

Quick Reference: Norwegian Cards

Norwegian Action Cards

Veisperring (Roadblock)

- 1** One German battalion must move back to where it attacked from.*

*Play when Germany has completed movement

*Norway must have at least one battalion in the area under attack

Sprengt bro (Blown bridge)

- 1** A stack of German battalions must move back to where it attacked from.*

*Play when Germany have completed movement

*Norway must have at least one battalion in the area under attack

Bakhold (Ambush)

- 2** +1 combat die in attack*
or

- 2** +2 combat dice in defense*

*Max one **Bakhold** (Ambush) card in a single combat

Rask forflytning (Rapid movement)

- 1** 1–2 battalions may move 2 land areas*
or

- 1** 1–2 battalions may escape from an area under attack before combat, to an available adjacent area.*

*Must move together to the same area

*Can not be used to move battalions into combat, or through areas occupied by enemy battalion(s).

Panservernkanon (Antitank gun)

- 2** +1 combat die in defense*
or

- 2** **2** Cancels a **Panzer** (Armor) card

*Max one **Panservernkanon** (Antitank gun) in a single combat

Forsterkninger (Reinforcements)

Norwegian 9 April Cards

Jagerfly (Fighters)

- 1** Forces a **Fallskjermtropp** (Paratroopers) battalion to be placed in a land area adjacent to the intended area. Norway choose which area.
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Kystfort (Coastal defenses)

- 2** Play when Germany lands battalions in a land area with a victory city.

☒☒: A German ship is sunk (randomly selected among the ships landing battalions in that land area) and may not land its battalion. The remaining ships must land their battalions in other land areas adjacent to the same sea zone.

☒☒☒: No German battalions may land in the land area with the victory city. The German ships must land their battalions in other land areas adjacent to the same sea zone.

Omdisponering (Reallocation)

- 0** Play after Germany have placed all their ships on the board. One Norwegian battalion may be moved into a land area adjacent to the area it currently occupies.
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Ubåt (Submarine)

- 3** **☒☒☒☒**: Sink a German reinforcement*

*Use immediately after Germany places a reinforcement on the board

*Cannot be used against reinforcements carried by a **Transportfly** (Air transport) card

Forsterkninger (Reinforcements)
