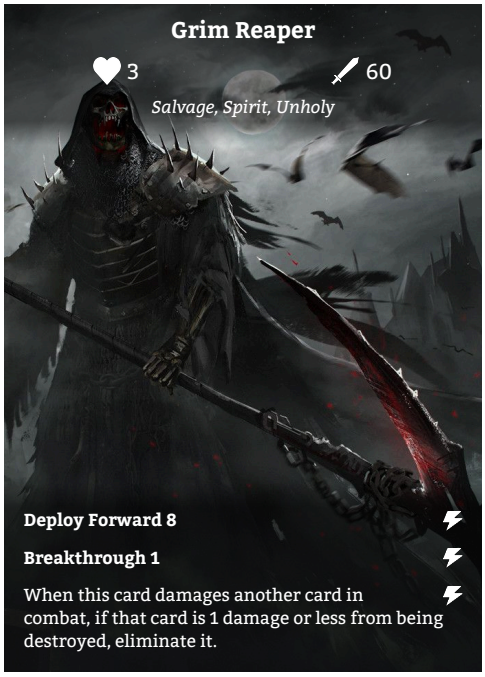
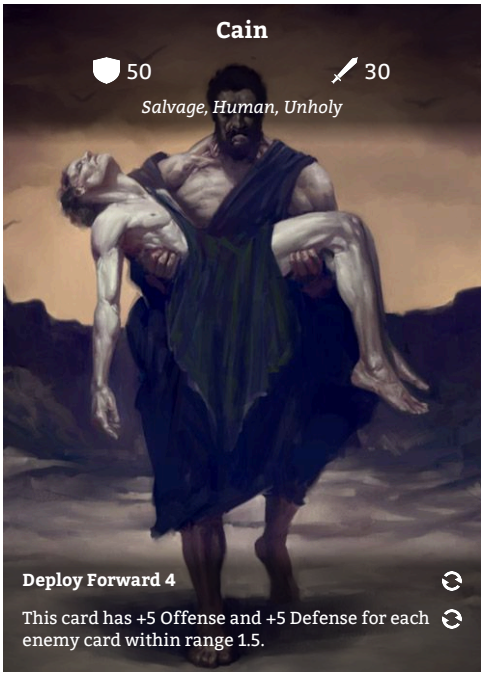
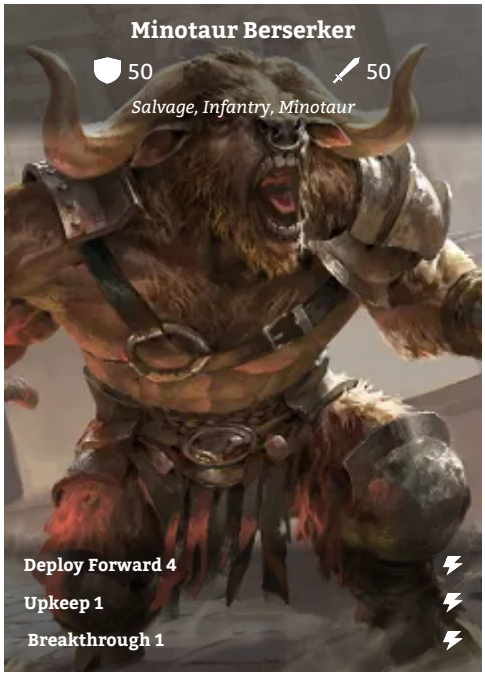
Sun Spirit
2
50
Fire, Spirit
Deploy Forward 2 Fire
Deploy Forward 2 Damage this card.


Grim Reaper
3
60
Salvage, Spirit, Unholy
Deploy Forward 8
Breakthrough 1
When this card damages another card in combat, if that card is 1 damage or less from being destroyed, eliminate it.

