

Ludwig von Crüwell

German, Officer

A; Equip 4

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

Guardian Spirit

♥ 2

⚡ 50

Holy, Spirit

A; Deploy Forward 6

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

Chuikov's Chosen

🛡 60

⚡ 40

Infantry, Russian



Ares

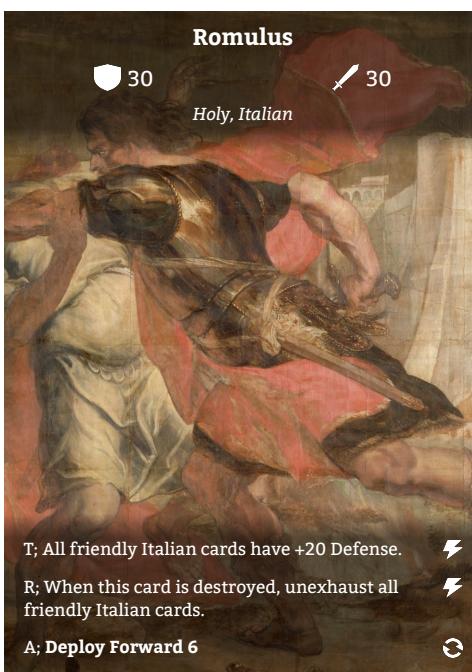
🛡 50

⚡ 70

Greek, Italian

A; Deploy Forward 3

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



Romulus

🛡 30

⚡ 30

Holy, Italian

T; All friendly Italian cards have +20 Defense.

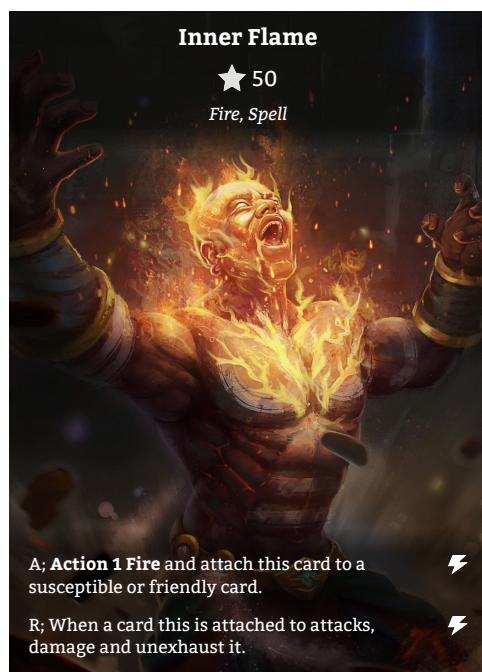
R; When this card is destroyed, unexhaust all friendly Italian cards.

A; Deploy Forward 6

Inner Flame

★ 50

Fire, Spell



A; Action 1 Fire and attach this card to a susceptible or friendly card.

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

Sturmzug

🛡 70

⚡ 50

German, Infantry

Vernichtungsfeuer

Artillery, German

A; Deploy Forward 6

R; Flanking 1 Fire

A; Deploy Rearward 4 or 2 Fire

R; Upkeep 2 Fire

R; When friendly Artillery card damages another card, if that card is 1 damage from being destroyed, eliminate it.

