## **+§FF** Fortunes of War + Schiffskrieg Card

# Strategic Redeployment

**Play**

* During any Support Segment. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* You may immediately rebase your choice of two LBAs, one LBA and up to four ships, or up to eight ships from City/Port hex(es) to new suitable bases (§1.2). These LBAs and ships remain available for use this Support Segment.

###### 3-5. Minor Effect

* As Major Effect above, except you may only rebase one LBA or up to four ships.

###### 6. No Effect

Air and naval assets appear in an unexpected location!

**Used with FoW and *SK* optional rules**

## **+§EE** Fortunes of War + Schiffskrieg Card

# Strategic Redeployment

**Play**

* During any Support Segment. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* You may immediately rebase your choice of two LBAs, one LBA and up to four ships, or up to eight ships from City/Port hex(es) to new suitable bases (§1.2). These LBAs and ships remain available for use this Support Segment.

###### 3-5. Minor Effect

* As Major Effect above, except you may only rebase one LBA or up to four ships.

###### 6. No Effect

Air and naval assets appear in an unexpected location!

**Used with FoW and *SK* optional rules**

## **+§HH** Fortunes of War + Schiffskrieg Card

# Additional Naval Production

**Play**

* During a friendly Ship Building Segment. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* You receive *two* additional SBPs to use this turn. Each may be assigned to a friendly country of your choice. Any ship built with this card is placed in the Naval WarfareDelay Box, not the Shipyard Delay Box.

###### 3-5. Minor Effect

* As Major Effect above, except you receive only *one* additional SBP to use this turn, assigned to the friendly country of your choice.

###### 6. No Effect

Naval construction proceeds at an accelerated pace!

**Used with FoW and *SK* optional rules**

## **+§GG** Fortunes of War + Schiffskrieg Card

# Additional Naval Production

**Play**

* During a friendly Ship Building Segment. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* You receive *two* additional SBPs to use this turn. Each may be assigned to a friendly country of your choice. Any ship built with this card is placed in the Naval WarfareDelay Box, not the Shipyard Delay Box.

###### 3-5. Minor Effect

* As Major Effect above, except you receive only *one* additional SBP to use this turn, assigned to the friendly country of your choice.

###### 6. No Effect

Naval construction proceeds at an accelerated pace!

**Used with FoW and *SK* optional rules**

## **+§DD** Fortunes of War + Schiffskrieg Card

# Submarine Warfare

**Play**

* During any Sub Patrol (§5.3) in which an “X”-boat has successfully spotted a target. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* Do *one* of the following:
* Automatically sink the “X”-boat’s target without rolling for hits, then return the “X”-boat to the Force Pool.
* Immediately remove the “X”-boat from play and cancel its attack.

###### 3-5. Minor Effect

* Do *one* of the following:
* Apply a +1 DRM to the “X”-boat’s attack, then return the “X”-boat to the Force Pool.
* Immediately place the “X”-boat one year ahead on the Turn Track and cancel its attack.

###### 6. No Effect

A sub moves inside an enemy base looking for targets!

**Used with FoW and *SK* optional rules**

## **+§CC** Fortunes of War + Schiffskrieg Card

# Submarine Warfare

**Play**

* During any Sub Patrol (§5.3) in which an “X”-boat has successfully spotted a target. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* Do *one* of the following:
* Automatically sink the “X”-boat’s target without rolling for hits, then return the “X”-boat to the Force Pool.
* Immediately remove the “X”-boat from play and cancel its attack.

###### 3-5. Minor Effect

* Do *one* of the following:
* Apply a +1 DRM to the “X”-boat’s attack, then return the “X”-boat to the Force Pool.
* Immediately place the “X”-boat one year ahead on the Turn Track and cancel its attack.

###### 6. No Effect

A sub moves inside an enemy base looking for targets!

**Used with FoW and *SK* optional rules**

## **+§BB** Fortunes of War + Schiffskrieg Card

# Stunning Air Raid

**Play**

* Before rolling on the Base Attack Table. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* This Base Attack automatically gets two Combat Rounds – do not roll on the Base Attack Table.
* All friendly carriers and LBAs in the Base Attack receive a +1 DRM for *both rounds* of combat.

###### 3-5. Minor Effect

* As Major Effect above, except friendly carriers and LBAs in the Base Attack receive a +1 DRM only for the *first round* of combat.

###### 6. No Effect

A daring air raid completely surprises ships in harbor!

**Used with FoW and *SK* optional rules**

## **+§AA** Fortunes of War + Schiffskrieg Card

# Stunning Air Raid

**Play**

* Before rolling on the Base Attack Table. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* This Base Attack automatically gets two Combat Rounds – do not roll on the Base Attack Table.
* All friendly carriers and LBAs in the Base Attack receive a +1 DRM for *both rounds* of combat.

###### 3-5. Minor Effect

* As Major Effect above, except friendly carriers and LBAs in the Base Attack receive a +1 DRM only for the *first round* of combat.

###### 6. No Effect

A daring air raid completely surprises ships in harbor!

**Used with FoW and *SK* optional rules**

## **+§PP** Fortunes of War + Schiffskrieg Card

# Storms at Sea

**Play**

* During any Support Segment after an enemy faction attempts to place or contest with a Fleet support unit. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* The enemy faction immediately places its Fleet support unit in the Used Asset Box. All ships used to form the support unit’s Task Force are placed in that Naval Zone’s Used Box.

