

Quick Reference: Allied Action Cards

Fransk alpejeger (French mountain troops)

➤ +1 combat die in attack*
or

2 +2 combat dice in defense*

*May not be used in same combat as **Polsk bergjeger** (Polish mountain troops)

Fremmedlegionær (Foreign legion)

➤ +2 combat dice in attack
or

2 +1 combat die in defense

Invasjon (Invasion)

➤ Enables The Allies to place reinforcements in the Movement Phase (phase 1). The battalions may be used to attack hostile land areas.*

*The reinforcements must be acquired as normal by trading in action cards with reinforcement symbols

*Can only be used in land areas adjacent to sea zones III–VII

***Advanced Rules:** Cannot be used to place battalions in a land area where the adjacent sea zone is controlled by Germany

Jagerfly (Fighters)

2 Cancels a **Bombefly** (Bombers) card*
or

1 Forces a **Fallskjermtropp** (Paratroopers) battalion to be placed in a land area adjacent to the intended area. The Allies choose which area.*

*Can only be used in land areas adjacent to sea zones III–VII

***Advanced Rules:** Requires the presence of a **Aircraft carrier** in the adjacent sea zone

Kystbombardement (Coastal bombardment)

Can be used in combats in land areas with a coast line:

➤ +2 combat dice in attack*

*Max one **Kystbombardement** (Coastal bombardment) card in same combat

*Can only be used in land areas adjacent to sea zones III–VII

***Advanced Rules:** Requires the presence of a **Battleship** in the adjacent sea zone

Kystevakuering (Coastal evacuation)

1 1–2 battalion may move from one land area with a coast line to another*
or

2 2 Evacuate one Allied battalion that has been defeated in combat in a land area with a coast line. The battalion may be placed in another land area with a coast line.*

*The battalions may not enter combat

*Can only be used in land areas adjacent to sea zones III–VII

***Advanced Rules:** Cannot be used if the adjacent sea zone is controlled by Germany

Panservernkanon (Antitank gun)

2 +1 combat die in defense*
or

2 2 Cancels a **Panzer** (Armor) card

*Max one **Panservernkanon** (Antitank gun) in a single combat

Polsk bergjeger (Polish mountain troops)

➤ +1 combat die in attack*
or

2 +2 combat dice in defense*


*May not be used in same combat as **Fransk alpejeger** (French mountain troops)

Stridsvogn (Armor)


➤ +1 combat die in attack
or

2 +1 combat die in defense

Ubåt (Submarine)

3 : Sinks a German reinforcement*
or

Advanced rules:

➤ : Sinks a ship in a naval combat

*Play immediately after Germany places a reinforcement on the board

*Cannot be used against reinforcements carried by a **Transportfly** (Air transport) card

Forsterkninger (Reinforcements)

Quick Reference: Allied 9 April Cards

Minelegging (Naval mines)

2 Play when Germany lands battalions from ships in a sea zone. Roll a die:

: Sinks a random German ship in that sea zone, and prevents the ship from landing a battalion*

*Action cards are voided from the German card deck for loss of ships as normal

Regogoseringsfly (Reconnaissance airplane)

0 Play after Germany have placed all their ships on the board. Choose one sea zone and roll a die for every German ship present in that sea zone:

: A German ship is discovered and revealed*

*Cannot be used in sea zones I, VI or VII

*The German ships must still be intercepted before combat

Skip til unnsetning (Ship to the rescue)

0 Play before any ships have been placed on the board: The Allies may exchange one ship they have drawn for one ship chosen among the remaining ships that have not been drawn

Stupbombefly (Dive bombers)

2 Play before all other naval combat:

: Sinks a random German ship*

*May be used in sea zones III–V

*Sunken ships are randomly drawn from all, hidden and visible, German ships present in that sea zone. If a false ship is drawn, the **Stupbombefly** (Dive bombers) card does no damage, but the false ship is removed.

*Action cards are voided from the German card deck for loss of ships as normal

Ubat (Submarine)

3 : Sinks a German reinforcement*

*Play immediately after Germany places a reinforcement on the board

*Cannot be used against reinforcements carried by a **Transportfly** (Air transport) card

Forsterkninger (Reinforcements)
