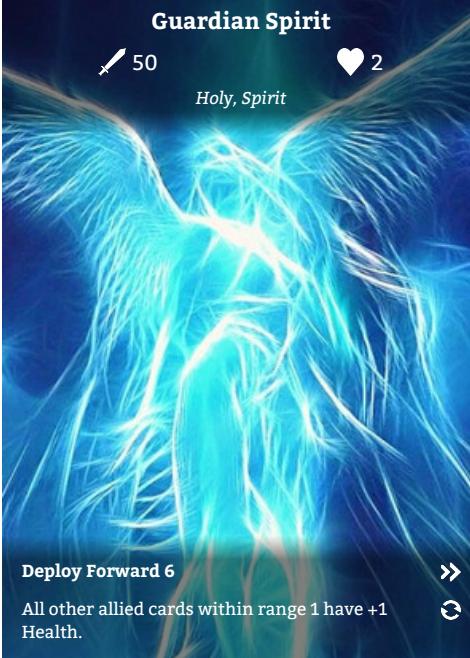


Ludwig von Crüwell

German, Officer



Equip 4

All friendly German and Italian cards within range 1 have +40 Offense.



Deploy Forward 6

All other allied cards within range 1 have +1 Health.



Ares

70

50

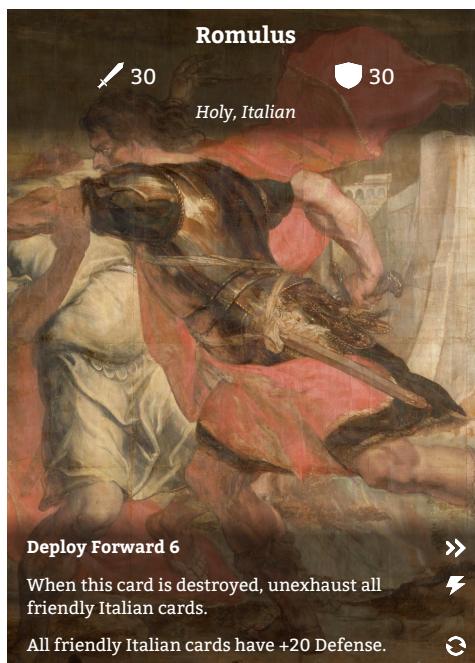
Greek, Italian

Romulus

30

30

Holy, Italian



Deploy Forward 3

All other allied cards within range 1 have +30 Offense while attacking.



Deploy Forward 6

When this card is destroyed, unexhaust all friendly Italian cards.



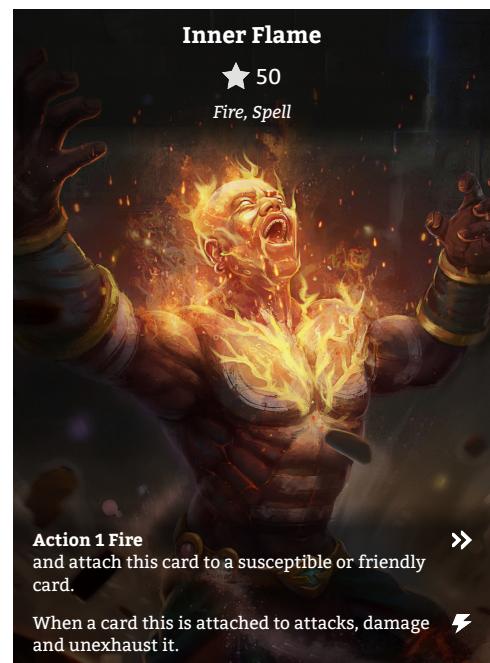
All friendly Italian cards have +20 Defense.



Inner Flame

50

Fire, Spell



Action 1 Fire

and attach this card to a susceptible or friendly card.



When a card this is attached to attacks, damage and unexhaust it.



