

Impulse	Fortune	Orders	Tactics (discard after use)
	<b>AIRBORNE ASSAULT</b>	<b>AIRBORNE ASSAULT</b>	<b>PARATROOPER REINFORCEMENTS</b>
1	Roll 1d6: 1: complete surprise. Hit on 1 or 2 2-5: no effect 6: disarray. Axis chooses and removes 2 allied infantry from airborne boxes. Remainder of airborne cannot attack this impulse.	Roll 1d6 for each infantry in each airborne box. Hit on 1's. Blockhouses cannot be targeted.	Roll 1d6 for each airborne box 1-3: place that many (1-3) infantry from the Allied reinforcement charts, in sequence. 4-6: no effect. Note: cannot place more units in the airborne box than printed limitations.
	<b>NAVAL BOMBARDMENT</b>	<b>NAVAL BOMBARDMENT</b>	<b>V2 Rocket Strike</b>
2	Roll 1d6: 1: improved targeting. Hit on 1-3 2-5: no effect 6: heavy fog and pitching seas. Hit only on 1.	roll 6d6. Hit on 2 or less. Targeting only blockhouses.	Roll 1d6 for each allied reinforcement chart. Hit on 1-4 and remove the first available unit on that chart.
	<b>FIGHTERS PATROL</b>	<b>FIGHTERS PATROL</b>	<b>BARNSTORMING</b>
3	Roll 1d6: 1: targets of opportunity. No limit on the number of fighters in a zone this turn. 2-5: no effect 6: airfield unreadiness. Roll 1d6 for each fighter. On 4-6 the fighter is returned to the airfield and cannot patrol this turn.	Place fighters in selected zones.	Choose one fighter to be immune from antiaircraft fire on the next phase.
	<b>Antiaircraft Fire vs. Fighters</b>	<b>Antiaircraft Fire vs. Fighters</b>	<b>Fireball From Above</b>
4	Roll 1d6: 1: low flying fighters. AA hits on 1-2. 2-5: no effect 6: AA shell shortage. Allies choose one zone that cannot conduct AA this turn.	Roll 1d6 for each artillery in a zone with fighters. Hit on 1.	Axis chooses one zone where a fighter was shot down, and choose one allies land unit and remove it from play.
	<b>BOMBER STRIKE</b>	<b>BOMBER STRIKE</b>	<b>HEAVY BOMBARDMENT</b>
5	Roll 1d6: 1: targets of opportunity. Bombers hit on 1-5. 2-5: no effect 6: airfield unreadiness. Roll 1d6 for each fighter. On 4-6 the bomber is returned to the airfield and cannot strike this turn.	Place bombers on zone that do NOT have allied land units. Roll 1d6 for each bomber. Hit on 1-3.	Roll one additional 1d6 for each bomber. Hit on 1-3.
	<b>Antiaircraft Fire vs. bombers</b>	<b>Antiaircraft Fire vs. bombers</b>	<b>Friendly Fire</b>
6	Roll 1d6: 1: low flying bombers. AA hits on 1-2. 2-5: no effect 6: AA shell shortage. Allies choose one zone that cannot conduct AA this turn.	Roll 1d6 for each artillery in a zone with bombers. Hit on 1.	Axis chooses one zone in which the bomber missed, then choose any Allied land unit in an adjacent zone and remove it.
	<b>BOMBERS RETURN</b>	<b>BOMBER STRIKE</b>	<b>Flooding the lowlands</b>
7	Roll 1d6: 1: if any have been lost, return one lost bomber to the airfield. 2-5: no effect 6: Luftwaffe Attack. Axis player chooses and removes one striking bomber from play.	Place bomber on airfield.	Axis chooses a coastal zone that contains no allied land units. No allies land units may move into that zone in the next phase.
