Nicht Schiessen!

You must allocate this card to one of your elements that is involved in a battle this turn. If there is no eligible element, discard. One use only.

As soon as your opponent reaches their break point, play this card; your opponent immediately surrenders.

Allies A♠

Air Superiority

Play this card immediately. One use only.

Your air force achieves air superiority for this turn, you may issue orders for an Airstrike this turn.

Allies 2♠

Resistance

Play when required. One use only.

Partisans assist your forces in the expulsion of the hated occupiers from their country. In one RoE game this turn, one platoon (not HQ or Supply) may field a partisan squad worth 2 CE (chose from the Maquis or Soviet Partisan OoB as appropriate)

Allies 3♠

Typhoon Strike

You must allocate this card to one of your players at the start of the round to use in their next game or you may expend it against a target on the campaign map. One use only.

Use in an RoE game as an artillery strike or against any target on the campaign map (as per the Airstrike/Artillery Support rules on page 14)..

Allies 4♠

Partisans

Play when required. One use only.

Partisans strike at your enemy's supply lines. Your opponent may not replace any forces lost using the Free Replacements rule during this turn.

Allies 5♠

Tiger Prey!

Play this card immediately! One use only.

Before each RoE battle this round, but after forces have been chosen, each Allied element must roll a d6. On a 1-3 it has no ranged anti-tank weaponry whatsoever. This does not apply in further rounds.

Allies 6♠

Exposed Flank

Play this card immediately on an eligible element. If more than one is eligible, determine one randomly. If none are eligible, discard. One use only.

An element with an exposed flank is described as one that has at least one hex between it and any friendly element. The affected element must hold until a friendly one is adjacent to it.

Allies 7♠

Code Breakers

Play when required. One use only.

Code-breakers at Bletchley Park have cracked the Axis codes and have managed to provide highly accurate intelligence about the disposition of the Axis forces. The Axis player must reveal the CE of each element on the campaign map, plus the amount available in the Tactical Reserve.

Allies 8♠

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Tigers and 88's

Play in your next Orders phase. One use only.

Reports of enemy armour and anti-tank concentrations halt operations. Plan your orders as normal. When ready to reveal orders, but before they are actually revealed, roll a die for each element that has a Reconnoitre or Advance order. On the score of 1-3, the order must be changed to Hold or Dig-In.

Allies 9♠

Shermans!

You may retain this card until you choose to use it at which point two of your elements may benefit. One use only.

Affected elements may field a Sherman in their next game at 1 CE less than it's listed cost. As long as it is not wrecked or destroyed each Sherman may be used for the remainder of the campaign. The CE of the element(s) in question is not affected.

Allies 10♠

Seek and Destroy

Retain this card until required. It may be played at the start of any campaign turn before moves are declared.
One use only.

After all elements on the campaign map have moved, one element may move an extra hex as long as it enter a hex occupied by the enemy. If this is not possible, the card is discarded.

Any J♠

Mobile Reserves

Retain this card until required. One use only.

If a element is destroyed it may be replaced at the start of your next campaign turn using your Tactical Reserve..

Any Q♠

Intelligence

You must play this card as soon as possible. One use only.

This card entitles you to see one enemy element's planned movement before you declare any of your forces movements or, if applicable, it entitles you to special campaign information provided by the referee (e.g. enemy reserves, objectives, etc.).

Any K♠

Intelligence

You must play this card as soon as possible. One use only.

This card entitles you to see one enemy element's planned movement before you declare any of your forces movements or, if applicable, it entitles you to special campaign information provided by the referee.

Any A♣

Engineers

You may retain this card until you use it. One use only.

Engineers may be used to repair a damaged bridge, clear a minefield, or facilitate a river crossing. At any point of the campaign turn, declare (to the referee, or write it down) that the engineers will repair a damaged bridge. As long as the hex contains your troops and is free of enemy the job is completed. An attempted river crossing may be made by an element as long as it attempts nothing else that turn. If the crossing is successful it may cross the river but remains in the same hex.

Any 2♣

Rapid Reserves

You may retain this card until you choose to use it.
One use only.

At the start of a campaign turn, one element may be reinforced by 3 CE instead of 1, up to its start value.

Any 3♣

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Boats

You must play this card as soon as possible.

You may place boats on a specific river hex and use them once in the game. The hex must be nominated at once. A bonus of +2 is applied to a friendly element crossing the river at this point.

