

THE RESERVE ROLL CAMPAIGN BOOK - VOLUME 1: PAGES 3-4

When: After a scenario is set up, but before receiving your Command cards, **roll 2 dice** to see what Reserve units, if any, your High Command are willing to allocate you for the upcoming battle.

STANDARD RESERVE ROLLS



If you roll an Infantry symbol, you may choose to exchange a **Reserve Token** for an Infantry unit.



If you roll an Armor symbol, you may choose to exchange a **Reserve Token** for an Armor unit.



Grenades are wild. If you roll a Grenade symbol, you may choose to exchange a **Reserve Token** for an Infantry unit, an Armor unit, or an Artillery unit.



If you roll a Star **along with a unit symbol** during your Reserve roll, the unit you call up may be upgraded to Elite status.



Each Flag rolled gives one unit of your choice a defensive sandbag position, at *no Reserve Token cost*. Place a sandbag in the same hex as the unit you wish to protect.

BATTLE OF NORMANDY

CAMPAIGN BOOK - VOLUME 1: PAGE 16

ALLIES



FLAG + STAR



Advance any one of your units already deployed on the battlefield at game start up to 2 hexes, at *no Reserve Token cost*.

STAR + STAR



Take 1 Air Sortie / Air Power token, at *no Reserve Token cost!*



AXIS



FLAG + STAR

Place 2 wire obstacles adjacent to any of your units at *no Reserve Token cost*.



When rolled before *The Breakout*, advance any one of your units already deployed on the battlefield at game start up to 2 hexes, at *no Reserve Token cost*.

STAR + STAR

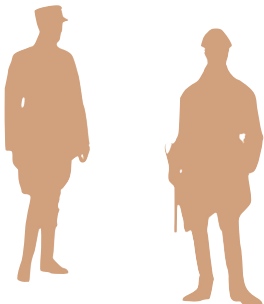


Take 1 Air Sortie / Air Power token, at *no Reserve Token cost!*



UNTERNEHMEN FALL GELB

CAMPAIGN BOOK - VOLUME 1: PAGE 46



ALLIES & AXIS



FLAG + STAR

You may place a wire, a hedgehog, or road blocks (only on a road hex) in a hex adjacent to one of your units, at *no Reserve Token cost*.



STAR + STAR

Take one of the following elements, at *no Reserve Token cost*:

- Elite Infantry unit
- Elite Armor unit
- Air Sortie / Air Power token
- Anti-Aircraft Guns*

*Anti-Aircraft Guns are not represented on the battlefield, yet they are a permanent threat for enemy airplanes, particularly around the towns. If Anti-Aircraft Guns have been installed, you roll one additional Air Check die against your opponent's airplane if the airplane is adjacent to a town hex that is occupied by one of your units.

OPERATION BARBAROSSA

CAMPAIGN BOOK - VOLUME 1: PAGE 80

ALLIES

INFANTRY + STAR



Sniper (*Troops 10 - Sniper*). If deployed at game start, the Sniper may be deployed anywhere within three rows of the Allied baseline. Units may not be placed on impassable terrain. A Partisan unit (use French Resistance rules: *Nations 1 - French Resistance*) may be taken instead of a Sniper if the 'Partisans' What if? event is in effect.

ARMOR + STAR



Cavalry (*Troops 8 - Cavalry*). Soviet Armor forces were rapidly depleted and replaced by Cavalry.

STAR + STAR



Choose one of the following elements, at *no Reserve Token cost*:

- Sniper (*Troops 10 - Sniper*)
- Cavalry (*Troops 8 - Cavalry*)
- Russian elite Armor unit (*Troops 2 - Specialized Units*)
- Air Sortie / Air Power token



AXIS

STAR + STAR



Choose one of the following elements, at *no Reserve Token cost*:

- German Elite Infantry unit (*Troops 2 - Specialized Units*)
- German Combat Engineers (*Troops 4 - Combat Engineers*)
- German Elite Armor Unit (*Troops 2 - Specialized Units*)
- Flammpanzer Armor (*Troops 13 - Flame Thrower Tanks*)
- Air Sortie / Air Power token

