

Mobile Warfare

Army, Doctrine, Earth, German

»reserve(2)

»All friendly Army cards have +20 Offense and +20 Power for each time they have used a Movement property during the current turn.

Superior Firepower

American, Army, Doctrine, Fire

»reserve(2)

»All friendly Army cards have +20 Offense and +20 Power for each damage that friendly Fire cards have dealt during the current turn.

Schwerpunkt

Army, Doctrine, German

»reserve(2)

»Whenever an enemy card defends in combat, that card gets -20 Defense for the duration of the combat for each time it has previously defended in combat during the current turn.

Phantom Assassin

1002025

Rogue, Spirit

»assassinate(1)

»Pay 1, this card gains +20 Defense this turn.

»Trap

»Pay 12 and move this card to an empty friendly position of your choice.

Wall of Fire

1002

Summon 2

»Summon 1 Fire

»Defender

Maginot Line

1001002

Summon 2

»Upkeep 1

»Defender

X

404022

Summon 6

»

X

80502

Summon 4

»

Minotaur Warband

6060

Army

Summon 4

»

X

5

50

40

2

Summon 6

>>

≡flanking(1 Fire)

>>

X

3

50

50

Summon 4

>>

≡flanking(1 Fire)

>>

Dirlewanger Brigade

2

50

70

2

Summon 4

>>

Upkeep 1

Stormtroopers

4

60

60

2

Summon 6

>>

≡flanking(1)

>>

Upkeep 1

Spirit of Winter

40

40

2

60

Summon 6

>>

Pay 2 and exhaust a susceptible card of your choice.

>>

X

50

10

3

Summon 2 Fire

>>

Summon 2 Deal 2 damage to this card.

>>

X

30

30

2

Summon 4

>>

Exhaust this card and give a friendly card within range 1.5 +30 Offense.

>>

X

40

20

2

Summon 4

>>

Pay 1 Fire, exhaust this card and give all cards within range 1.5 +30 Offense.

>>

Amulet of +20

Artifact

Equip 2

>>

Any card this card is attached to has +20 Offense, +20 Defense and +20 Power.

X

60

30

2

2

Summon 10

>> flanking(1 Fire)

>>

Giant Salamander

80

40

2

60

Beast, Fire, Giant



Whenever this card deals combat damage to another card, you may pay 1 Fire. If you do, deal 1 damage to all susceptible cards within range 1 of that card.

⚡

French 75

3

20

40

0.5

American, Army, Artillery, Fire

Summon 2

>> Pay 1 and exhaust this card. Exhaust a susceptible card of your choice within range 2.

>>

M101 Light Howitzer

3

20

60

0.5

American, Army, Artillery, Fire

Summon 4

>> Pay 1 Fire and exhaust this card. Exhaust a susceptible card of your choice within range 2.5 and deal 1 damage to it.

>>

M102 Light Howitzer

3

20

60

0.5

American, Army, Artillery, Fire

Summon 6

>> Pay 1 Fire and exhaust this card. Exhaust a susceptible card of your choice within range 3 and deal 1 damage to it.

>>

M102 Light Howitzer

3

20

70

0.5

American, Army, Artillery, Fire

Summon 8

>> Pay 2 Fire and exhaust this card. Exhaust a susceptible card of your choice within range 4 and deal 2 damage to it.

>>

Winged Hussars

60

60

2

Summon 4

>> Upkeep 1

⚡

War of Annihilation

Policy

reserve(4)

>> When an enemy card is destroyed from combat damage, deal 1 damage to its controller's commander.

⚡ All enemy cards have +10 Defense.

🔄

Backhand Blow

Tactic

Equip 2

>> Decay 1

⚡ After a card this is attached to defends in combat, it prepares for attack and the card it fought gets -20 Offense and -20 Defense for the rest of the turn.

⚡

Equip 2

>>

Whenever an attachee