###### 3-5. Minor Effect

* All ships in the enemy Fleet support unit’s Task Force have their Speed reduced by 2 (to a minimum of 1) before Speed Checks.

###### 6. No Effect

An unexpected storm disrupts naval operations!

**Used with FoW and *SK* optional rules**

## **+§NN** Fortunes of War + Schiffskrieg Card

# Storms at Sea

**Play**

* During any Support Segment after an enemy faction attempts to place or contest with a Fleet support unit. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* The enemy faction immediately places its Fleet support unit in the Used Asset Box. All ships used to form the support unit’s Task Force are placed in that Naval Zone’s Used Box.

###### 3-5. Minor Effect

* All ships in the enemy Fleet support unit’s Task Force have their Speed reduced by 2 (to a minimum of 1) before Speed Checks.

###### 6. No Effect

An unexpected storm disrupts naval operations!

**Used with FoW and *SK* optional rules**

## **+§RR** Fortunes of War + Schiffskrieg Card

# Naval Intelligence Coup

**Play**

* During any Air & Naval Combat except a Base Attack. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* Receive a +1 DRM for selecting your choice of Day or Night Action (§4.2) in this Air & Naval Combat.
* All friendly ships involved in this Air & Naval Combat receive a +1 DRM for *both rounds* of combat.

###### 3-5. Minor Effect

* All friendly ships involved in this Air & Naval Combat receive a +1 DRM for the *first round* of combat only.

###### 6. No Effect

Naval intelligence used to ambush enemy forces!

**Used with FoW and *SK* optional rules**

## **+§QQ** Fortunes of War + Schiffskrieg Card

# Naval Intelligence Coup

**Play**

* During any Air & Naval Combat except a Base Attack. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* Receive a +1 DRM for selecting your choice of Day or Night Action (§4.2) in this Air & Naval Combat.
* All friendly ships involved in this Air & Naval Combat receive a +1 DRM for *both rounds* of combat.

###### 3-5. Minor Effect

* All friendly ships involved in this Air & Naval Combat receive a +1 DRM for the *first round* of combat only.

###### 6. No Effect

Naval intelligence used to ambush enemy forces!

**Used with FoW and *SK* optional rules**

## **+§MM** Fortunes of War + Schiffskrieg Card

# Global Raiders

**Play**

* During any Logistics Segment in which \*there is a War marker in the Western box of the off-map War Display, or ©Britain or the US have a Posture of War on both maps. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* Do *one* of the following:
* \*Apply Successful Commerce Raid (§5.1.2).
* ©If you achieve a Successful Commerce Raid on one map, it *also* applies to the other map.
* Cancel a Successful Commerce Raid.

###### 3-5. Minor Effect

* Do *one* of the following:
* \*Apply Successful Commerce Raid (§5.1.2).
* ©If you achieve a Successful Commerce Raid, you *may* apply it to the other map instead.
* \*Cancel a Successful Commerce Raid or ©have it apply to the other map instead.

###### 6. No Effect

Axis raiders strike Allied shipping far from home!

**Used with FoW and *SK* optional rules**

## **+§LL** Fortunes of War + Schiffskrieg Card

# Global Raiders

**Play**

* During any Logistics Segment in which \*there is a War marker in the Western box of the off-map War Display, or ©Britain or the US have a Posture of War on both maps. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* Do *one* of the following:
* \*Apply Successful Commerce Raid (§5.1.2).
* ©If you achieve a Successful Commerce Raid on one map, it *also* applies to the other map.
* Cancel a Successful Commerce Raid.

###### 3-5. Minor Effect

* Do *one* of the following:
* \*Apply Successful Commerce Raid (§5.1.2).
* ©If you achieve a Successful Commerce Raid, you *may* apply it to the other map instead.
* \*Cancel a Successful Commerce Raid or ©have it apply to the other map instead.

###### 6. No Effect

Axis raiders strike Allied shipping far from home!

**Used with FoW and *SK* optional rules**

## **+§KK** Fortunes of War + Schiffskrieg Card

# Caught at Close Range

**Play**

* During any Air & Naval Combat. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* If this Air & Naval Combat Round is a Day Action, up to *two* friendly surface ships can attack with their Gunnery Factors. The surface ships receive a +1 DRM for their attacks.
* If this Air & Naval Combat Round is a Night Action, you can attack up to *two* enemy carriers and apply combat results to them regardless of the presence of enemy surface ships. Attacks against these carriers receive a +1 DRM.

###### 3-5. Minor Effect

* As Major Effect above, except you can only select *one* friendly surface ship or enemy carrier.

###### 6. No Effect

A carrier moves within range of enemy surface ships!

**Used with FoW and *SK* optional rules**

## **+§JJ** Fortunes of War + Schiffskrieg Card

# Caught at Close Range

**Play**

* During any Air & Naval Combat. Roll an unmodified die on this card table.

###### 1-2. Major Effect

* If this Air & Naval Combat Round is a Day Action, up to *two* friendly surface ships can attack with their Gunnery Factors. The surface ships receive a +1 DRM for their attacks.
* If this Air & Naval Combat Round is a Night Action, you can attack up to *two* enemy carriers and apply combat results to them regardless of the presence of enemy surface ships. Attacks against these carriers receive a +1 DRM.

###### 3-5. Minor Effect

* As Major Effect above, except you can only select *one* friendly surface ship or enemy carrier.

###### 6. No Effect

A carrier moves within range of enemy surface ships!

**Used with FoW and *SK* optional rules**