Centaur Warband

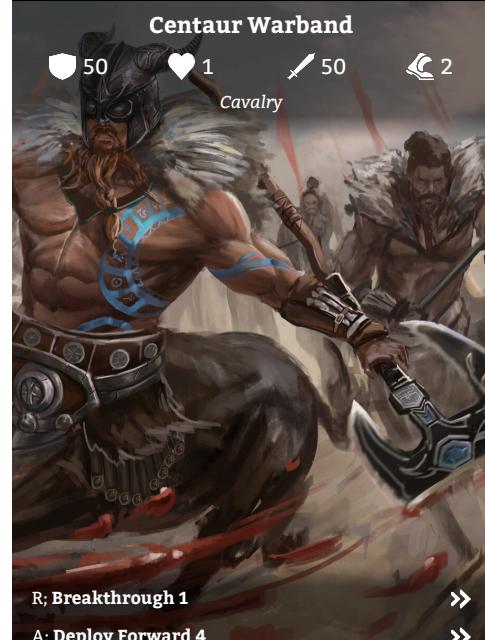
🛡 50

♥ 1

⚡ 50

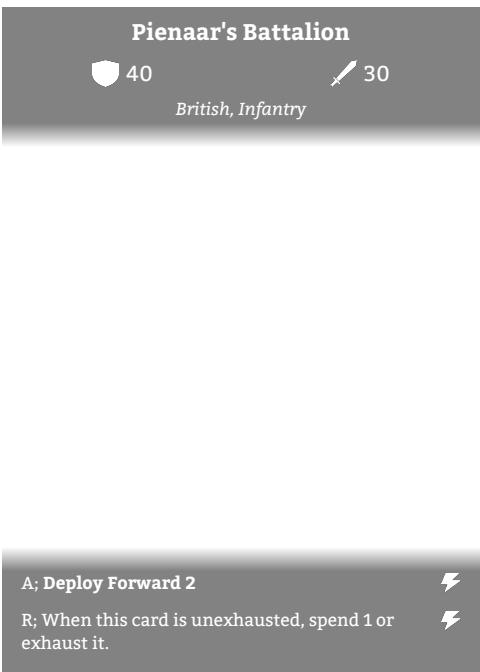
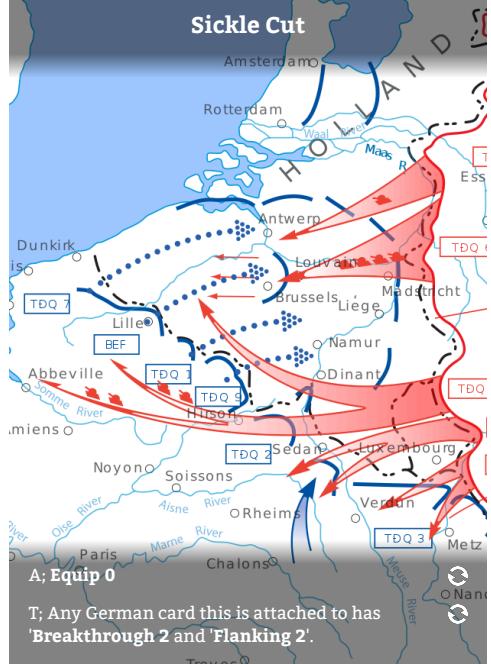
Λ 2

Cavalry



R; Breakthrough 1

A; Deploy Forward 4



Sturmgewehr

Equipment, German, Infantry

A; Equip 2

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



Library of Alexandria



A; Deploy Rearward 1

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



Maxim Gunner



A; Deploy Forward 2

R; Cumbersome

Health 3

M1919 Machine Gun



American, Equipment

R; Cumbersome

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



A; Equip 2

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



Valkyrie

Air, Holy, Nordic

Day of Wrath



Fire, Holy

Sippenhaft



German

General Erwin Rommel

German, Officer

A; Action 3 Fire Damage all susceptible cards.



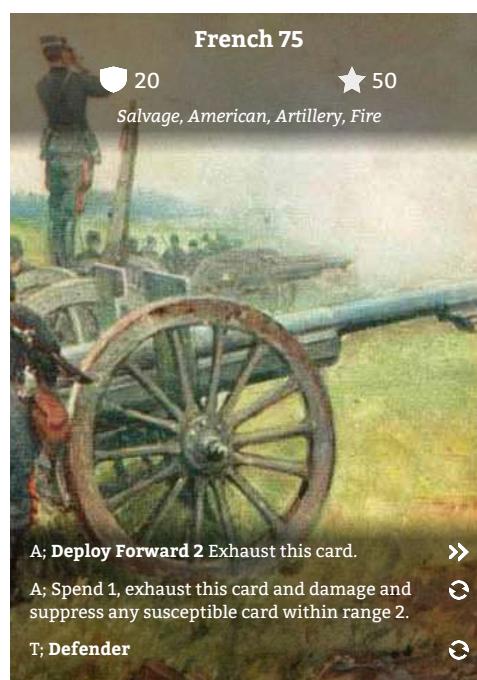
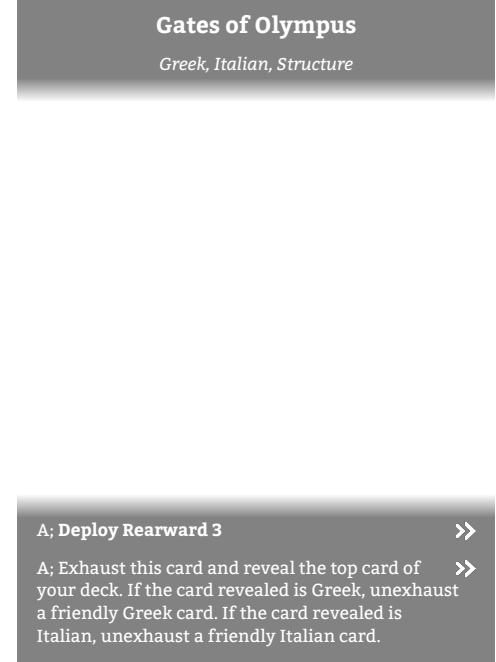
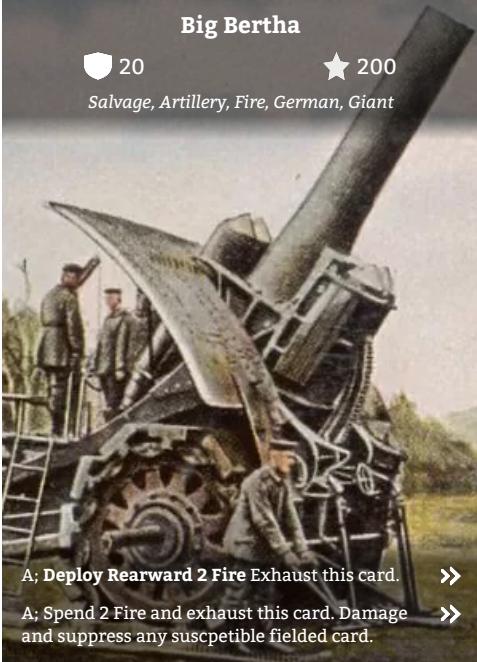
A; Deploy Rearward 1 Quintessence