Sturmzug

50

70

German, Infantry

Vernichtungsfeuer

Artillery, German

Centaur Warband

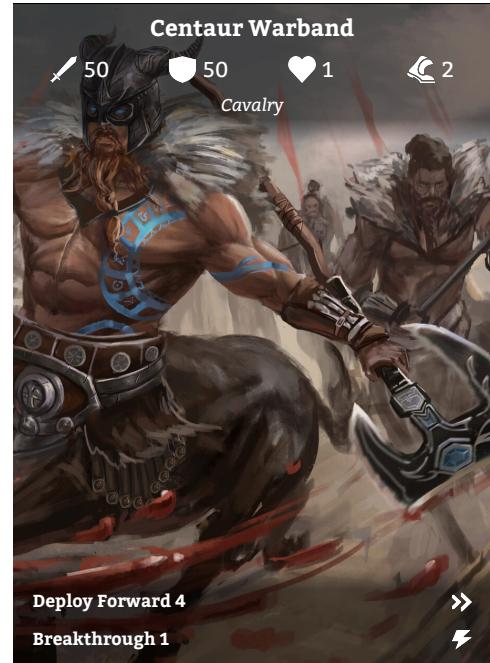
50

50

1

2

Cavalry



Deploy Forward 6

Flanking 1 Fire



Deploy Rearward 4 or 2 Fire



Upkeep 1 Fire
When friendly Artillery card damages another card, damage that card again.



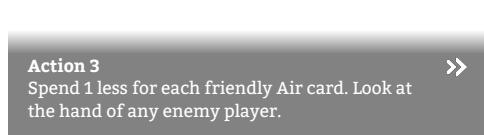
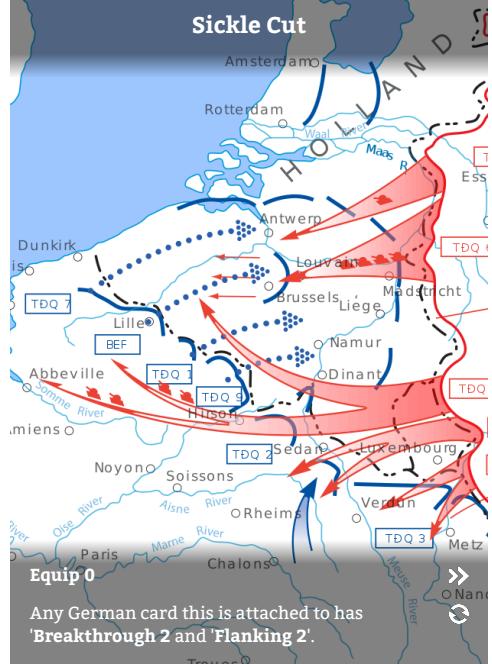
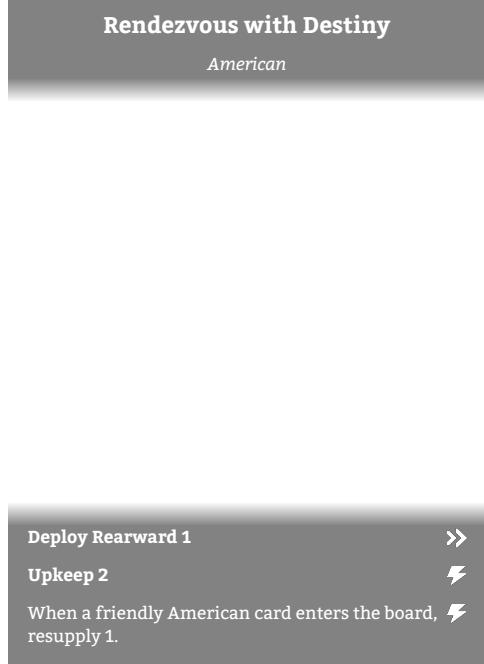
When an Artillery card destroys a card, eliminate that card.



Deploy Forward 4

Breakthrough 1





Phoenix

70 40 4

Air, Fire

Sturmgewehr

Equipment, German, Infantry

Library of Alexandria

30 2 0 1

Deploy Forward 2 Air and 2 Fire »

When this card is destroyed, if you have another Fire card, heal all damage from this card and move it to your rear instead.

In the beginning of your maneuver phase, if this card is in your rear, you may move it to any empty position.

Equip 2 »

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

Deploy Forward 1 »

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

Maxim Gunner

50 50 0

Deploy Forward 2 »

Cumbersome

Health 3

M1919 Machine Gun

★ 40

American, Equipment

Equip 2 »

When a card this is attached to is damaged by a susceptible card, you may spend 1 and damage that card.

