ACTION PAGE – ROLL A DIE TO START THE TURN-USE RESULTS BELOW

DIE RESULT ⚀	DIE RESULT ⚃	DIE RESULT ⚂	DIE RESULT ⚄	DIE RESULT ⚄	DIE RESULT ⚅
GO TO TABLE 1	GO TO TABLE 2	GO TO TABLE 3	GO TO TABLE 4	MAJOR CONFLICT EUROPE	MAJOR CONFLICT PACIFIC

TABLE 1 – Roll a die, Match die # to the # in a box, if in correct year and not used, perform the event, otherwise use Alternate

1940-43 – *BLITZKRIEG*: Axis: Choose 2 Actions OR 3 Attacks - **Allies** get no actions
ALTERNATE: Allies: +1 USA & ADV 1 WF & Attack EF
Axis Get 1 Action & 1 Attack **❶**

ENIGMA CODE BROKEN – Axis must reroll one successful attack this turn -
Allies: +1 EMT, PMT & ADV 1 EF, SF
Axis – 2 Actions

1944-45 – OPPENHEIMER: ROLL DIE: RESULT (1-4) = Allies +2 PMT and ADV 1 on PAC-ISL-CHN **Result (5-6) = Allies** +1 PMT
ALTERNATE: Allies: +1 USA & Attack SF, PAC
Axis: 1 Action & 2 Attacks **❸**

1940-43 – DESERT FOX- Allies Attack PAC, CHN **Axis:** ADV 1 on SF track and get 2 Actions.
ALTERNATE: Allies: Attack PAC, CHN
Axis: 1 Action & 2 Attacks **❹**

GENERAL PATTON COMMAND- Roll Die: Result (1-4) = Allies +1 EMT, ADV 1 WF, SF
Result (5-6) = Axis: 2 Attacks
Allies: No actions **❺**

1940-42 - *PEARL HARBOR*: Allies +1 USA Track. Attack CHN
Axis +2 PMT & ADV 1 on PAC- ISL & 1 Action
ALTERNATE: Allies: ADV1 ISL & Attack WF
Axis: 1 Action & 1 Attack **❻**

TABLE 2 – Roll a die, Match die # to the # in a box, if in correct year and not used, perform the event, otherwise use Alternate

THE FUHRER RALLIES HIS NATION: Allies: Attack WF, EF.
Axis: +1 EMT and PMT & 2 Actions **❶**

Roll 1 Dice: Result (1-3) = THE BLITZ: Allies: Attack SF/ **Axis:** +1 EMT & 3 Attacks
Result (4-6) = Dowding System: Allies: +1 USA, EMT & ADV 1 EF, SF
Axis 1 Action **❷**

1944-45- Roll Die: Result (1-5) = DDAY- +3 USA Track **Allies** +1 EMT & ADV 1 WF, SF.
Result (6) = (-2) away on USA track **Axis** +1 EMT & 1 Action
ALTERNATE Axis: +1 EMT and PMT **❸**

1943-45-BATTLE OF THE BULGE- Roll Die: Result (1-4) = Allies: +1USA & ADV 1 EF, SF
Result (5-6) = Allies: Attack EF/ **Axis:** 3 Attack
ALTERNATE: Allies: Attacks PAC, CHN
Axis: 1 Action & 2 Attacks **❹**

CHURCHILL: Allies: +1 EMT, PMT & Attack WF with +3 DRM on that Attack & ADV 1 CHN, ISL
Axis: 2 Actions **❺**

1940-43- FRENCH UNDERGROUND: Allies: +2 EMT & Attack WF & ADV 1 ISL
Axis: Choose: 1 Action or 2 Attacks
ALTERNATE: Allies: ADV 1 ISL & Attack WF
Axis: 1 Action & 1 Attack **❻**

TABLE 3 – Roll a die, Match die # to the # in a box, if in correct year and not used, perform the event, otherwise use Alternate

OPERATION TORCH: If Allies are in space 5 OR 4 on SF, then **Allies** ADV 2 on SF OR If **Allies** are in 3,2,1,0 space on the SF track, then the **Allies** Attack WF, EF
Axis: 2 Attacks **❶**

1940-1942 – OPERATION BARBAROSA: Allies Attack EF, SF
Axis +2 EMT & 2 Actions
ALTERNATE: Allies: +1 EMT ADV 1 EF, SF
Axis: 2 Actions **❷**