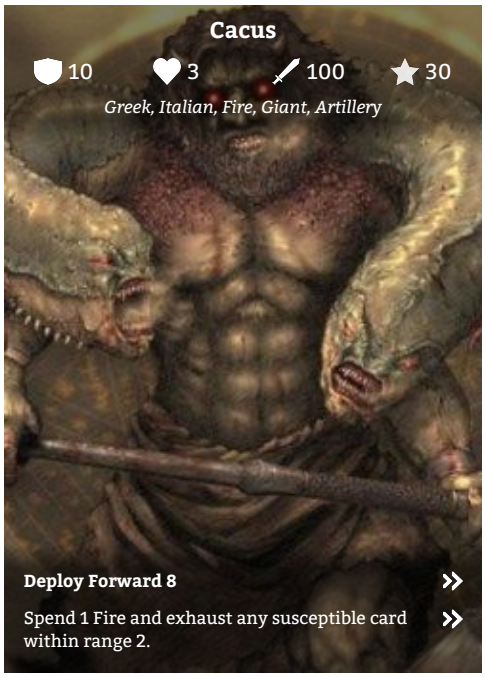
Witch of Salem
30
30
80
Salvage, Mage, Unholy
Deploy Forward 6
Susceptible enemy cards within range 2 have -20 Defense.


Cain
50
30
Salvage, Human, Unholy
Deploy Forward 4
This card has +5 Offense and +5 Defense for each enemy card within range 1.5.

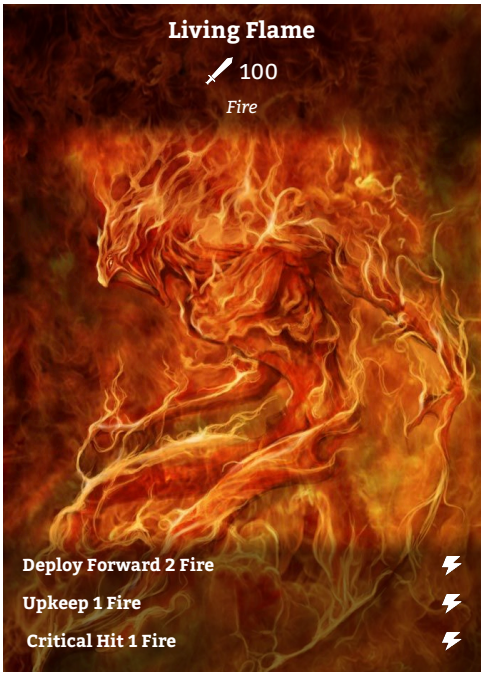
Minotaur Warband
50
50
Infantry, Minotaur
Deploy Forward 4

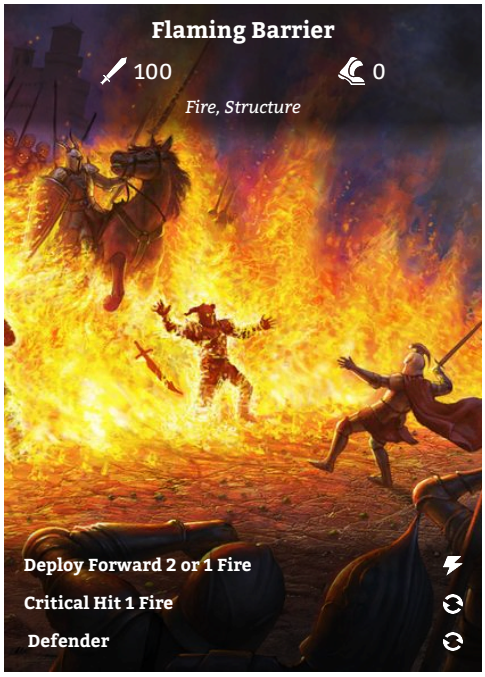

Minotaur Berserker
50
50
Salvage, Infantry, Minotaur
Deploy Forward 4
Upkeep 1
Breakthrough 1

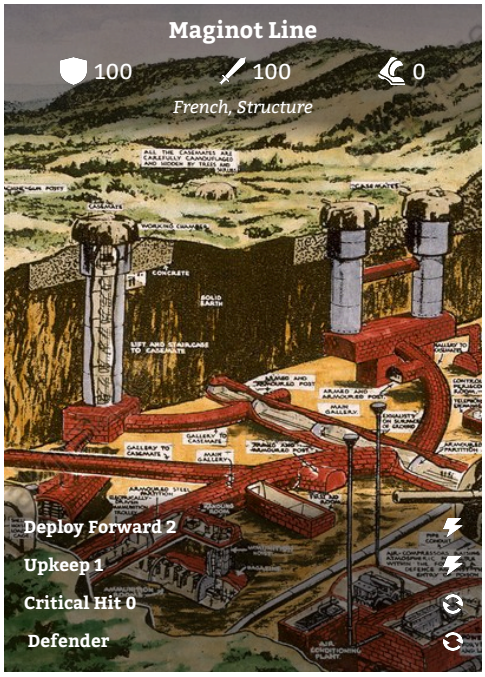
Semi-Motorized Infantry
60
2
30
1.5
Salvage, Motorized, Infantry, Italian
Deploy Forward 6
Flanking 1
Upkeep 1


Cacus
10
3
100
30
Greek, Italian, Fire, Giant, Artillery
Deploy Forward 8
Spend 1 Fire and exhaust any susceptible card within range 2.

