

NAME	ACTION(S)	RESULT(S)	NOTES
Reorganize (6.1)	Conflict $2+$ <b>OR</b> Conflict $1+$ <b>Opponent</b>	<b>Conflict max</b>	Once per year. Ends player turn.
Fortify (6.2)	Conflict $1$	Into any Area you control. <b>Conflict max</b>	Ends player turn.
Reinforce (6.3)	Conflict $1$ <b>Note value of Conflict card</b> $\rightarrow$	Into any Sea Zone. <b>OR</b> $\times 3$ <b>Conflict max</b>	Ends player turn.
Event (6.4)	Events	Lose $\rightarrow$ <b>Ends player turn.</b> Possible exception: Big Push Event Action (6.6)	<b>Bonus action possible. (7.9)</b>
Attack (6.5)	Land Paratroop Amphibious Sea Zone Place to indicate location of attack. Star side indicates bonus dice for a side. Can't attack Neutral land; exc. Allied may attack Vichy (8.5)	Win $\rightarrow$ <b>Trigger immediately</b> <b>Events max</b>	
Big Push (6.6)	<b>Event action <math>\times 2</math></b> <b>OR</b> <b>Attack action <math>\times 2</math></b>	Lose $\rightarrow$ <b>Ends player turn.</b> Possible exception: Big Push Event Action (6.6)	<b>Bonus action possible. Blitzkrieg (7.9.2) possible if Land Attack.</b>
Operation (6.7)	Barbarossa $\rightarrow$ Overlord $\rightarrow$ Bagration $\times 4$ <b>Baltics Bessarabia Crimea Minsk</b> $\times 4$ <b>Normandy, Calais, Holland-Belgium (+ mid-Atlantic) Land areas only.</b>	Win $\rightarrow$ <b>Events and Conflict hand size</b> <b>Conflict max</b> Both players make adjustments shown during Cleanup 7.8.	
<b>Conflict Resolution Procedure (rule 7.0)</b>		<b>Event result(s)</b> Up to 2 times <b>OR</b> <b>Attack result(s)</b> Up to 2 times	<b>Two Event OR Two Attack. (if only one Action successful, gain a Bonus Action)</b>
		Barbarossa $\rightarrow$ Overlord $\rightarrow$ Bagration $\leq 2^*$ + Special rules for  Event cards. Possible multiple Actions shown. See 6.7 for specific rules.	<b>Multiple actions. Barbarossa (Axis) Multiple actions. Barbarossa (Axis) Overlord (Allied) Bagration (Allied)</b>

Grey cells are Actions that are contested. The Active and Nonactive player will perform a Conflict Resolution (rule 7.0) to determine outcome.

"Fill Your Hand!" - Whenever expending a Conflict Card for an Action, immediately replenish that side's Hand to its Hand Size Track limit (if needed). This also applies after any Card discarding after loss of Production Center or suffering a Hand Diminish Event (e.g. Wolfpack).