## **®9a** Dice of Decision Card / **Pre-War**

# Indian Independence

#### Selection Requirement

#### India is a British Subjugated Dependent.

###### Option Card Segment

* Remove card 9b *British Crackdown.*
* If no hex in India contains an Axis unit or marker, apply *Minor Country Created* (37.24) to India.

###### Political Events Segment

* Roll on this table:

1. Roll on Colonialism Table

2. Conflicting Plans: No Result

3. Roll on Strategy Board Table

4. Roll on Strategy Board Table

5. Conflicting Plans: No Result

6. Roll on Colonialism Table

***Dice of Decision* Card DSW-3** ★

## **®27 ©** Dice of Decision Card / **Limited War**

# Commonwealth Support

**Selection Requirement**

* The Quit India marker is not in the Strategic Warfare Box.

###### Option Card Segment

* \*ESV: +1 No War / +2 War.

###### Conditional Events Segment

* If Britain’s Posture is not Neutrality, receive:

Britain: 1 colonial infantry step.

***Dice of Decision* Card DSW-6** ★

## **®15** Dice of Decision Card / **Limited War**

# Riviera Conference

#### Selection Requirement

#### Britain is not a PAC, the US is not a PAC, or European Total War has occurred.

###### Option Card Segment

* Apply *European Commitment* (37.13, \*§10.5)

### Replacements Segment

* Britain: 1 infantry step

###### Political Events Segment

* Select *one* Neutral Minor Country on the ANZAC, South Asia, or SE Asia Area Tables and roll:

1. *Influence* (37.18)

2. *Influence* (37.18)

3. *Allies Support Resistance* (37.1)

4. Setback: No Result

5. Roll on Strategy Board Table

6. Roll on Strategy Board Table

###### Conditional Events Segment

* If the US Posture is War, receive:

US: 1 infantry step.

***Dice of Decision* Card DSW-5** ★

## **®40a ©** Dice of Decision Card / **Total War**

# Symbol Conference

**Selection Requirement**

* The USCL is 1 or more.

###### Option Card Segment

* Remove any Western Bases Damaged or LOC Damaged marker in the Strategic Warfare Box.
* Remove card 40b *Trident Conference*.
* Apply *European Commitment* (37.13, \*§10.5).
* **Place in Delay Box:** Britain: one 1-1-2 colonial infantry [Afr]. US: one 4-4-1 infantry [6], one Air Force [13], one Surface Fleet [3], §two LBA [13BC, 13FC].

### Replacements Segment

* US: 1 armor & 2 infantry steps.

###### Political Events Segment

* Roll on the Strategy Board Table.

###### Conditional Events Segment

* If Britain’s Posture is War, receive:

Britain: 1 colonial infantry step.

***Dice of Decision* Card DSW-7** ★

## **®9b** Dice of Decision Card / **Limited War**

# British Crackdown

**Selection Requirement**

* India is a British Subjugated Dependent or Axis Minor Country.

###### Option Card Segment

* Remove card 9a *Indian Independence.*
* If India is a British Subjugated Dependent, the *Axis* faction may roll on the Colonialism Table.

### Replacements Segment

* Britain: 3 infantry steps.

***Dice of Decision* Card DSW-4** ★

## **®3b** Dice of Decision Card / **Limited War**

# Commonwealth Mobilization

#### Selection Requirement

#### Britain’s Posture is War.

###### Option Card Segment

* Remove card 3a *Commonwealth Rearmament.*
* Apply *European Commitment* (37.13, \*§10.5).
* **Place in Delay Box:** Britain: one Surface Fleet [Eastern], one Convoy marker.

### Replacements Segment

* Britain: 1 infantry step.

###### Conditional Events Segment

* If Total War is not in effect, the Western faction may select *one* Port or City hex in a British Dependent and place a British Detachment there. The hex cannot contain an enemy unit or marker.

***Dice of Decision* Card DSW-2** ★

## **®3a** 🛠Dice of Decision Card / **Pre-War**

# Commonwealth Rearmament

#### Selection Requirement

#### Only one Western Rearmament card can be played per year.

###### Option Card Segment

* Remove card 3b *Commonwealth Mobilization.*
* Apply *European Commitment* (37.13, \*§10.5).
* **Place in Delay Box:** Britain: one Surface Fleet [Eastern], one Convoy marker.

###### Conditional Events Segment

* If Total War is not in effect, the Western faction may select *one* Port or City hex in a British Dependent and place a British Detachment there. The hex cannot contain an enemy unit or marker.
* If Britain is *not* a PAC, receive:

Britain: 1 colonial infantry step.

***Dice of Decision* Card DSW-1** ★