	<b>ALLIES MOVE</b>	<b>ALLIES MOVE</b>	<b>Blockhouse construction</b>
8	Roll 1d6: 1: clear roads. All land units may move 2 zones. 2-5: no effect 6: bogged down. Each of UK and US can only move land units out of 1 zone each.	Move land units to adjacent zones. Do not move units from beachhead boxes.	place one blockhouse on any unoccupied blockhouse silhouette in a zone that has at least one axis infantry and no allied land units.

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	Blockhouses fire to sea	Blockhouses fire to sea	<b>DECEPTIVE LANDING ARRANGEMENT</b>
9	Roll 1d6: 1: hedgehog disruption. Blockhouses hit on 1-5. 2-5: no effect 6: ammunition failure. Blockhouses hit on 1 this turn.	Blockhouses fire to connected zone. Hit on 3 or less.	Allies may rearrange any or all of the land units in their beachhead boxes. Must respect limits of boxes, and US/UK ownership.
	<b>ALLIES LAND</b>	<b>ALLIES LAND</b>	<b>COMBINED ASSAULT</b>
10	Roll 1d6: 1: US and UK units can land to adjacent zones 2-5: no effect 6: land units can only move from 1 US and 1 UK beachhead box.	Move land units to adjacent zones.	One next phase, for each allied artillery in a zone, a matched allied infantry hits on a 2 or less
	<b>ALLIES ATTACK</b>	<b>ALLIES ATTACK</b>	<b>LONG RANGE HOWITZERS</b>
11	Roll 1d6: 1: coordinated infantry. Allied infantry hit on 2 or less. 2-5: no effect 6: uncoordinated attacks. Both US and UK land units can only attack one zone each.	Conduct one cycle of combat. Allies attack, Axis defends.	Roll 1d6 per allies artillery against a target axis land unit in an adjacent zone. Hit on 2 or less. Axis cannot counterattack.
	Axis Moves	Axis Moves	<b>FRENCH RESISTANCE</b>
12	Roll 1d6: 1: clear roads. All land units may move 2 zones. 2-5: no effect 6: Fuel shortage. Axis can only move out of 2 zones.	Fighters strafe axis land units moving into or out of zones that are being patrolled. Roll 1d6. Hit on 1.	Allies roll 1d6 for each victory city under axis control. Hit on 2 or less. Allies choice of axis land unit to remove.
	Axis Attack	Axis Attack	Long Range 88's
13	Roll 1d6: 1: coordinated infantry. Axis infantry hit on 2 or less. 2-5: no effect 6: uncoordinated attacks. Axis land units can only attack two zones.	Conduct one cycle of combat. Axis attack, Allies defends.	Roll 1d6 per Axis artillery against a target Allied land unit in an adjacent zone. Hit on 2 or less. Allies cannot counterattack.
	<b>ALLIES REINFORCEMENT</b>	<b>ALLIES REINFORCEMENT</b>	<b>RECON STRAFING</b>
14	Roll 1d6: 1: sustained assault. US and UK can each reroll 1 die for reinforcements. 2-5: no effect 6: sea turbulence. US and UK each only receive 1/2 reinforcements rounded up.	roll 2d6 for each US and UK	move any number of fighters to a zone containing a German reinforcement marker
	Axis Reinforcement	Axis Reinforcement	German Convoy
15	Roll 1d6: 1: Push to the front. Axis can reroll 1d6 per sector 2-5: no effect 6: sabotaged bridges. Axis get 1/2 rounded up of reinforcements.	roll 2d6 for each of the 2 axis zones. Fighters strafe zone they patrol and hit on 1.	choose an axis land unit and move it to any zone. Can only pass through zones that contain at least one axis unit and no allied land units.
	<b>FIGHTERS RETURN</b>	<b>FIGHTERS RETURN</b>	<b>VOLUNTEERS FROM HOME FRONT</b>
16	Roll 1d6: 1: airfield reconstruction. If any fighters have been lost, rebuild 1. 2-5: no effect 6: Luftwaffe attack. Axis player chooses and removes one patrolling fighter from play.	place fighters on airfield	roll 1d6 for each victory city under allied control. Return that many UK infantry to the UK reinforcement chart.