in Narvik or Bjornfjell, and an engineer unit must be present in the hex.

19.3 Engineers



Engineers are required for rail transport (12.4), ferry movement (12.5) and to regroup the German railroad artillery unit (19.2). Optional rules provide an expanded role for engineers.

20.0 STAGING AREAS

Each side has one or more Staging Areas representing off-map bases. Units in the Staging Areas are in play and can be moved onto the map.

- Only Axis units may be placed in the Axis Staging Area (Swedish Transit).
- Only Allied units may enter the Allied Staging Areas (Harstad, Bardufoss)
- An unlimited number of units can stack in a Staging Area.
- ZOCs do not extend into or out of Staging Areas.
- Attacks cannot be launched against enemy Staging Areas.
- Units in a Staging Area cannot attack enemy units on the map.
- The Allied player may deploy reinforcements and regrouped units in Staging Areas.

Important: See 17.0 for placement of regrouped German units.

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- Units entering or exiting Staging Areas via normal movement must enter or exit the map along map edge hexes with the hexside color that matches the color of the Staging Area border.
- To enter a Staging Area, a unit must move into or start a movement action in one of the appropriate map edge hexes and expend one movement point to enter the Staging Area. The unit may not reenter the map during the same action.
- To exit a Staging Area, the unit pays the number of movement points equal to the terrain cost of the first hex entered.
- Moving from a Staging Area via a road costs one half movement point.

20.1 German Staging Area

Once German units are placed on the map, they may not reenter the German Staging Area.

- Units may remain in the staging area indefinitely.

Exception: Swedish Mobilization Event.

- German airborne units enter the map via airborne landing, not by moving from the Staging Area.

20.2 Allied Staging Area

All Allied units may enter either of the Staging Areas. Allied units may enter from a staging area using amphibious movement (13.0), and Harstad for Ferry movement (12.5).

21.0 FOG OF WAR

A player can examine enemy stacks only under certain conditions.

Recon Action: The phasing player designates any one hex. All enemy units in and/or adjacent to that hex are revealed. The units remain revealed until the player who conducted the recon action completes (or passes) another action.

Combat: After a hex has been identified as a target hex. Players must reveal all units in the target hex and any units conducting the fire.

Displays and Staging Areas: Players can not examine enemy units in off-map displays or staging areas.




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OPTIONAL RULES


22.0 OPTIONAL UNITS & TACTICS

22.1 German Start Units (Opt A)

 This option assumes that the German second wave of naval transports made it through the Allied naval blockade. During initial set up (3.0) the Germans can select any or all the OPT(A) units and deploy them (they are part of the Dietl Sub-command). If these units are deployed, then for each unit the Allies add to their start force one of their optional units at no AP cost instead of taking them as reinforcements (per below).


German optional units include a mountain gun battery and a heavy Flak platoon.

22.2 German 2nd Gebirgs Division Reinforcements (Opt B)

 When the German Relief Column marker reaches the Narvik space, add the two OPT(B) units (from the 2nd Gebirgs Division) to the German Reinforcement pool.


If the OPT(B) units are picked, deploy them on any south map edge hexes not containing Allied ground units.

22.3 British Reinforcements


 The Allied player can add any or all these British units to the Reinforcement pool at the start of any Reinforcement phases, starting with Turn 2. For each unit, the Allies must expend three AP (from that turn's AP total).

British optional units include one wing each from a Gurkha battalion and Scissor-force.

22.4 British Royal Marine Boat Movement

 Marines can move across one all-sea hexside directly from one coastal hex to another coastal hex. This costs no additional movement (other than the costs for the land terrain). Marines also pay zero movement to cross Inlet hexsides. This represents organic small boats.

23.0 ENGINEER ACTIONS


 Engineer units can build pontoon bridges and entrenchments and conduct demolition. These actions cost AP.

23.1 Engineer Operations Procedure

Expend one AP and then perform any or all Engineer operations with engineers of one sub-command.

- Each engineer unit can conduct one Engineer operation per action.
- Declare each operation, then roll on the Engineer Operations Table to see if it succeeds or fails.
- Engineer units can conduct no other actions in the same impulse (movement, combat, etc.).
- Non-engineer units cannot perform actions in the same impulse.

23.2 Entrenchment Construction Procedure

 The engineer can be in any ground hex. If the table result is Succeed, place an Entrenchment marker in the hex.

The engineer unit can be in an enemy ZOC.

Important: The ground around Narvik was frozen or covered in snow, therefore the difficulty in building entrenchments in the game.

23.2.1 Entrenchment Effects


All fires against the hex are shifted two columns to the left, cumulative with other shifts. Units in entrenchments conduct all types of attacks normally.

23.2.2 Duration

An entrenchment remains in place until one of the following occurs, and is then removed:

- 1) There are no friendly units in the hex. This can be because all friendly units moved out or were cleared by combat.
- 2) A player cannot capture and use enemy entrenchments.

23.3 Pontoon Bridge Construction Procedure

 The engineer must be adjacent to an inlet hex. If the table result is Succeed, place a Pontoon bridge marker across the hexside.