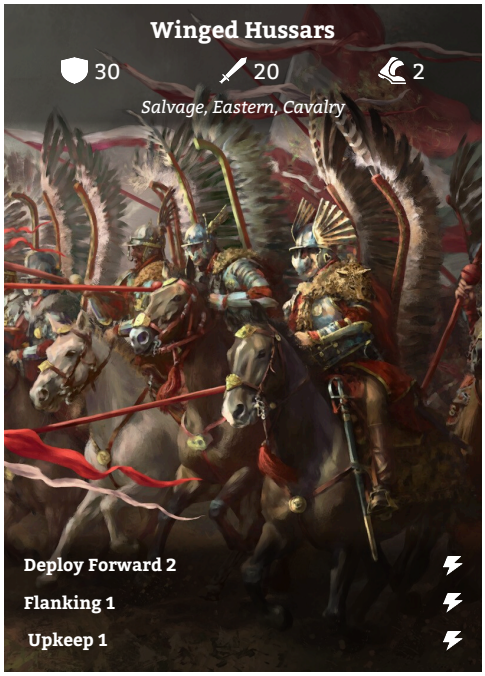
PaK 38
40
100
0.5
Salvage, Artillery, Fire, German
Deploy Forward 3
Critical Hit 1 Fire
Upkeep 1


Living Flame
100
Fire
Deploy Forward 2 Fire
Upkeep 1 Fire
Critical Hit 1 Fire

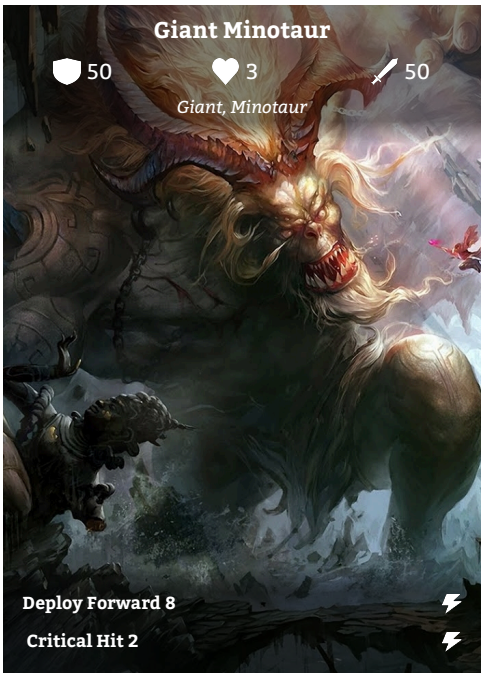

Flaming Barrier
100
0
Fire, Structure
Deploy Forward 2 or 1 Fire
Critical Hit 1 Fire
Defender

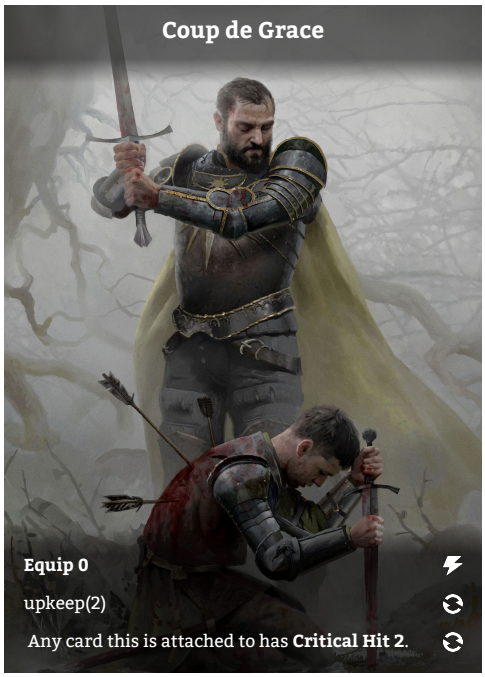

Maginot Line
100
100
0
French, Structure
Deploy Forward 2
Upkeep 1
Critical Hit 0
Defender

