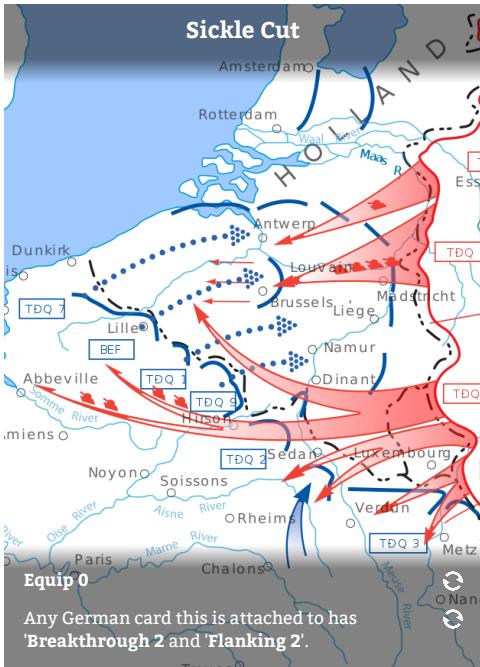




Covert Action 2 Resupply 1 for each friendly American card.



Berserk



Equip 0

Any card this is attached to has 'Breakthrough 2'



Deploy Forward 4

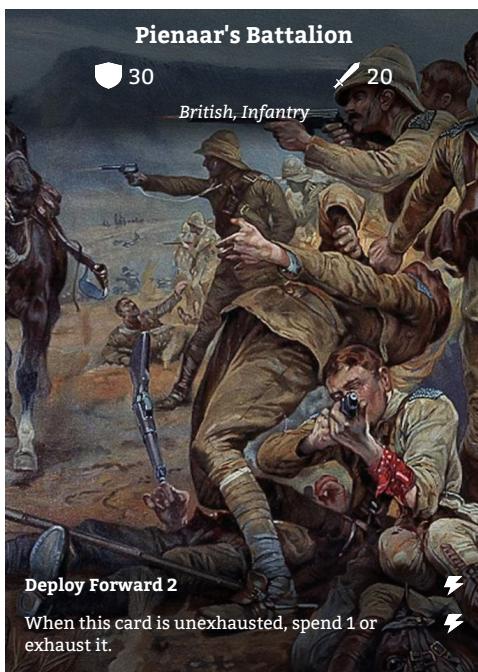
While there is a nearby friendly Spirit card, this card has +40 Offense.



Equip 4

Enemy cards within range 3 have -20 Defense for each time they have attacked a friendly Italian card this turn.

Pienaar's Battalion



Deploy Forward 2

When this card is unexhausted, spend 1 or exhaust it.



Action 3 Spend 1 less for each friendly Air card.

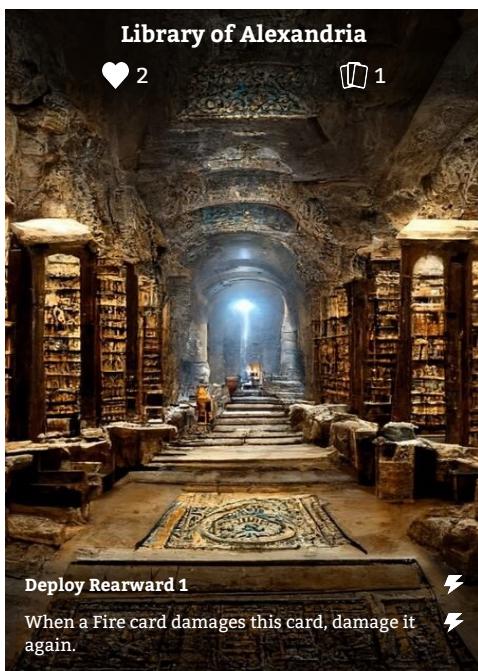
Look at the hand of any enemy player.



Equip 2

Any friendly Infantry card this is attached to has +20 Offense and +20 Defense.