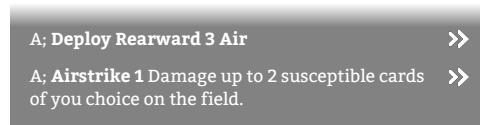
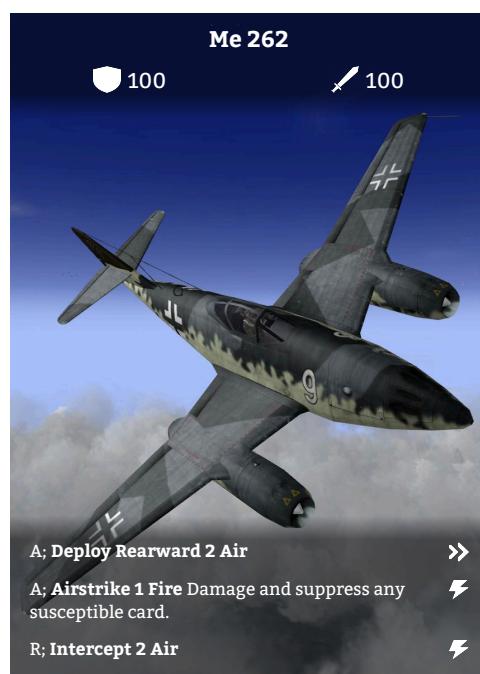
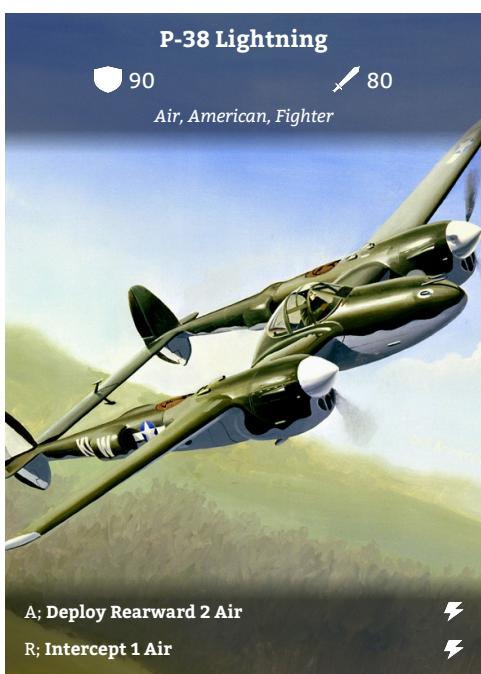
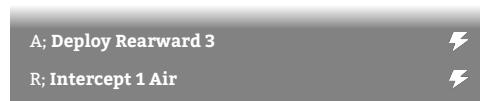
R; When one of your German cards is destroyed, damage your other German cards.

T; All German cards have +50 Defense.

A; Equip 3

R; 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 .





Rapid Dragon

★ 200

American, Chinese

A; 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.

X**F-15 Eagle**

★ 200

*Air, American, Fighter***A; Deploy Rearward 4 Air****A; Airstrike 2 Fire** Eliminate any susceptible card.**R; Intercept 2 Air** Eliminate any card damaged in the combat.**X****AC-130 Gunship**

★ 40

★ 50

*Air, American, Fire, Giant, Transport***A; Deploy Rearward 3 Air and 3 Fire Exhaust this card.****A; Airstrike 4 Fire** Damage and suppress all susceptible cards in any field.**A; Exhaust this card, spend 1 Air and resupply 4 Fire.****Firestorm**

★ 250

★ 60

Fire

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

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

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

**Hypnos**

★ 60

★ 50

Offense, Greek, Holy, Italian**X**

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

Benito Mussolini

★ 30

Italian, Unholy