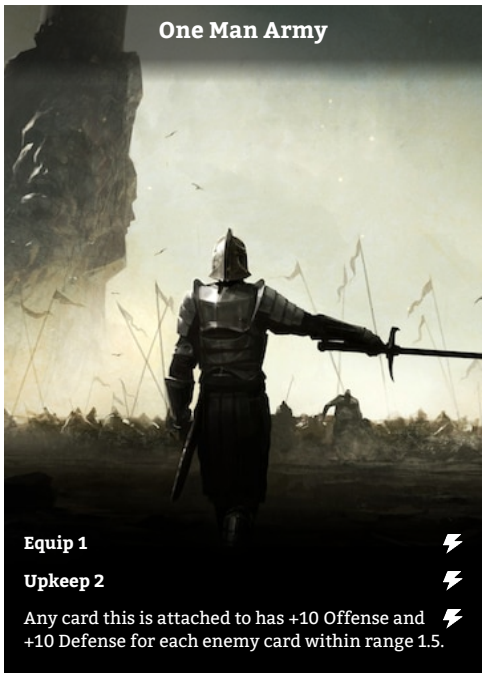
Iron Giant
60
2
30
0
Earth, Giant
Deploy Forward 4


Winged Hussars
30
20
2
Salvage, Eastern, Cavalry
Deploy Forward 2
Flanking 1
Upkeep 1

Last Stand
Any card this is attached to has +3 Health.
At the end of each round, destroy any card this is attached to.
Equip 1


Giant Minotaur
50
3
50
Giant, Minotaur
Deploy Forward 8
Critical Hit 2


Coup de Grace
Equip 0
upkeep(2)
Any card this is attached to has Critical Hit 2.


One Man Army
Equip 1
Upkeep 2
Any card this is attached to has +10 Offense and +10 Defense for each enemy card within range 1.5.

Kriegsglück

German

Equip 2

Upkeep 2

Any card this is attached to has +40 Offense, +40 Defense and +40 Power.

King Salamander

30 30

Fire, Beast, Reptile

This card has +10 Offense for each friendly Fire card.

Critical Hit 1 Fire

Deploy Forward 4 or 2 Fire

Cerberus

20 3 60 40

Fire, Greek, Italian, Undead

Deploy Forward 8

When this card attacks, you may choose any number of susceptible cards, spend 1 Fire per card chosen and damage each of them.

Forced March

Equip 1

In the beginning of your Maneuver phase, destroy this card or damage any card this is attached to.

Any card this is attached to has +1 Speed.

Giant Salamander

30 3 70 50

Fire, Giant, Beast, Reptile

Deploy Forward 8 or 4 Fire

After this card damages another card in combat, you may spend 1 Fire and damage all susceptible cards within range 1 of that card.

Giant Pyrausta

30 2 30

Fire, Air, Giant, Italian

Deploy Forward 4 or 2 Fire

At the end of each round, if there are no other Fire cards within range 1, damage this card.

M2 Howitzer

30

Salvage, American, Artillery, Fire

Defender

Exhaust this card, spend 1 Fire and damage and suppress any susceptible card within range 2.5.

Deploy Forward 4
Exhaust this card.

M1 Long Tom

40 0.5

Salvage, American, Artillery, Fire

Defender

Exhaust this card, spend 1 Fire and damage and suppress any susceptible card within range 3.

Deploy Forward 6
Exhaust this card.

M1 Black Dragon

80 0

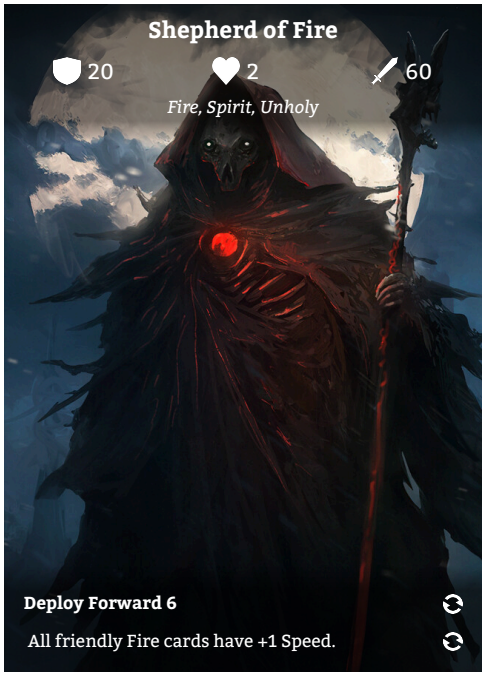
Salvage, American, Artillery, Fire, Giant

Defender

Exhaust this card, spend 1 Fire and damage and suppress any susceptible card within range 3.