Any 4♣

Bad Weather

Play this card immediately. One use only.

The meteorologists have got it wrong again and the weather takes an unexpected turn for the worse. Starting from this turn the weather is Very Bad. It may change from next turn as normal.

Any 5♣

Mobile Field Hospital

Play Immediately.

A mobile field hospital sets up near to the front lines. When rolling for replacements, if you have a medic, you may re-roll up to 6 dice, instead of the usual 3. This card may be retained and used for the remainder of the campaign. If your side loses its HQ or Supply element, the field hospital is also lost.

Any 6♣

River Assault

Play when required. One use only.

Your logistics corps dredges up some old boats from somewhere and brings them up to the forward supply depot. If one of your elements attempts a river crossing, then it does not have to dice; the attempt is automatically successful.

Any 7♣

Prisoner Interrogation

Play Immediately. One use only.

The capture of some high ranking prisoners reveals your opponent's plans. Nominate one of your opponent's elements. They must then reveal the orders for that element to you. You are then allowed to adjust the orders of any of your elements in response.

Any 8♣

Collaborators

Play when required. One use only.

Civilians, who are sympathetic to your side, give you intelligence on the enemy's movement. If you enter a hex containing an enemy element, you may choose to return to the hex in which you started instead of remaining in the hex.

Any 9♣

Low Morale

Play Immediately. One use only.

News of heavy losses elsewhere on the battlefield has reached your troops. Any element which becomes involved in a battle must first roll a dice. On a roll of a 5 or 6, then the element does not follow its orders and must be issued an Orderly Retreat order. Apply the rules for an element that has been forced to retreat. On a 1 to 4, the battle continues as normal.

Any 10♣

Confusion

Immediately play this card on a random element of your own after campaign turns have been declared. One use only.

The selected element is subject to random movement this turn. If orders mean it is not moving, the element must still move randomly by one hex.

Any J♣

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Tactical Awareness

Play when required. One use only.

Play this card as soon as the enemy plays a card. The enemy card is discarded and takes no effect.

Any Q♣

Rough Going

Play this card as soon as is applicable. One use only.

One random element that is not the Supply or HQ, and is moving this turn with an Advance or Retreat order, loses one hex of movement.

Any K♣

Break in the Weather

Play Immediately.

The weather improves dramatically. For the rest of the campaign there is Good Weather. Do not roll for any further weather changes.

Any A♥

Stubborn Resistance

You must play this card as soon as possible. One use only.

This card is played on one element prior to a battle. It gains the Dogged special rule.

Any 2♥

No Fuel

You must play this card immediately. One use only.

In all of the round's next games, armour fuel shortage becomes critical. At the start of every tabletop RoE turn, roll a d6; on a 1, vehicles on the table are immobilised. Each player takes this test independently as required.

Any 3♥

Exhausted

You must play this card immediately on a random element. One use only.

If your element reaches break point, immediately roll a die; on a 1-3 it will surrender.

Any 4♥

Demolitions

You may retain this card until you choose to use it. One use only.

Engineers may be used to destroy a bridge or clear a minefield. At the start of a campaign turn, declare (to a referee, or write it down) that the engineers will demolish a bridge. As long as the hex contains your troops and is free of enemy the job is completed.

Any 5♥

Counterattack

You may retain this card until you wish to play it. One use only.

Use this card to reinforce an existing element to 24 CE from your reserves. If you include armour it will suffer no fuelshortages for this campaign turn and subsequent RoE battle only. If you fail to engage the enemy this turn the extra reserves will remain, but one full squad in the force will automatically be downgraded by 1 Discipline for the rest of the campaign.

Any 6♥

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Return of a Lost Patrol

You may retain this card until you use it. One use only.

A patrol, thought to have been captured by the enemy, finally returns after hiding and then trekking back from behind enemy lines. Add 2 CE to your Tactical Reserves.

Any 7♥

Low Ammo

Play this card immediately. Lasts for this turn only.
One use only.

Problems with your rear echelon supply lines mean that your supply depot is suffering from a temporary ammo shortage. Any battles you fight this turn will be subject to the Low Ammo rule, whether the element involved is within the normal range for supply or not.

Any 8♥

Redeployment of Reserves

Play Immediately. One use only.

The general staff at headquarters, in their infinite wisdom, have chosen to re-deploy some of your reserves to another sector. Lose 4 CE from your Tactical Reserve.

