

Random Event Cards

These cards were developed by somebody else, not me, so I cannot take the credit for them. I did modify them some to fit the Global 1939 game and others.

Draw one card at the beginning of your turn, read and act on the card unless you can hold on to it for a complete round depending on the card. These add a great twist to the game and is really fun. You just need a standard set of playing cards. ([WW2 Aircraft Spotter cards](#))

Coachofmany

Diamonds

Ace- Oil shortage – One transport cannot move for a full turn – card must be played immediately. (Non-combat movement will be allowed).

2- Fuel shortage – All tanks can move only one space this round – card must be played immediately. Non-combat movement will be unaffected.

3- Late orders – Half of the infantry units arrive late for battle, they do not get to attack the first round – Can be used when one of your territories is attacked. Must be played or discarded before your next draw phase.

4- Missed orders – One type of unit does not get to attack the first round (random) Must be played immediately, affects one of your attacks you declare this round. Roll randomly to determine which attack is affected, then roll randomly to determine the type of unit that misses the first round.

5- Bolstered defense – Locals rise up to help the army, add 20% to the infantry stack rounded down (1-5 infantry =+1, 6-10=+2, 11-15=+3). These units can be taken as casualty but they disappear after battle even if not taken as a casualty. Must be played before your next draw phase, can be used when one of your territories is attacked or you may use it when someone is attacking any other territory.

6- Pill boxes - Repel amphibious assault – no shelling of the beach attacks this round. Must be played before your next draw phase, can be used when one of your territories is attacked or you may use it when someone is attacking any other territory.

7- League of Nations steps in – All Pro-Axis, Pro-Allied, & Strict neutral defenders get +20% infantry rounded down (minimum of 1 infantry). Card must be played immediately.

8- Temporary tech - Scientific breakthrough, roll for a free research tech that you

may use this turn only (ends on your next draw phase). Card must play immediately.

Diamonds

9- Women at work – Factory output doubles (i.e. can place 6 units in a 3 unit factory, etc.) next turn. Card must be played immediately. Only affects your factories.

10- General's refuses orders – One of your generals refuses its attack orders. Random determine from one of you declared attacks this round. Destroy one infantry from the declared attackers to regain control of military. If no infantry are in attacking zone, destroy one infantry elsewhere.

Jack- Propaganda – Two infantry rise up in a neutral country (your choice) and attack an enemy occupied neighboring zone. If no neutrals remain that can attack an enemy, you may place two infantry in an enemy controlled territory that is unoccupied by anything (no factory, airbase, etc.). Opponent loses the IPC. You must play this card before your next draw phase.

Queen- Assassination attempt foiled – destroy one Infantry unit in enemy capitol. Card must be played immediately. Card does not affect sea zones.

King- Subs run silent – remove any of your subs from the board that you desire (after writing down their starting position), if they have movement available, you may move them and write down their location on a separate piece of paper for non-combat. Subs reappear at the beginning of your next turn, or if an enemy boat enters their zone (forcing a fight if it's a destroyer, automatically sinks any transports that enter its zone if unaccompanied). If subs enter a battle they get to use their attacking 'to hit' number for the first round and the other boats use their defense value (second round and beyond is sub defend, sub may still submerge at any time if no destroyers are present).

Hearts

Ace- No Retreat – Attacking force cannot retreat. You must play this card before your next draw phase. You can play it against any opponent after they declare their attacks but before they start rolling for combat.

2- Code breaker – Attack orders intercepted, retreat from one zone attacked this round. You must play this card before your next draw phase, you can only play this card when one of your territories are attacked (allowing your armies to withdraw before the battle and you can only move one space to an area you control to withdraw).

3- Sandstorm – Choose one zone in Middle East or Africa without a factory. A sand storm prevents any units from moving into or out of that zone. You must play this card before your next draw phase, it is in effect for one full round of turns (if you play it on your turn, it ends on your turn. If you play it on France's turn it ends on France's turn, etc.)

4- Winter sets – Choose one zone along the north without a factory (must touch the top of the board or touch a zone that touches the top of the board). No units move into or out of that zone this turn. You must play this card before your next draw phase, it is in effect for one full round of turns.

5- For God and country – A territories air force volunteers for the unwinnable fight. Any air units from one zone gain the kamikaze ability for one round. You must play this card before your next draw phase, it can affect any countries air force in one territory. Planes are not forced to use kamikaze ability. For the purposes of this card, any plane that is a kamikaze chooses its target and hits on a 5 or less. Capital ships still require two hits to sink. Kamikazes can be used as industrial bombers doing D6 damage (they cannot be shot down).

6- Forced march – One stack of infantry may move 2 territories this round. Card must be played immediately. You may move an infantry stack that has not yet moved in combat movement 2 territories to enter combat or you may move an

infantry two squares during non-combat (you may not retreat an infantry after combat as its "forced march" movement).

Hearts

7- Friendly support – A neighbor aids your cause. Roll a D6, add IPC's to your funds. You must play this card immediately.

8- Desert Fox – Reroll one round of tank rolls. Must be played before your next draw phase, can be played on any nation's armor after an attack roll. After card is played, owner of armor must reroll that set of attack rolls taking the new total for hits/misses.

9- Hartmann's Maneuver – Reroll one round of fighter rolls. Must be played before your next draw phase, can be played on any nation's fighters after an attack roll. After card is played, owner of fighters must reroll that set of attack rolls taking the new total for hits/misses.