RUSSIAN WINTER: If Axis EF army is in the 5,4,3 space on the EF track, then **Allies** ADV 1 on EF track and +1 **Allies** on EMT. (If not in 5,4,3 then Ignore) **Allies:** ADV 1 SF & Attack PAC
Axis: 1Action & 1 Attack **❸**

1942-45- STALINGRAD: Roll Die: Result (1-4) = Allies ADV EF, PAC, CHN
Result (5-6) = Axis +1 EMT & 2 Actions
ALTERNATE: Axis: 2 Actions
Allies: +1 PMT & ADV 1 PAC, CHN **❹**

Doolittle Bombs Japan: Allies: +1 USA & Attack CHN, ISL
AXIS: Choose: 2 Actions OR 3 Attacks **❺**

Roll Die: Result (1-3) = UBOATS: Axis add 1 away (-) USA track & +1 EMT & 2 Actions
Result (4-6) = BISMARCK SUNK: Allies +1 USA Track & +1 EMT & **Allies** ADV 1 ISL, WF **❻**

TABLE 4 – Roll a die, Match die # to the # in a box, if in correct year and not used, perform the event, otherwise use Alternate

MACARTHUR: Roll Die: Result (1-2) = Axis: 1 Action & 2 Attacks **Result (3-6) =Allies:** +1 USA, PMT and ADV 1 ISL & Attack WF, SF **❶**

1940-43 – BATTLE OF BRITAIN -Roll Die: Result (1-3) =Axis +1 EMT & 2 Actions
Result (4-6) = Allies +1 EMT& ADV 1 EF, SF
ALTERNATE: Allies: ADV 1 EF, SF
Axis: 2 Actions **❷**

MONTY: Allies: +1 USA, EMT & ADV SF, WF & Attack PAC
Axis: 1 Action & 1 Attack **❸**

1944-45- BATTLE OF BERLIN- Roll Die: Result: (1) = Axis +1 EMT & 2 Actions
Result: (2-6) = Allies: ADV 1 WF, EF, SF
ALTERNATE: Allies: ADV 1 PAC, CHN
Axis: 2 Actions **❹**

BRANDENBERGERS: Axis: +1 EMT, PMT & Choose:2 Actions or 3 Attacks
Allies: ADV 1 PAC, ISL **❺**

1942-45 – MIDWAY: Roll Die: Result:(1-2) = Axis +2 PMT & ADV 1 on PAC, ISL **Result (3-6) = Allies** +2 PMT & ADV 1 on PAC, ISL
ALTERNATE: Axis: 2 Actions **❻**

MAJOR CONFLICT EUROPE

Roll 1D6 2X. ROLL 1 is the ALLIES and ROLL 2 IS THE AXIS. If either side is ahead on the EMT then add the +1 DRM to its roll. Larger Roll minus the Lower Roll result. Advance winner.
Diff of 1-2 – Allies ADV WF (If max then ADV WE or SF) - Axis ADV 1 on 1 (WF, EF, or SF)
Diff of 3-4 – Allies ADV WF, EF (If max on either add in SF) - Axis ADV 1 on 2 (WF, EF, or SF)
Diff of 5-6 – Allies ADV WF, EF, SF (ADV on all possible)- Axis ADV 1 on all WF, EF, or SF

MAJOR CONFLICT PACIFIC

Roll 1D6 2X. ROLL 1 is ALLIES and ROLL 2 IS AXIS. Use PMT for roll. Larger Roll minus the Lower Roll result. Advance winner.
Diff 1-2 – Allies ADV PAC (If maxed ADV ISL or CHN) -Axis ADV 1 on (PAC. ISL, or CHN)
Diff 3-4 – Allies ADV PAC, ISL (If maxed adv SF) - Axis s ADV 1 on 2 (PAC, ISL, CHN)
Diff 5-6 – Allies ADV PAC, ISL, CHN (ADV on all possible)- Axis ADV 1 on all PAC, ISL, CHN

CONFIDENCE CHART (CC)

TURN	AXIS Points	If Axis Points are =< points in Points column then roll one d6
6	4 OR LESS	Result 1-2 = Allied Victory! Result 3-6 = Continue Game
10	5 OR LESS	Result 1-3 = Allied Victory! Result 4-6 = Continue Game
14	8 OR LESS	Result 1-4 = Allied Victory! Result 5-6 = Continue Game
18	11 OR LESS	Result 1-5 =Allied Victory! Result 6 = Continue Game