- There cannot be an enemy unit on the other side of the inlet during the impulse of construction. An EZOC is OK.
- Place the pontoon direction marker to indicate the specific hexside that is being crossed.

23.3.1 Pontoon Bridge Effects

Units cross the bridged hexside at no movement penalty.


- The pontoon bridge negates the defensive shift for the inlet hexside.
- Once in place, the pontoon bridge can be used by either side.

23.3.2 Duration

A pontoon bridge remains in place until one of the following occurs:

- 1) Upon completion of any movement, retreat, or pursuit across the hexside by either player, the player can remove the marker.
- 2) Demolition (see below).

23.4 Engineer Demolition Attacks

 Engineer units can make special demolition attacks to destroy certain terrain features and pontoon bridges.

Targets for Demolition Attacks include:

- 1) Objective hexes.
- 2) Village hexes that contain ferry terminals.
- 3) Pontoon bridges.

23.4.1 Demolition Attack Procedure

The unit must be in either the town or village hex, or adjacent to the pontoon bridge marker. If the table result is Succeed:

Town or Village Hex: Place a Demolished marker in the hex.

Pontoon Bridge: Remove the marker from the map (but do not place a Demolition marker).

23.4.2 Demolition Effects

A town or village hex with a demolition marker cannot be used for ferry or railroad movement. The hex costs an additional movement point to enter. There is no effect on combat.

23.4.3 Removal of Demolition Markers

The engineer must be in the hex with the marker. Remove the marker and the hex is restored to normal functions.

WORLD AT WAR #77, WINTER WAR, ERRATA & VARIANT COUNTERS

Errata Counters:

- 1) The Soviet Siberian Cavalry Corps (3-2-3) replaces the Siberian Cavalry Brigade.
- 2) The Soviet Baltic Marine Brigade (2-2-2) replaces the original Baltic Marine Brigade (2-2-3).
- 3) Soviet 20th Heavy Tank Brigade (3-2-2), at the Soviet player's option, replaces the 20th Tank Brigade (2-1-3). It can be deployed in place of any 2-1-3 reinforcement.
- 4) The Allied air unit replaces the optional (OPT) air unit with the yellow background. It can be taken as an Allied reinforcement per rule 19.0 (it is not an optional unit). Treat it as a Finnish air unit.
- 5) The (OPT) Finnish air unit replaces the air unit with the Swedish flag. It is used with rule 24.7.

Variant Counters:

Red Army Commits a Stronger Armored Force:

- 1) The Soviet player deploys the 15th Motorized Brigade (1-2-3) as part of their initial force, south of the A Line.
- 2) The 1st MC Tank Corps (7-4-3) is initially placed aside per 11.0. Soviets can form the 7-4-3 by combining two 2-1-3 tank brigades and the 15th Motorized Brigade. The 7-4-3 cannot be formed in or enter hexes north of the A Line. This option deducts 2 VP from the Soviet end game total.

Expanded Soviet Arctic Army: The Soviet player deploys the Aerosan Brigade (2-1-4) and the Polar Marine Brigade (2-2-2) as part of their initial force, north of the A Line.

- 1) Treat the Aerosan Brigade as a ski brigade. It is always In Support (15.0) when in the USSR. When outside the USSR, the unit traces a LOS normally.
- 2) The Polar Brigade is a standard Soviet marine unit.
- 3) This option deducts 3 VP from the Soviet end game total.

Historical Note: *Aerosans were sleds with propellers that were useful in navigating winter terrain. In the Winter War the Soviets used small units of Aerosans for raids and resupply. This option assumes they were massed into a larger formation. Note this brigade has the highest movement factor of any ground unit in Winter War.*

Norwegian Finnmark (NW FM) and Swedish Upper Norrland

(SW UNL) Infantry Brigades: These units are used with the Red Army Expanded Offensive option (below).

Red Army Scandinavian General Offensive: If at any time a Soviet unit occupies Petsamo (in northern Finland) then on any GT thereafter the Soviet player may (but does not have to) declare an invasion of Norway-Sweden.

- The invasion can be declared at the start of any Soviet Movement Phase that Soviet units will cross the Swedish and/or Norwegian border.
- Crossing either border brings both Norway and Sweden into play (even if only one country is invaded).
- The Finnish player immediately deploys the NW FM Brigade on any town hex in Norway and the Swedish UNL Brigade on any railroad hex in Sweden.
- If the Scandinavian Alliance option (24.7) is not currently in effect, it immediately goes into effect and does not provide additional VP to the Soviets. The Finnish player then deploys the optional Scandinavian air unit and brigade (3-3-3) on the following GT (8.1).

- If the Scandinavian Alliance option is currently in play there is no further effect.
- Allied Intervention units now appear (DR = 1–3) on any Finnish or Norwegian coastal hexes on the Arctic Ocean or (DR = 4–6) on any west map edge hexes in Norway or Sweden (17.2).
- The Soviet player gains 5 VP for each town hex in Norway that their units occupy at the end of the game.
- The Soviet player gains an additional 10 VP for occupying the railroad at hex 0720 (in Sweden).
- This option deducts 15 VP from the Soviet end game total.

