

Phase	Standard Effect	Fortune Card Effect	Tactics Card
Airborne Assault : Allies TURN 1 ONLY	1d6 per infantry in Airborne box; 1 = hit (no blockhouse casualties)	1 = airborne hit on 1-2 6 = Axis eliminates 2 AB; no AB attack	#1 ALLIES: Paratrooper Reinforcement
Naval Bombardment : Allies	6 d6 target blockhouses 1-2 = hit	1 = bombardment hits on 1-3 6 = bombardment hits on 1	#2 AXIS: V-2 Rocket Strike
Place Fighters : Allies	max. 4 fighters/zone	1 = no limit on fighters/zone 6 = 1d6 per fighter; grounded on 4-6	#3 ALLIES: Barnstorming
AA Fire (v. Fighters) : Axis	1d6 per arty in fighter zone 1 = hit	1 = artillery hits on 1-2 6 = Allies choose 1 zone no AA fire	#4 AXIS: Fireball from Above
Bomber Strikes : Allies	place bombers (no allied land units in zone); target: 1-3 = hit	1 = bombers hit on 1-5 6 = 1d6 per bomber; grounded on 4-6	#5 ALLIES: Heavy Bombardment
AA Fire (v. Bombers) : Axis	1d6 per arty in bomber zone 1 = hit	1 = artillery hits on 1-2 6 = Allies choose 1 zone no AA fire	#6 AXIS: Friendly Fire
Bombers Land : Allies		1 = replace 1 lost bomber 6 = Axis eliminates 1 bomber	#7 AXIS: Flooding the Lowlands
Allies Move	move land units -- except units in Beachhead (BH) boxes	1 = all Allied units may move 2 6 = UK/US can only move out of 1 zone each	#8 AXIS: Blockhouse Construction
Blockhouses Fire to Sea : Axis	blockhouses target units in BH boxes; 1-3 = hit	1 = blockhouses hit on 1-5 6 = blockhouses hit on 1	#9 ALLIES: Deceptive Landing
Allies Land	move units in BH boxes to adjacent zone	1 = UK may land in zone adjacent to any UK BH; US may land in zone adjacent to any US BH 6 = Units can only move out of 1 UK & 1 US BH	#10 ALLIES: Combined Assault
Allies Attack	One round of combat per contested zone	1 = Allied infantry hits on 1-2 6 = UK/US can only attack in 1 zone each	#11 ALLIES: Long-Range Howitzers
Axis Move	Allied fighters strafe units moving into and/or out of their zone: 1= hit	1 = all Axis units may move 2 6 = Axis can only move out of 2 zones	#12 ALLIES: French Resistance
Axis Attack	One round of combat per contested zone	1 = Axis infantry hits on 1-2 6 = Axis can only attack in 2 zones	#13 AXIS: Long-Range 88s
Allied Reinforcement	2d6 US; 2d6 UK	1 = UK & US may each re-roll 1 die 6 = halve UK & US reinforcements (round up)	#14: ALLIES Reconnaissance Strafing
Axis Reinforcement	2d6 Rennes; 2d6 Rouen (Allied fighters strafe units placed in their zone: 1= hit)	1 = may re-roll 1 die for each sector 6 = halve reinf. for each sector (round up)	#15 AXIS: German Convoy
Fighters Land : Allies		1 = replace 1 lost fighter 6 = Axis eliminates 1 fighter	#16 ALLIES: Volunteers Home Front