Any 9♥

Superior Command Ability

Play Immediately. One use only. Lasts one turn only.

Some of your best, veteran field commanders are involved in this campaign. You may choose to take the first turn in a single battle of RoE this turn plus, once you have seen the disposition of your opponent's forces on the table, you may move your own units in any direction by up to 15cm from their initial deployment, prior to starting the game.

Any 10♥

Intelligence

You must play this card as soon as possible. One use only.

This card entitles you to see one enemy element's planned movement before you declare any of your forces movements or, if applicable, it entitles you to special campaign information provided by the referee (e.g. enemy reserves, objectives, etc.).

Any J♥

Intelligence

You must play this card as soon as possible. One use only.

This card entitles you to see one enemy element's planned movement before you declare any of your forces movements or, if applicable, it entitles you to special campaign information provided by the referee (e.g. enemy reserves, objectives, etc.).

Any Q♥

Mobile Reserves

Retain this card until required. One use only.

If an element is destroyed it may be replaced at the start of your next campaign turn using your Tactical Reserve..

Any K♥

Rapid Reserves

You may retain this card until you choose to use it.
One use only.

At the start of the campaign turn, one element may be reinforced by 3 CE instead of 1, up to its start value.

Any A♦

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Skilful Retreat

You may retain this card until you choose to use it.
One use only.

When played, this allows an element under 6CE (see Destroying an Element, page 18) to combine with a friendly element, instead of being automatically destroyed. The CE value is immediately transferred to an adjacent friendly one, following a retreat.

Any 2♦

Skilful Retreat

You may retain this card until you choose to use it.
One use only.

When played, this allows an element under 6CE (see Destroying an Element, page 18) to combine with a friendly element, instead of being automatically destroyed. The CE value is immediately transferred to an adjacent friendly one, following a retreat.

Any 3♦

Blitzkrieg

You must play this card as soon as possible. If it is not used, discard. One use only.

In the next Orders phase, one element with Advance orders may be ordered to move one extra hex.

Axis 4♦

Angriff

Retain this card until required. It may be played at the start of any campaign turn before moves are declared. One use only.

After all elements on the campaign map have moved, one element may move an extra hex as long as it enters a hex occupied by the enemy. If this is not possible, the card is discarded.

Axis 5♦

Low Rations

Play Immediately. One use only.

Your troops are running short of food and are feeling demoralised as a result. Any of your elements involved in a battle this turn will have a break point equal to one third of your troops, regardless of the scenario being played.

Axis 6♦

Mines

You must play this card immediately. One use only.

You may place a minefield on a specific hex. The hex must be nominated at once and may not be one that contains a settlement or bridge. Any enemy element that moves through the hex must roll a D6; on a 1-3 it will lose D3 CE with no chance of recovery. After this, the minefield will be marked and has no further effect.

Axis 7♦

No Retreat!

You must retain this card until required. One use only.

One element of your choice gets +1 Discipline (max 3+) but suffers the 'Not One More Inch' rule (pg 106, RoE rulebook) as well.

Axis 8♦

Jabos

You must play this card immediately. One use only.

Against the Allied assaults late in the war, German armour and infantrymen were terried of enemy fighter-bombers (nicknamed 'Jabos'). Any element that is in a settlement or wood may not move this campaign turn on a roll of 1-3 on a d6.

Axis 9♦

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Redeployment of Reserves

Play Immediately. One use only.

The general staff at headquarters, in their infinite wisdom, have chosen to re-deploy some of your reserves to another sector. Lose 4 CE from your Tactical Reserve.

Axis 10♦

Partisans

Play this card immediately. One use only.

Terrorists have attacked your supply lines and interrupted the flow of materiel to the front. Any battles you fight during this turn will be subject to both the Low Fuel and the Low Ammo rules.

Axis J♦

Schindler's Ammo

You must play this card as soon as possible. If it is not used, discard. One use only.

One unit has been supplied with ammunition that has been tampered with! The next element that is involved in a tabletop battle is subject to the Low Ammo rule (page 10).

Axis Q♦

Anti-aircraft Support

Retain this card until required. One use only.

This card may be played during a campaign turn or a tabletop battle, as required. Effective anti-aircraft or counter-battery fire eliminates enemy aviation or artillery. It eliminates the opposing side's single use of a Fortunes of War card, campaign rule, or tabletop ability (such as an artillery capability chosen from the OoB) that simulates such an attack,

Axis K♦

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