10- Yamamoto's manual found – Reroll one round of naval rolls (one type of naval unit of your choice). Must be played before your next draw phase, can be played on any nation's naval force after an attack roll. After card is played, owner of navy must reroll that set of attack rolls taking the new total for hits/misses.

Jack- Indecision – After all attacks are declared this round, randomly withdraw one of the attacks (die roll). This card must be played before your next draw phase and after a nation has declared their attacks but before they have rolled any hits/misses.

Queen- Precision targeting – All Strategic industrial bombers do 6 IPC's damage this round. Note, heavy bombers do not cause 12 damage, just 6. This card must be played before your next draw phase; it can be played on any nation's bombers.

King- Mussolini's dilemma – You must attack at least 3 different territories the next round. Destroy one infantry in capital if you only attack 2 territories. Destroy 2 if

you attack 1 territory, Destroy 3 if you attack none. Card must be played immediately.

Spades

Ace- Churchill's aura – Double the number of infantry in defense of any territory with a factory (up to 5 extra infantry). You may hold this card until you wish to play it.

2- Stalin's lesson – After a battle where you lose at least 7 infantry, you may place 2 of those destroyed infantry into an adjacent territory. You may hold this card until you wish to play it.

3- Roosevelt's sale – You may sell up to 5 units to another country (or countries, 5 total). The countries may pay 1 less IPC for them, you gain 1 more IPC than listed (for example, you could sell 4 fighters to one enemy (they pay 9 to bank, you gain 41 IPCs). Buyers must place units in factory territories. You may hold this card until you wish to play it. You do not remove items from the board; these are increased production that you are selling off. (Infantry may not be sold)

4- Secret path – You may move units into an impassible territory for one turn. They must move out of that territory next turn. You may hold this card until you wish to play it.

5- Elite squad – One random type of unit other than infantry subtract one from each roll in the first round. This card must be played before your next draw phase. Any nation or neutral may be the target of this card.

6- Surprise Attack – Half of the defending infantry (up to 5) do not return fire round 1. You must play this card before your next draw phase. It can be used on any army that you attack.

7- Sabotage – Roll (2) D6 damage to a random capitol factory (yours included).

Card must be played immediately. Damage is applied after your place units phase (so it doesn't affect your placement this turn).

Spades

8- Strike – One factory cannot produce units this turn. Card must be played immediately. Card cannot target capitol factories. You may choose any country's factory. If only capitol factories exist, card is discarded.

9- Poor roads – Your tanks and mechanized infantry's movement reduced to 1 for this turn. Card must be played immediately.

10- Radar Glitch – Your Aircraft movement reduced by one this turn. Card must be played immediately.

Jack- Fear for subs – All of your non-sub naval units movement reduced by one this turn. Card must be played immediately.

Queen- Tech problems – Enemy's tech advancement fails this round. If an opponent has a tech, card must be played immediately. If an opponent does not have a tech when this card is drawn, you may hold the card until you wish to play it. The tech fails for an entire round (until your next draw phase if played immediately, otherwise, a full round of turns from when it is played).

King- Spy – roll D6 a roll of 6 results in a new tech being learned from an enemy (randomly determined). If an opponent has a tech, card must be played immediately. If an opponent does not have a tech when this card is drawn, you may hold the card until you wish to play it.

Clubs

Ace- Defector – A great scientist defects to your side, you receive 1 free tech roll next round. Card must be played at your next purchase phase (and roll made immediately). This is a bonus tech roll, you can still purchase your normal amount of rolls per turn.

2- Unrest at home – Each unit cost one more IPC to produce in your capitol. Card must be shown immediately but it takes effect next turn.

3- Political unrest – One unoccupied territory an enemy controls becomes a neutral with 2 infantry defenders. Card must be played immediately unless no enemy has an unoccupied territory. If no enemy has an unoccupied territory, you may play it during the draw phase of any subsequent turn that you wish.

4- Back room dealings – You may pass through one enemy controlled territory (you must not finish your move in that territory but you may end in a different enemy territory that is unoccupied (you may not end in an enemy occupied territory). You may end in a neutral's territory. This includes being able to pass through canals or straits. You have two turns (including this one) to play this card or you must discard it.

5- Hurricane in the Atlantic – One naval unit destroyed in a random occupied naval zone in the Atlantic owner is able to salvage half of its cost in IPC. Card must be played immediately.

6- Typhoon in the Pacific – One naval unit destroyed in a random occupied naval zone in the Pacific owner is able to salvage half of its cost in IPC. Card must be played immediately.

7- Rough seas – Amphibious combat is prevented in one sea zone. Card must be played immediately. Roll D6 to determine location.(1-3 Atlantic, 4-5 Pacific, 6 Artic)

8- Fog over Britain – All aircraft based in Britain proper are grounded, no units may fly into or out of Britain for one full cycle of turns. Card must be played immediately.

Clubs

9- Earthquake – The United States is hit in North America and loses a D6 roll of IPC's. Card must be played immediately. This may affect multiple countries.

10- Fire – One factory takes D6 IPC damage this turn that cannot be repaired until next turn (possible reduced output capability). Card must be played immediately. Randomly determine which factory from all the factories on the board.

Jack- The cavalry has arrived – One mechanized infantry appears in a territory of your choice that you control. Card must be played immediately.

Queen- Monsoon – 1 infantry is destroyed in South East Asia. Infantry is chosen by the opposite team player to your right. Card must be played immediately.

King- Peace in the Middle East – No combat is allowed in the Middle East (Persia, Iran, Saudi Arabia, Egypt, for one full round. Card must be played immediately.