

THE RESERVE ROLL CAMPAIGN BOOK - VOLUME 2: PAGE 3

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

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

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

GRENADE
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.

FLAGS
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.

STAR
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.

ISLAND HOPPERS

CAMPAIGN BOOK - VOLUME 2: PAGE 18

ALLIES

INFANTRY
Infantry unit equipped with a Machine Gun (SWAs 7 - Machine Gun)

INFANTRY + STAR
Elite infantry unit (Troops 2 - Specialized Units) or Veteran Star

ARMOR + STAR
Elite armor unit (Troops 2 - Specialized Units) or Flame Thrower Tanks (Troops 13 - Flame Thrower Tanks)

GRENADE + ARMOR
Mobile Artillery unit (Troops 14 - Mobile Artillery)

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

STAR + STAR
Take 1 Air Sortie / Air Power token.



AXIS

INFANTRY + STAR
Elite infantry unit (Troops 2 - Specialized Units) or Jungle Fighters (see New Badges on p.10).

FLAG + STAR
Place 2 wire obstacles (one per hex) in unoccupied hexes adjacent to any of your units.

STAR + STAR
Camouflage any three of your units (Actions 16 - Camouflage) or take a Veteran Star.



THE BYCICLE BLITZKRIEG

CAMPAIGN BOOK - VOLUME 2: PAGE 48

ALLIES

ARMOR
The Allied player may only ever take a 2-figure armor unit for reserves, representing Marmon-Herrington and Lanchester armored cars, as found in several of the scenarios (see Campaign Special Rules).

Or
ARMOR + STAR

STAR + STAR
Take 1 Veteran Star.



AXIS

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).

STAR + STAR
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



ALLIES

INFANTRY + STAR



Polish Dragons (see New Badges on p.10)

INFANTRY + STAR



Elite infantry unit (Troops 2 - Specialized Units) or Veteran Star



ARMOR



The Allied player may only ever take a 2-figure armor unit for reserves, representing Polish 7TP Tanks (see Campaign Special Rules).

ARMOR + STAR



GRENADE



If the Allied player rolls a Grenade, it counts as a wild roll and allows the player to pick any standard unit. However the Polish player cannot use this result to get an Artillery unit in this campaign.

GRENADE + STAR



STAR + STAR



Take 1 Veteran Star.



AXIS

FLAG + STAR



Choose one of the following elements: German elite infantry unit (Troops 2 - Specialized Units) or Air Power / Air Sortie token

STAR + STAR



Take 1 Veteran Star.



FLAG



Treat all Flag results as an Infantry symbol, except for + , which is explained above.



ALLIES

INFANTRY + STAR



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

ARMOR + STAR



Elite armor unit (Troops 2 - Specialized Units) or Sherman Crocodile (Troops 13 - Flame Thrower Tanks)



STAR + STAR



Take 1 Air Sortie / Air Power token or Take 1 Veteran Star.



ARMOR + STAR



Elite armor unit (Troops 2 - Specialized Units) or Tiger (Troops 16 - Tigers).

FLAG + STAR



Upgrade 1 standard Infantry unit on the battlefield with an Anti-Tank Gun (SWAs 5 - Anti-Tank Gun Late War), a Mortar (SWAs 6 - Mortar Late War), or a Machine Gun (SWAs 7 - Machine Gun Late War).

STAR + STAR



Take 1 Air Sortie / Air Power token or Take 1 Veteran Star.



AIR ACES

Heroic Exploit

Bonus Victory Points Scored

Strafing

+1 VP for each enemy figure eliminated by an air ace while strafing.

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, if the air ace accomplished their primary mission, bonus victory points are awarded to the side controlling the air ace according to the schedule of heroic exploits detailed to the left:



VICTORY EVENTS ROLLS

CAMPAIGN BOOK - VOLUME 2: PAGE 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. Finally, apply the Grenades against your opponent.

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

ISLAND HOPPERS: "WHAT IF?" EVENTS

CAMPAIGN BOOK - VOLUME 2: PAGE 20

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

 ALLIES	Leathernecks	Jungle Fighters	 AXIS
	Flame Thrower Tanks	Improvised Hospital	
	Allied Air Supremacy	Night Attacks	
	Naval Struggle	Forward Command	
	Combat Engineers	Cave Construction	

THE BICYCLE BLITZKRIEG: "WHAT IF?" EVENTS

CAMPAIGN BOOK - VOLUME 2: PAGE 50

When: If both players agree, **roll 1 die each** prior to beginning the campaign. Apply the results from the following list. **Note:** Some Japanese rolls will benefit the British!

 ALLIES	Advanced Training	No Bicycles	 AXIS
	British Tank Regiment	Reinforcements	
	Relief	Jungle-Trained Troops	
	Defensive Works	Force Z	
	Fortifications	Juggernaut	

FALL OF POLAND: "WHAT IF?" EVENTS

CAMPAIGN BOOK - VOLUME 2: PAGE 70

When: If both players agree, **roll 1 die each** prior to beginning the campaign. Apply the results from the following list. **Note:** Some German rolls will benefit the Poles!

 ALLIES	Poland Mobilize	Vehicle Troubles	 AXIS
	Dragoons to the Rescue	Panzers Outgunned	
	Western Allies	Propaganda	
	Minefields	German Partisans	
	Fortifications	Soviet Invasion	

BREAK THROUGH NORMANDY: "WHAT IF?" EVENTS

CAMPAIGN BOOK - VOLUME 2: PAGE 87

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

 ALLIES	Reserves	Reserves	 AXIS
	Priests	Tigers!	
	Carpet Bombing	Friendly Fire	
	Tigers!	Jabos	
	Friendly Fire	Resistance	