Valkyrie

80 60 ★ 80

Air, Holy, Nordic

Day of Wrath

★ 50

Fire, Holy

Cumbersome

When this card attacks, you may damage it and unexhaust it.

Sippenhaft

200

German

Deploy Forward 6 or 3 Air »

When an allied card within range 1.5 is fatally damaged, you may exhaust this card to heal that card.

When a susceptible enemy card within range 1.5 engages in combat, you may exhaust this card to destroy it if it's 1 damage or less from being destroyed.

Action 1 Fire »

Damage all susceptible cards.

Action 3 Fire »

Destroy all susceptible cards.

Deploy Rearward 1 Quintessence »

When one of your German cards is destroyed, damage your other German cards.

All German cards have +50 Defense.

General Erwin Rommel

German, Officer

Big Bertha

20

200

Artillery, Fire, German, Giant, Salvage (4)

Equip 3

In the beginning of your Attack phase, exhaust any card this is attached to and attack with it. That attack does not start combat with cards in frontline positions, and moves on to .



Deploy Rearward 2 Fire

Exhaust this card.



Spend 2 Fire and exhaust this card. Damage and suppress any susceptible fielded card.

Gates of Olympus

Greek, Italian, Structure

Spirit of Deceit

30

40

Spirit, Unholy

Deploy Rearward 3

Exhaust this card and reveal the top card of your deck. If the card revealed is Greek, unexhaust a friendly Greek card. If the card revealed is Italian, unexhaust a friendly Italian card.



Deploy Forward 4

When another Unholy card within range 1 attacks, you may exhaust this card to make the attack diagonal.



French 75

20

50

American, Artillery, Fire, Salvage (1)

Skunkworks

50

Air, American, Structure

Ju 52

50

Air, German, Transport

Deploy Rearward 1 Air
Exhaust this card.



Exhaust this card, spend 1 and resupply 1 Air.



Deploy Rearward 4

Spend 1 Air and exhaust this card to resupply 4.