Operation Catherine (OC units): Operation Catherine was proposed by Winston Churchill but never executed. The operation would have had the Royal Navy forcing its way into the Baltic Sea to disrupt German iron ore shipping and make a general show of force.

- At the start of the game the Finnish player decides if he wants to take this option.
- Operation Catherine occurs if an event check on Finnish Events Table 1 results in a DR of 2. Once the event occurs, ignore it if rolled again.
- This option adds 15 VP to the Soviet end game total if it goes into effect.
- When the event occurs, the Finns roll 1d6 and that number of GTs later all three OC units are received as reinforcements.

OC Air Unit: Add this to the Finnish Air Available Display.

RM BXF Brigade (2-2-2): During the Movement Phase of the GT of arrival, deploy this unit on any coastal hex in Finland on the Baltic Sea on or east of Viipuri and south of the A Line. It cannot move in the same turn. The landing hex cannot contain any Soviet land units (but can be in an EZOC). This does not require an amphibious operation, just place the unit on the selected coastal hex. The brigade otherwise operates per Allied intervention units (19.0).

Naval Gunfire Unit: This operates per (21.1) but is used during the Finnish Air Attack Phase.

- Place the gunfire marker on a coastal hex on the Gulf of Finland south of the A Line and in Finland containing any type of Soviet ground units. Roll 1d6 then consult the outcomes below:
 - 1–3: Suppress all Soviet units in hex.
 - 4–5: No Effect
 - 6: Remove the gunfire unit from play permanentlyOtherwise, the Allies can use the gunfire unit once every GT.

Important: The Allied player can use the gunfire unit once every GT, unless the unit has been eliminated.

Red Fleet Negation: On the GT Operation Catherine units arrive, and for all GTs thereafter, the Soviets cannot use naval gunfire or amphibious operations in the Gulf of Finland.

Designer's Note: *Players are, of course, free to use these units to create their own scenario variants.*

Unit Abbreviations:

MC: Mechanized Corps

NW FM: Norwegian Finnmark

OC: Operation Catherine

M BXF: Royal Marine Baltic Expeditionary Force

SW UNL: Upper Norrland

NARVIK 1940: Battle in the Arctic Circle

ALLIED EVENTS TABLE

DR	Event	Allied Random Reinforcements
1	Operation R4: Allies gain 3 AP. If rolled during a GT that Allied scheduled reinforcements arrive, the Allied player may select two sub-commands to arrive.	×1 die roll
2	Norway Debate in Parliament: Allies gain 1 AP.	none
3	Swedish Reluctance: If there are any German units in the Swedish Transit Staging Area, return them to the German Random Reinforcement Display.	×1 die roll
4	Norwegians Rally: select one Norwegian unit in the Regroup or Permanently Eliminated display and deploy it in Bardufoss. Allies gain 1 AP	× 1 die roll
5	Midnight Sun/Northern Lights: Allied player gains 1 AP. German player loses 1 AP.	×1 die roll
6	German threat from south: If the German Relief Column marker is at Bodo or higher, the Allies must conduct a Troop Transfer (see rules). This event can occur only once per game. If rolled again, or the Germans have not reached Bodo, treat as no effect.	none

GERMAN EVENTS TABLE

DR	Event	German Random Reinforcements
1	OKW Interest: Germans gain 2 AP.	×2 die roll
2	OKW Panic.	none
3	Swedish Cooperation: if Germans occupy Bjonfell gain, 1 AP.	×2 die roll
4	German Relief Column encounters severe weather. No change to track.	×1 die roll halved (round down)
5	German Relief Column: Advance 1 space.	×1 die roll
6	German Relief Column: Advance 1 space.	×2 die roll

GERMAN AIRBORNE LANDING TABLE

DR	Result
1	Unit lands
2	Unit lands
3	Unit lands
4	Unit lands
5	Landing disrupted: place unit in the Regroup display
6	Landing disrupted: place unit in the Regroup display
7 (+)	Debacle: place unit in the Permanently Eliminated display

Die roll modifier:

Unit lands adjacent to an enemy Antiaircraft unit: **+1**

ENGINEER OPERATIONS TABLE

DR	1	2	3	4	5	6
Entrenchment construction	Fail	Succeed	Succeed	Succeed	Succeed	Succeed
Pontoon bridge construction	Fail	Fail	Succeed	Succeed	Succeed	Succeed
Demolition	Fail	Succeed	Succeed	Succeed	Succeed	Succeed
Remove demolition marker	Fail	Fail	Fail	Succeed	Succeed	Succeed

REGROUP TABLE

DR	Elite unit checking	Non-Elite unit checking
1	Permanently eliminated	Permanently eliminated
2	No effect	No effect
3	No effect	No effect
4	No effect	Regroup unit
5	Regroup unit	Regroup unit
6	Regroup unit	Regroup unit