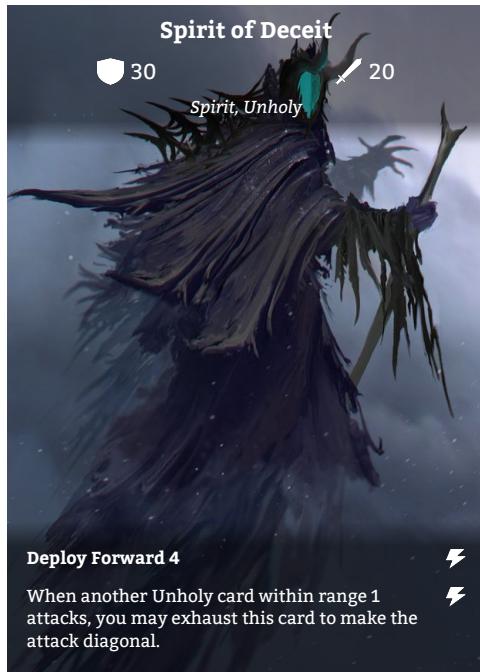
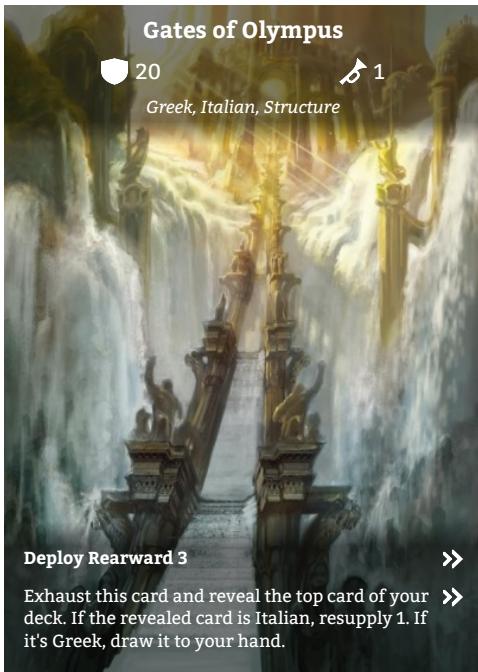
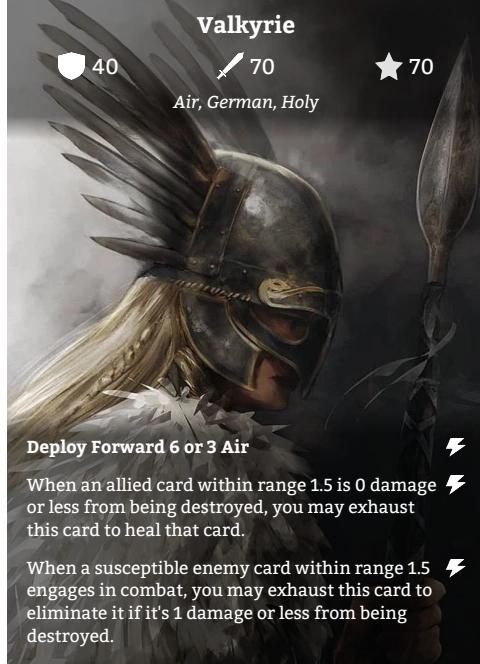
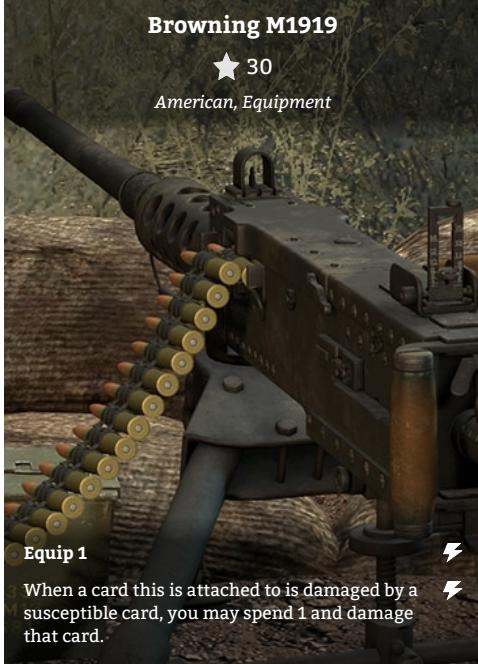
Library of Alexandria

