THE RESERVE ROLL CAMPAIGN BOOK - VOLUME 2: PAGE 3

After a scenario is set up, but before receiving your Command When: 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.

ISLAND HOPPERS



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.

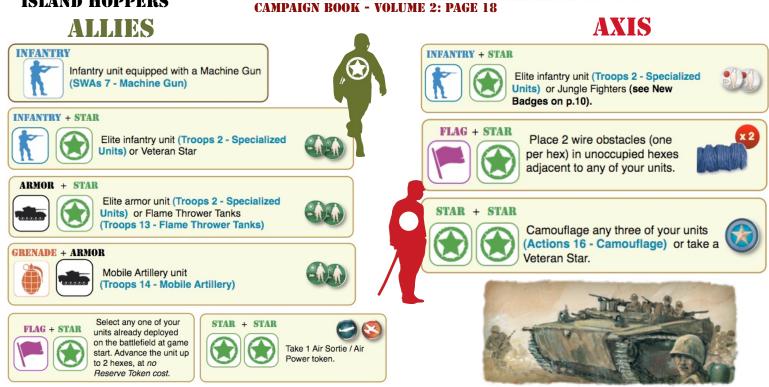


Each Flag rolled gives one unit of your choice a defensive sandbag position, at no Reserve Token cost. Place a sandbag in the same hex as the unit you wish to protect.





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.



THE BYCICLE BLITZKRIEG **CAMPAIGN BOOK - VOLUME 2: PAGE 48**

AXIS

ALLIES ARMOR



GRENADE

The Grenade acts as a wild, however the Axis player may never take Artillery as a reserve unit.

INFANTRY + STAR



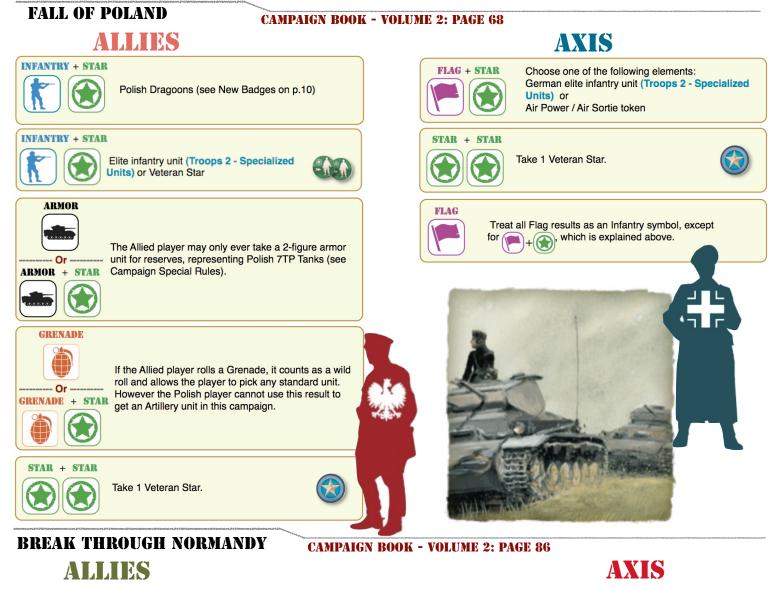
Elite Infantry unit (Troops 2 - Specialized Units) or Combat Engineers (Troops 4 - Combat Engineers).



Elite infantry unit (Troops 2 - Specialized Units) or Combat Engineers (Troops 4 - Combat Engineers) or Elite armor unit (Troops 2 - Specialized Units) or Air Sortie token or Veteran Star









AIR ACES

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Heroic Exploit		Bonus Victory Points Scored	if th
Strafing		+1 VP for each enemy figure eliminated by an air ace while strafing.	their pr victory the side ace acc schedu detailed
Ground Support		+1 VP for each enemy figure eliminated in an attack where the air ace's airplane provided ground support.	
Kamikaze Attack		+3 VPs for an enemy unit eliminated by an air ace's Kamikaze attack.	
Rescue	-	+2 VPs for each successful rescue by an air ace.	
Reconnaissance	*	+1 VP for each recon conducted by an air ace.	
Dogfight	-	+2 VPs for each enemy airplane destroyed when adjacent to your air ace's airplane.	

At the end of each scenario, e accomplished y mission, bonus ts are awarded to ntrolling the air ing to the heroic exploits the left:





VICTORY EVENTS ROLLS **OPTIONAL RULE: "WHAT IF?" EVENTS CAMPAIGN BOOK - VOLUME 2: PAGE 7 ISLAND HOPPERS: "WHAT IF?" EVENTS** After the next battle is set up but prior to any **CAMPAIGN BOOK - VOLUME 2: PAGE 20** When: other activity, (like Reserve rolls for the new When: battle) do the following: If both players agree, roll 1 die each before each campaign. Apply the results from the following list: Each player rolls 2 dice plus 1 die for each battle won up to this point in the campaign Leathernecks Junale Fighters (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 Improvised Hospital lame Thrower Tanks rolls using the Victory Event Roll Results table. Start with any Infantry rolled and finish with any Allied Air Supremacy **Night Attacks** Flags. Finally, apply the Grenades against your opponent. Naval Struggle Forward Command ALLES AXIS VICTORY EVENT ROLL RESULTS Combat Engineers **Cave Construction** Your opponent must remove one Infantry figure from an Infantry unit of his choice. THE BICYCLE BLITZKRIEG: "WHAT IF?" EVENTS INFANTRY **CAMPAIGN BOOK - VOLUME 2: PAGE 50** When: If both players agree, roll 1 die each prior to Your opponent must remove one Armor beginning the campaign. Apply the results from the following figure from an Armor unit of his choice. list. Note: Some Japanese rolls will benefit the British! ARMOR Advanced Training No Bicycles Reduce the number of Command cards your opponent will hold at the start of the **British Tank Regiment** Reinforcements battle by 1. His starting hand, however, STAR

listed in the scenario briefing notes. Special situation - When the Russian player ALLIES 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. FALL OF POLAND: "WHAT IF?" EVENTS After the Russian player's first turn, the normal Commissar rules are followed. When: Your opponent must retreat one unit of his choice back one hex. Units on the edge of

must always be at least 1 card. He will draw 2 cards after each turn, until the number

single-figure unit (e.g. Sniper, Airplane ...).

GRENADE



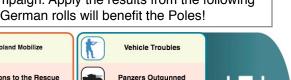
Relief

Defensive Works

Fortifications

Minefields

Fortifications



Propaganda

German Partisans

Soviet Invasion

Jungle-Trained Troops

Force Z

Juggernaut

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AXIS

AXIS

BREAK THROUGH NORMANDY: "WHAT IF?" EVENTS CAMPAIGN BOOK - VOLUME 2: PAGE 87

ALLIES