Ju 87 Stuka

50

Air, Bomber, German

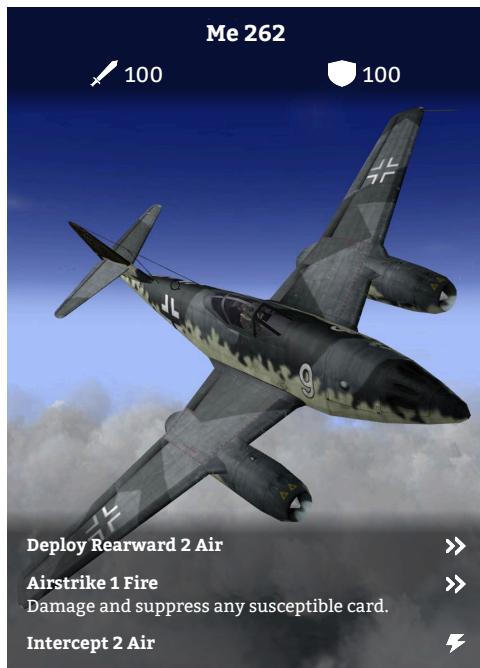




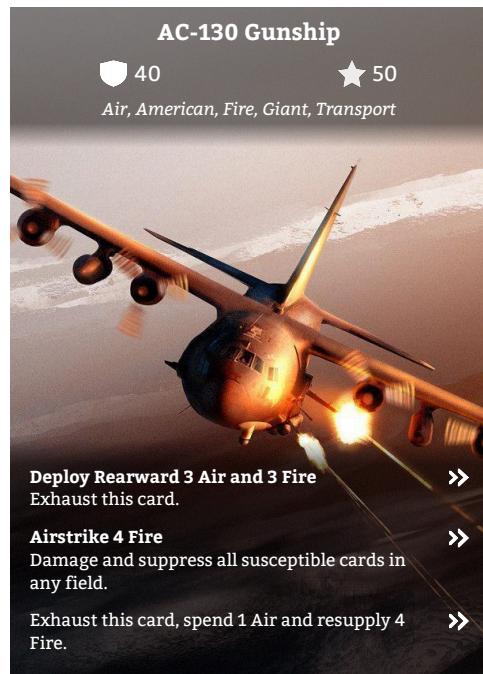
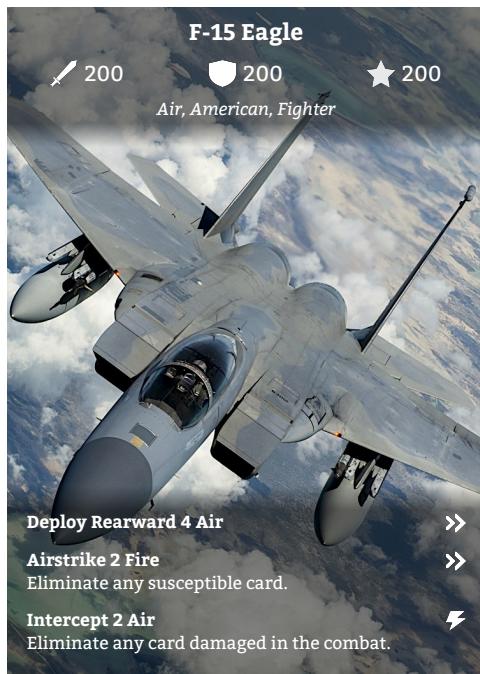
Deploy Rearward 2 and 1 Air ➤

Deploy Rearward 2 Air ➤
Intercept 1 ⚡

Deploy Rearward 3 ➤
Intercept 1 Air ⚡



Deploy Rearward 2 Air ➤
Intercept 1 Air ⚡



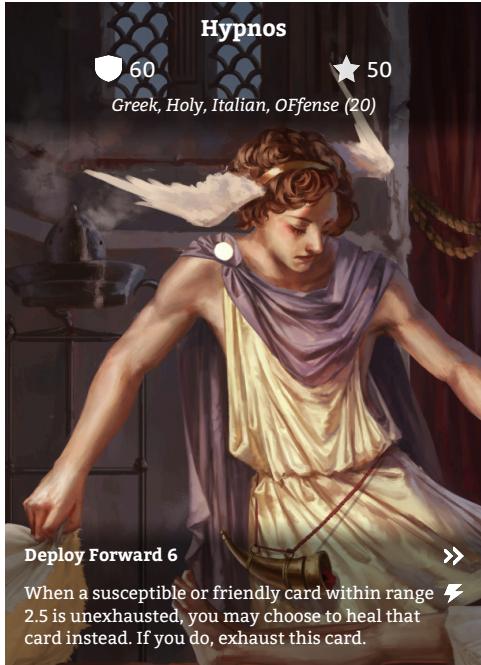
Action X ➤
where is any number of Air Transport cards you choose to exhaust. Choose X susceptible enemy cards and suppress and damage each of them.



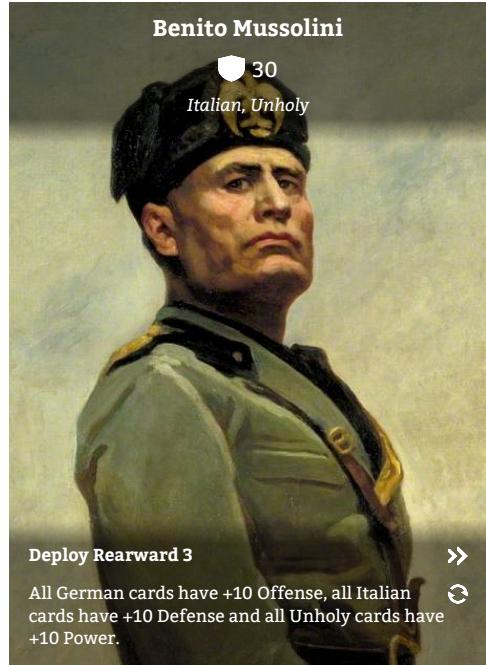
This card has +10 Offense for each Fire supply you have spent this turn.

This card has +10 Defense for each friendly Greek card.

Deploy Rearward 2 Fire  
In the beginning of your Maneuver Phase, each player that is able to damage one of their susceptible cards.



All susceptible friendly Fire cards have +10 Offense. 
This card has +10 Power for each friendly Air card. 



Deploy Forward 5  
When an Unholy card enters your board, resupply 2. 



Holy Flame

When a friendly Unholy card damages another card, damage that card again.



When a friendly

