## **+F** Fortunes of War Card

# Superheavy Artillery

**Play**

* During a friendly Regular Combat Segment (not a Blitz Combat Segment). Roll an unmodified die on this card table.

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

* Select *one* enemy fortress unit (not a port-a-fort) adjacent to friendly ground units and eliminate one step from it *before* resolving an attack. If all units in the hex are eliminated, the attacker may Advance After Combat. If combat must still be resolved against the hex, the defender does *not* receive a Fortress CRT Column Shift this Segment.

###### 3-4. Minor Effect

* As Major Effect above, except the defender does receive a Fortress CRT Column Shift.

###### 5-6. No Effect

Massive siege guns are deployed to reduce a fortress!

**Used with FoW optional rules**

## **+E** Fortunes of War Card

# Superheavy Artillery

**Play**

* During a friendly Regular Combat Segment (not a Blitz Combat Segment). Roll an unmodified die on this card table.

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

* Select *one* enemy fortress unit (not a port-a-fort) adjacent to friendly ground units and eliminate one step from it *before* resolving an attack. If all units in the hex are eliminated, the attacker may Advance After Combat. If combat must still be resolved against the hex, the defender does *not* receive a Fortress CRT Column Shift this Segment.

###### 3-4. Minor Effect

* As Major Effect above, except the defender does receive a Fortress CRT Column Shift.

###### 5-6. No Effect

Massive siege guns are deployed to reduce a fortress!

**Used with FoW optional rules**

## **+H** Fortunes of War Card

# Surprise Attack

**Play**

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

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

* Select up to *two* friendly Support or HQ units from the map or Turn Track and return them to your Force Pool – do not place them in the Delay Box.
* Select *one* friendly HQ unit or Logistics marker that can serve as a Replacement Location (1.3.4). For this Replacements Segment only, all hexes *adjacent* to the HQ unit or Logistics marker are *also* Replacement Locations.

###### 3-4. Minor Effect

* As Major Effect above, except you can select only *one* friendly Support or HQ unit from the map or Turn Track and place it in your Force Pool.

###### 5-6. No Effect

Troops are massed in secret for a surprise offensive!

**Used with FoW optional rules**

## **+G** Fortunes of War Card

# Surprise Attack

**Play**

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

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

* Select up to *two* friendly Support or HQ units from the map or Turn Track and return them to your Force Pool – do not place them in the Delay Box.
* Select *one* friendly HQ unit or Logistics marker that can serve as a Replacement Location (1.3.4). For this Replacements Segment only, all hexes *adjacent* to the HQ unit or Logistics marker are *also* Replacement Locations.

###### 3-4. Minor Effect

* As Major Effect above, except you can select only *one* friendly Support or HQ unit from the map or Turn Track and place it in your Force Pool.

###### 5-6. No Effect

Troops are massed in secret for a surprise offensive!

**Used with FoW optional rules**

## **+D** Fortunes of War Card

# Diplomatic Intelligence Coup

**Play**

* During any Political Events Segment, except for Axis Political Events Segments when the Axis current Option card is Production Directive or Imperial Directive. Roll an unmodified die on this card before anyone rolls on another table.

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

* Do not roll on the specified table; instead, you may select the result from it. The selected result must be one that could be achieved on the table given the current Political DRM (1.1.2.1). If the selected result refers you to another table, that roll is handled normally.

###### 3-4. Minor Effect

* Roll on the specified table normally, but you may reroll the result *one* time.

###### 5-6. No Effect

A well-placed source reveals foreign plans!

**Used with FoW optional rules**

## **+C** Fortunes of War Card

# Diplomatic Intelligence Coup

**Play**

* During any Political Events Segment, except for Axis Political Events Segments when the Axis current Option card is Production Directive or Imperial Directive. Roll an unmodified die on this card before anyone rolls on another table.

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

* Do not roll on the specified table; instead, you may select the result from it. The selected result must be one that could be achieved on the table given the current Political DRM (1.1.2.1). If the selected result refers you to another table, that roll is handled normally.