INFANTRY + STAR

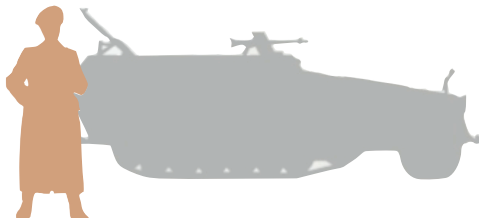


German Elite Infantry unit (*Troops 2 - Specialized Units*)
-OR-
German Combat Engineers (*Troops 4 - Combat Engineers*)

ARMOR + STAR



German Elite Armor unit (*Troops 2 - Specialized Units*)
-OR-
Flammpanzer Armor (*Troops 13 - Flame Thrower Tanks*)



VICTORY EVENTS ROLLS

CAMPAIGN BOOK - VOLUME 1: PAGES 6-7

When: After the next battle is set up but *prior* to any other activity, (like Reserve rolls for the new battle) do the following:

Each player **rolls 2 dice plus 1 die for each battle won up to this point in the campaign** (including the battle just won, if appropriate). Starting with the player who moves first in the scenario you are about to begin, resolve the dice rolls using the *Victory Event Roll Results* table. Start with any Infantry rolled and finish with any Flags.

VICTORY EVENT ROLL RESULTS



Your opponent must remove one Infantry figure from an Infantry unit of his choice.



Your opponent must remove one Armor figure from an Armor unit of his choice.



Reduce the number of Command cards your opponent will hold at the start of the battle by 1. His starting hand, however, must always be at least 1 card. He will draw 2 cards after each turn, until the number listed in the scenario briefing notes.

Special situation - When the Russian player has only 1 card in his hand at the start of a battle and Political Commissar rules are in effect, his one card is placed under the Commissar Chip. At the end of his first turn the Russian player draws 2 cards and must then place one under the Commissar Chip. After the Russian player's first turn, the normal Commissar rules are followed.



Your opponent must retreat one unit of his choice back one hex. Units on the edge of the board, if forced back, lose 1 figure instead of retreating.



Remove one figure from any of your opponent's *full-strength* units. You may not apply more than a single Grenade symbol to any of your opponent's units; and you may not apply a grenade symbol to a single-figure unit (e.g. Sniper, Airplane...).

OPTIONAL RULE: "WHAT IF?" EVENTS

BATTLE OF NORMANDY: "WHAT IF?" EVENTS

CAMPAIGN BOOK - VOLUME 1: PAGE 17

When: If both players agree, **roll 1 die each** before the third campaign. Apply the results from the following list:

 ALLIES	Combat Engineers	Panzerschreck	 AXIS
	Sherman Crocodile	Tigers!	
	Allied Air Supremacy	Camouflage	
	Tigers!	Sherman Crocodile	
	Panzerschreck	Allied Air Supremacy	

UNTERNEHMEN FALL GELB: "WHAT IF?" EVENTS

CAMPAIGN BOOK - VOLUME 1: PAGE 47

When: If both players agree, **roll 1 die each** before the third campaign, either *The Sickle-Cut* or *The Crossing of the Meuse River*. Apply the results from the following list:

 ALLIES	Congestion in the Ardennes	Italians Attack in France	 AXIS
	De Gaulle's Ideas	Refugees	
	RAF Squadrons	Luftwaffe's Air Strikes	
	Refugees	Congestion in the Ardennes	
	Italians Attack in France	De Gaulle's Ideas	

OPERATION BARBAROSSA: "WHAT IF?" EVENTS

FIRST PHASE DIE ROLL CAMPAIGN BOOK - VOLUME 1: PAGE 81

When: If both players agree, **roll 1 die each** before each phase of the campaign, but before having allocated your reserves. Apply the results from the following list:

 ALLIES	Scorched Earth	Hearts and Minds	 AXIS
	Scorched Earth	Barbarosstag	
	Soviet Defensive Strategy	Finns Attack Leningrad!	
	Finns Attack Leningrad!	Scorched Earth	
	Soviet Defensive Strategy	Finns Attack Leningrad!	

OPERATION BARBAROSSA: "WHAT IF?" EVENTS

CAMPAIGN BOOK - VOLUME 1: PAGE 82

SECOND PHASE DIE ROLL

When: If both players agree, **roll 1 die each** before each phase of the campaign, but before having allocated your reserves. Apply the results from the following list:



 ALLIES	Partisans	OKH Halts Offensive	 AXIS
	OKH Halts Offensive	Severe Winter	
	Severe Winter	Japanese Attack!	
	Japanese Attack!	Rasputitsa	
	Rasputitsa	Severe Winter	