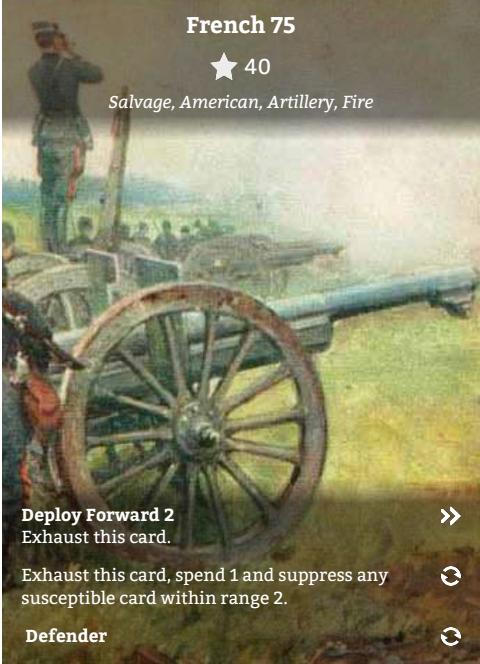


1

Deploy Rearward 1

When a Fire card damages this card, damage it again.



**French 75**

★ 40

*Salvage, American, Artillery, Fire***Deploy Forward 2**
Exhaust this card.

Exhaust this card, spend 1 and suppress any susceptible card within range 2.

**Defender****Skunkworks**

♦ 40

*Air, American, Structure***Deploy Rearward 1 Air**
Exhaust this card.

Exhaust this card, spend 1 and resupply 1 Air.

**Ju 52***Air, German, Transport***Deploy Rearward 6**

Exhaust this card, spend 1 Air and resupply 4.