###### 3-4. Minor Effect

* Roll on the specified table normally, but you may reroll the result *one* time.

###### 5-6. No Effect

A well-placed source reveals foreign plans!

**Used with FoW optional rules**

## **+B** Fortunes of War Card

# Partisans & Quislings

**Play**

* During a friendly Political Events Segment. Roll an unmodified die on this card table.

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

* Apply *one* of the following events:
* *Allies Support Resistance* (19.1, 37.1).
* *Civil War Defeat* (19.4)
* *Civil War Victory* (19.5)
* *Germany Supports Nationalists* (19.17).
* *Japan Supports Nationalists* (37.20).
* *Neutrals Pressured* (19.28, 37.27).

###### 3-4. Minor Effect

* As Major Effect above, except that you cannot apply *Neutrals Pressured*.

###### 5-6. No Effect

A “Fifth Column” works behind enemy lines!

**Used with FoW optional rules**

## **+A** Fortunes of War Card

# Partisans & Quislings

**Play**

* During a friendly Political Events Segment. Roll an unmodified die on this card table.

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

* Apply *one* of the following events:
* *Allies Support Resistance* (19.1, 37.1).
* *Civil War Defeat* (19.4)
* *Civil War Victory* (19.5)
* *Germany Supports Nationalists* (19.17).
* *Japan Supports Nationalists* (37.20).
* *Neutrals Pressured* (19.28, 37.27).

###### 3-4. Minor Effect

* As Major Effect above, except that you cannot apply *Neutrals Pressured*.

###### 5-6. No Effect

A “Fifth Column” works behind enemy lines!

**Used with FoW optional rules**

## **+P** Fortunes of War Card

# Inspired Leadership

**Play**

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

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

* For any *one* combat of your choice that does *not* involve a fortress or port-a-fort unit this Combat Segment, you may select the result on the Combat Results Table instead of rolling the die.

###### 3-4. Minor Effect

* For any *one* combat of your choice that does *not* involve a fortress or port-a-fort unit this Combat Segment, you may reroll the result on the Combat Results Table.

###### 5-6. No Effect

A brilliant operational plan achieves victory!

**Used with FoW optional rules**

## **+N** Fortunes of War Card

# Inspired Leadership

**Play**

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

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

* For any *one* combat of your choice that does *not* involve a fortress or port-a-fort unit this Combat Segment, you may select the result on the Combat Results Table instead of rolling the die.

###### 3-4. Minor Effect

* For any *one* combat of your choice that does *not* involve a fortress or port-a-fort unit this Combat Segment, you may reroll the result on the Combat Results Table.

###### 5-6. No Effect

A brilliant operational plan achieves victory!

**Used with FoW optional rules**

## **+R** Fortunes of War Card

# Disastrous Drop

**Play**

* After an enemy Airdrop (4.1.1). Roll an unmodified die on this card table.

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

* Immediately place the enemy airborne or helicopter unit in the Delay Box. The enemy faction does not receive a Blitz Combat shift for the Airdrop marker, nor does it conduct an Airdrop Landing (4.1.4).

###### 3-4. Minor Effect

* As Major Effect above, except the phasing faction may cancel this effect by placing a friendly Air Force or Bomber unit in the Delay Box. The support unit cannot belong to a PAC or TAC.

###### 5-6. No Effect

Airborne troops defeated with heavy losses!

**Used with FoW optional rules**

## **+Q** Fortunes of War Card

# Disastrous Drop

**Play**

* After an enemy Airdrop (4.1.1). Roll an unmodified die on this card table.

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

* Immediately place the enemy airborne or helicopter unit in the Delay Box. The enemy faction does not receive a Blitz Combat shift for the Airdrop marker, nor does it conduct an Airdrop Landing (4.1.4).

###### 3-4. Minor Effect

* As Major Effect above, except the phasing faction may cancel this effect by placing a friendly Air Force or Bomber unit in the Delay Box. The support unit cannot belong to a PAC or TAC.

###### 5-6. No Effect

Airborne troops defeated with heavy losses!

