

Tempo: INVASION: NORWAY Plan

assault from sea, if you have moved the heavy naval units to Trondheim. If you get a successful foothold, your goal will be to get the 2nd Mountain Division into action (shipping it to Oslo, then moving it via rail to Vaernes for air transport to the Narvik area). Even after the thaw on May #8, you can still airdrop supplies and conduct two Parachute Assaults with mountain infantry companies. If Narvik has not yet fallen, move a unit into 0604 on April #9 to receive the two Swedish SP's (hey, every little bit helps).

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The use of concentration tactics offers a different approach to capturing Norway—one with many advantages over the usual

pre-emptive tactics. It helps mitigate the effects of bad luck, because fewer risks are taken. It does a very good job of eliminating the Norwegian army before it is fully mobilized. As with the proverbial story of the Tortoise and the Hare, it is often the slow and steady approach which wins the day. Such a different approach may throw off the Allied game plan, creating mistakes for you to exploit. I hope that at the very least the use of concentrations tactics will strengthen your style of play in *INVASION: NORWAY*, leading to the thrill of victory, and for your opponent the agony of defeat.



2. Highest total victory point difference
3. Best Turn Count. Each player's Turn Count is the sum of:

- In a marginal victory, the number of turns played,
- In a decisive or substantial victory, twelve minus the number of turns played,
- In any loss, the number of turns played.

For example, if two players played two games to a 12-turn marginal victory and a 7-turn substantial victory, the substantial winner would have a Turn Count of 17 [12 + (12-7)] and the loser would have a Turn Count of 19 [12 + 7].

4. If still tied, high die roll wins the tie.

Saratoga Tournament Rules

By Andy Lewis

Preliminary Rounds

Everyone will play at least two games—one on each side. The pairings are determined randomly by sides for both games. After preliminary round games are completed, the top four players overall based on Tournament Points will advance to the semi-finals.

We (the developer and designer) predict the following times for completion of turns.

Turns 1-2: 5 minutes each
Turns 3-6: 15 minutes each
Turns 7-12: 10 minutes each

An entire game should take between 2 and 2 and 1/2 hours.

Scoring

Both players received Tournament Points for their performance according to the victory levels in the game:

7 Tournament Points for DECISIVE victory
6 Tournament Points for SUBSTANTIAL victory
5 Tournament Points for Marginal victory
2 Tournament Points for Marginal loss
1 Tournament Points for SUBSTANTIAL loss
0 Tournament Points for DECISIVE loss

If a game must be adjudicated before it is completed, the normal victory conditions are observed, but both players receive one less Tournament Point. For example, an adjudicated Marginal gives the winner 4 Point and the loser 1 Point.

The scoring system is purposely set-up to have a two-time marginal winner score more points than a person with a decisive victory and a marginal loss. The victory point difference in each game and the turn a substantial or decisive victory is achieved should be recorded to be used as tiebreaker.

Tie-Breakers

The tie-breaking procedure is outlined below—continue down the list only until the tie is broken.

1. Highest low point game (*i.e.* having a marginal loss is better than a substantial loss)

Final Rounds

The semi-finals will match the #1 Tournament Point scorer versus the #4 scorer and the #2 scorer versus the #3 scorer. The side played in each game will be determined by bid. The #1 and #2 scorer receive first bid which can be zero. The next person must increase the victory point bid by at least 1/2 point to play the same side. When one person declines to raise the bid, the last bidder gets to play the chosen side, but his opponent receives the number of victory points bid in the game. For example, if the winning bid is 1/2 to play the Americans, the British will start the game with 1/2 victory point.

The finals will be between the winners of the semi-final games. Bid for side is made again. The first bidder is the person who scored more Tournament Points in the semifinal game using the tie-breakers if necessary.

Game Rules Used

Play the standard game without either variant. Use the Advanced rules. Use optional rule 9.4.6 which deals with the illegal play of Tactics Chits. Do not use 2.7 British Limited Intelligence or 13.0 Fog.