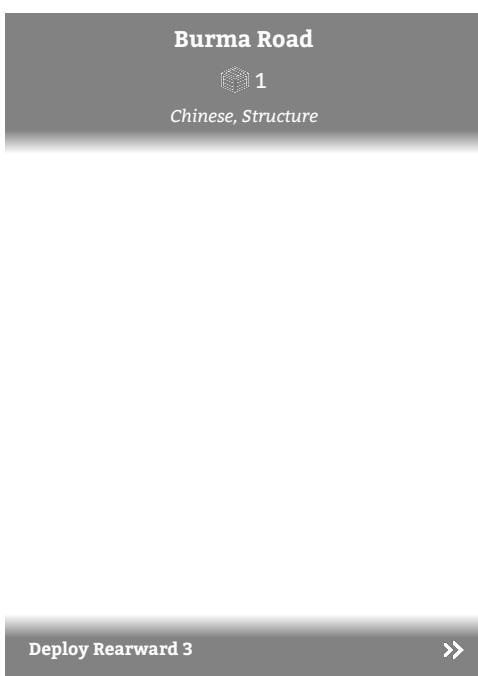
**Houdou**

♦ 20

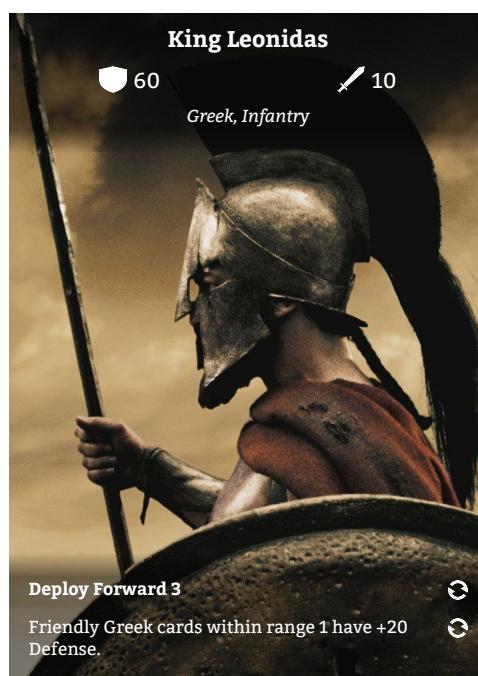
⚡ 40

*Beast, Chinese, Fire***Deploy Forward 3**

This card has +10 Offense for each Fire supply you have spent this turn.

**Burma Road**

📦 1

Chinese, Structure**King Leonidas**

♦ 60

⚡ 10

*Greek, Infantry***Deploy Forward 3**

Friendly Greek cards within range 1 have +20 Defense.

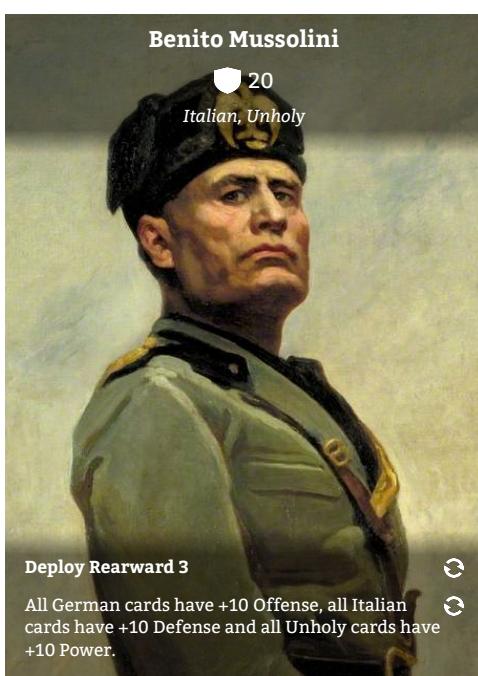
**Hypnos**

♦ 50

★ 40

*Offense, Greek, Holy, Italian***Deploy Forward 6**

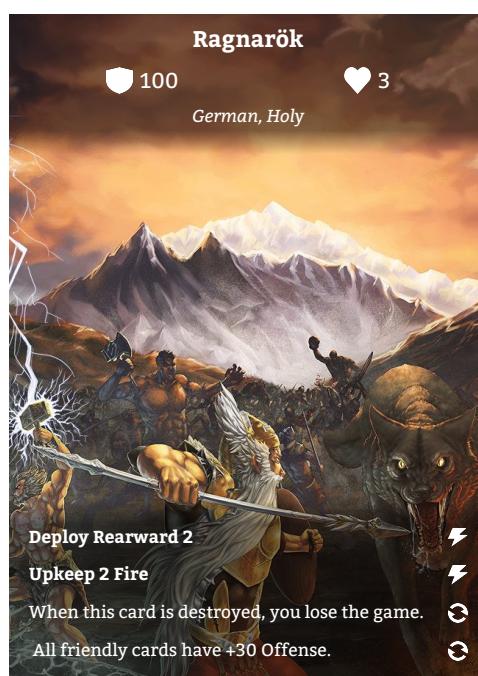
When a susceptible or friendly card within range 2.5 is unexhausted, you may choose to heal that card instead. If you do, exhaust this card.

**Benito Mussolini**

♦ 20

*Italian, Unholy***Deploy Rearward 3**

All German cards have +10 Offense, all Italian cards have +10 Defense and all Unholy cards have +10 Power.

**Ragnarök**

♦ 100

♥ 3

*German, Holy***Deploy Rearward 2****Upkeep 2 Fire**When this card is destroyed, you lose the game.
All friendly cards have +30 Offense.