**Used with FoW optional rules**

## **+M** Fortunes of War Card

# Scratch Offensive

**Play**

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

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

* Do *one* of the following:
* Receive *two* Blitz markers for use this turn.
* Place a BH -2 marker in an All-Sea Hex in a Naval Zone with a friendly Naval Base. The hex cannot beadjacent to an enemy Major Country.

###### 3-4. Minor Effect

* As Major Effect above, except:
* You receive only *one* Blitz marker, not two.
* A non-phasing faction may cancel your BH -2 marker placement by placing an Air Force, Interceptor, Surface Fleet, or CV Fleet unit in the Delay Box. The support unit cannot belong to a PAC or TAC.

###### 5-6. No Effect

An aggressive leader launches a shoestring operation!

**Used with FoW optional rules**

## **+L** Fortunes of War Card

# Scratch Offensive

**Play**

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

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

* Do *one* of the following:
* Receive *two* Blitz markers for use this turn.
* Place a BH -2 marker in an All-Sea Hex in a Naval Zone with a friendly Naval Base. The hex cannot beadjacent to an enemy Major Country.

###### 3-4. Minor Effect

* As Major Effect above, except:
* You receive only *one* Blitz marker, not two.
* A non-phasing faction may cancel your BH -2 marker placement by placing an Air Force, Interceptor, Surface Fleet, or CV Fleet unit in the Delay Box. The support unit cannot belong to a PAC or TAC.

###### 5-6. No Effect

An aggressive leader launches a shoestring operation!

**Used with FoW optional rules**

## **+K** Fortunes of War Card

# Mass Surrender

**Play**

* During a friendly Political Events Segment. Roll an unmodified die on this card table.

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

* Select *one* hex adjacent to a friendly ground unit. Eliminate all unsupplied enemy ground units in that hex. The enemy faction may immediately place a Detachment in the hex.

###### 3-4. Minor Effect

* As Major Effect above, except you eliminate one-half (fractions rounded up) of all unsupplied enemy ground units in that hex.

###### 5-6. No Effect

Surrounded enemy troops lay down their arms!

**Used with FoW optional rules**

## **+J** Fortunes of War Card

# Mass Surrender

**Play**

* During a friendly Political Events Segment. Roll an unmodified die on this card table.

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

* Select *one* hex adjacent to a friendly ground unit. Eliminate all unsupplied enemy ground units in that hex. The enemy faction may immediately place a Detachment in the hex.

###### 3-4. Minor Effect

* As Major Effect above, except you eliminate one-half (fractions rounded up) of all unsupplied enemy ground units in that hex.

###### 5-6. No Effect

Surrounded enemy troops lay down their arms!

**Used with FoW optional rules**

## **+T** Fortunes of War Card

# Special Weapons Espionage

**Play**

* During an Axis Political Events Segment when the Axis current Option card is Production Directive or Imperial Directive. Roll an unmodified die on this card before anyone rolls on the Option card table.

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

* Do not roll on the Option card table. Instead, apply *one* of the following events:
* *Banzai!* (37.2, §10.1).
* *Failure (Command): Axis* (19.14, 37.14).
* *Production Success* (19.32, 37.31).
* *Special Weapons Success* (19.36).

###### 3-4. Minor Effect

* Roll on the Option card table normally, but you may reroll the card result *one* time.

###### 5-6. No Effect

Successful espionage mission reveals weapon plans!

**Used with FoW optional rules**

## **+S** Fortunes of War Card

# Special Weapons Espionage

**Play**

* During an Axis Political Events Segment when the Axis current Option card is Production Directive or Imperial Directive. Roll an unmodified die on this card before anyone rolls on the Option card table.

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

* Do not roll on the Option card table. Instead, apply *one* of the following events:
* *Banzai!* (37.2, §10.1).
* *Failure (Command): Axis* (19.14, 37.14).
* *Production Success* (19.32, 37.31).
* *Special Weapons Success* (19.36).

###### 3-4. Minor Effect

* Roll on the Option card table normally, but you may reroll the card result *one* time.

###### 5-6. No Effect

Successful espionage mission reveals weapon plans!

**Used with FoW optional rules**