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**

- **Infantry** symbol: If you roll an Infantry symbol, you may choose to exchange a Reserve Token for an Infantry unit.
- **Grenade** symbol: 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.
- **Star** symbol: 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.
- **Armor** symbol: If you roll an Armor symbol, you may choose to exchange a Reserve Token for an Armor unit.

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**

**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.
- **Star + Star**: Take 1 Air Sortie / Air Power token, at no Reserve Token cost if the airplane is adjacent to a town hex that is occupied by one of your units.

**UNTERNEHMEN FALL GELB**

**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**

**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.

**AXIS**

- **Infantry + Star**: German Elite Infantry unit (Troops 2 - Specialized Units)
- **Star + Star**: Choose one of the following elements, at no Reserve Token cost:
  - German Elite Infantry unit (Troops 2 - Specialized Units)
  - German Elite Armor unit (Troops 2 - Specialized Units)
  - Flakpanzer IV (Troops 10 - Anti-Aircraft Gun)
  - Flakpanzer (Troops 13 - Flame Thrower Tanks)
  - Air Sortie / Air Power token
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.

**Optional Rule: “What If?” Events**

**Battle of Normandy: “What If?” Events**

- If both players agree, **roll 1 die each** before the third campaign. Apply the results from the following list:
  - Combat Engineers
  - Panzerschrecks
  - Sherman Crocodile
  - Tigers
  - Allied Air Supremacy
  - Camouflage
  - Sherman Crocodile
  - Allied Air Supremacy

**Unternehmen Fall Gelb: “What If?” Events**

- 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:
  - Congestion in the Ardennes
  - De Gaulle’s Ideas
  - RAF Squadrons
  - Refugees
  - Italians Attack in France
  - Refugees
  - Congestion in the Ardennes

**Operation Barbarossa: “What If?” Events**

- **First Phase Die Roll**
  - Scorched Earth
  - Scorched Earth
  - Barbarosstlag
  - Finns Attack Leningrad
  - Scorched Earth
  - Finns Attack Leningrad

- **Second Phase Die Roll**
  - Partisans
  - OKH Halts Offensive
  - Severe Winter
  - Japanese Attack
  - Scarpitisa
  - Severe Winter

**Operation Barbarossa: “What If?” Events**

- 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:
  - Scorched Earth
  - Hearts and Minds
  - Barbarosstlag
  - Finns Attack Leningrad
  - Scorched Earth
  - Finns Attack Leningrad