

Quick Reference: German Action Cards

Artilleri (Artillery)

➤ +1 combat die in attack**
or

➤ +1 combat die in defense*

*May not be used if you attack with **Fallskjermtropp** (Paratroopers) battalions only

*Max one **Artilleri** (Artillery) card in a single combat

Bombefly (Bombers)

➤ +2 combat dice in attack within air range*
or

Advanced rules:

➤ ☒ ☒: Sink a ship in a naval combat within air range*

*Max one **Bombefly** (Bombers) or **Jagerbomber** (Fighter Bombers) card in a single combat

Fallskjermtropp (Paratroopers)

➤ One new battalion may be placed in any land area within air range*

*May be used to attack hostile land areas

*Placement counts as that battalions movement this turn

Gebirgsjäger (Mountain troops)

➤ +1 combat die in attack**
or

➤ +2 combat dice in defense*

*May not be used if you attack with **Fallskjermtropp** (Paratroopers) battalions only

*Max one **Gebirgsjäger** (Mountain troops) card in a single combat

Ingeniørkompani (Engineers)

➤ Cancels a **Veisperring** (Roadblock) or **Sprengt bro** (Blown bridge) card

or

➤ +2 combat dice in defense*

*Max one **Ingeniørkompani** (Engineers) card in a single combat

Jagerbomber (Fighter Bombers)

➤ +1 combat die in attack within air range — may not be canceled by **Jagerfly** (Fighters)*

or

➤ Cancels a **Jagerfly** (Fighters) card

*Max one **Bombefly** (Bombers) or **Jagerbomber** (Fighter Bombers) card in a single combat (only refers to the first effect)

Panzer (Armor)

➤ +2 combat dice in attack**
or

➤ +1 combat die in defense*

*May not be used if you attack with **Fallskjermtropp** (Paratroopers) battalions only

*Max one **Panzer** (Armor) card in a single combat

Rask forflytning (Rapid movement)

➤ 1–2 battalions may move 2 land areas (may also move into combat)*

*Must move together to the same area

Speidertropp (Scouts)

➤ +1 combat die in attack**
or

➤ Cancels a **Bakhold** (Ambush) card*

*May not be used if you attack with **Fallskjermtropp** (Paratroopers) battalions only

*Max one **Speidertropp** (Scouts) card in a single combat

Transportfly (Air transport)

➤ 1–2 battalions may move from one airfield to another airfield where at least one German battalion is present*

or

➤ 1–2 reinforcements may be placed in an airfield where at least one German battalion is present*

*Battalions moved with air transport cannot use their normal movement in the same turn

*The reinforcements must be acquired separately with reinforcement symbols

Ubåt (Submarine)

➤ ☒ ☒: Sink an Allied reinforcement*
or

Advanced rules:

➤ ☒ ☒: Sink a ship in a naval combat

*Use immediately after The Allies place a reinforcement on the board

Forsterkninger (Reinforcements)

Quick Reference: German 9 April Cards

Villedende manøver (Deceiving maneuver)

- 0** Play after The Allies have placed their ships on the board. Choose one sea area and roll a die for each Allied ship in that sea zone:

☒ ☒: The Allied ship must move to an adjacent sea zone chosen by Germany.

Fallskjermtropp (Paratroopers)

- 1** One new battalion may be placed in any land area within air range*

*May be used to attack hostile land areas

*Placement counts as that battalions movement this turn

Bombefly (Bombers)

- 2** +2 combat dice in attack within air range*

*Max one **Bombefly** (Bombers) or **Jagerbomber** (Fighter Bomber) card in a single combat

Transportfly (Air transport)

- 3** 1–2 reinforcements may be placed in an airfield where at least one German battalion is present*

*The reinforcements must be acquired separately with reinforcement symbols

Gebirgsjäger (Mountain troops)

- 2** +1 combat die in attack*

*May not be used if you attack with **Fallskjermtropp** (Paratroopers) battalions only

*Max one **Gebirgsjäger** (Mountain troops) in a single combat

Røykdekke (Smoke screen)

- 2** One intercepted German ship may escape naval combat and land a battalion as normal
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Bløff/trusler (Intimidation)

- 2** Play at the start of a combat. Roll a die for each Norwegian battalion in that area:

☒ ☒: The battalion surrenders and is removed from game

☒ ☒: The battalion retreats to an available adjacent land area of the Norwegian player's choice.

Evakuerte matroser (Evacuated sailors)

- 2** One sunken German ship may land a battalion as normal, before the ship is removed from the game.
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