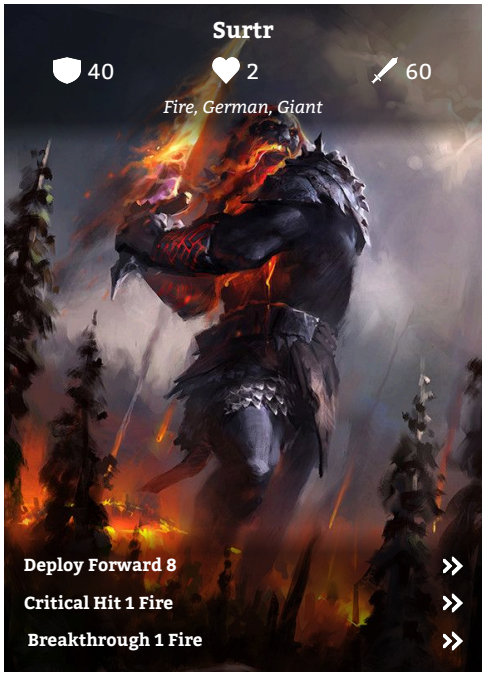
Deploy Forward 8
Exhaust this card.

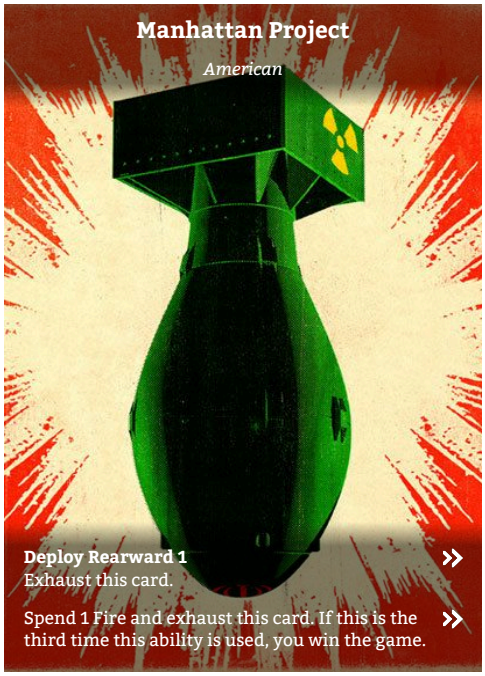
Porphyrion
10
4
70
Giant, Greek, Italian
Deploy Forward 8
All friendly Giant cards have +1 Health.

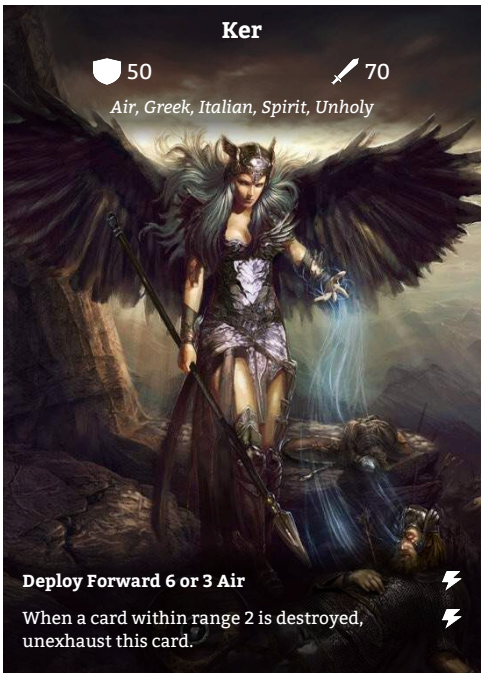

Shepherd of Fire
20
2
60
Fire, Spirit, Unholy
Deploy Forward 6
All friendly Fire cards have +1 Speed.

Dirlewanger Brigade
10
2
20
German, Infantry, Unholy
Deploy Forward 3
Critical Hit 3

Minotaur Horde
50
2
50
Infantry, Minotaur
Deploy Forward 6


Surtr
40
2
60
Fire, German, Giant
Deploy Forward 8
Critical Hit 1 Fire
Breakthrough 1 Fire

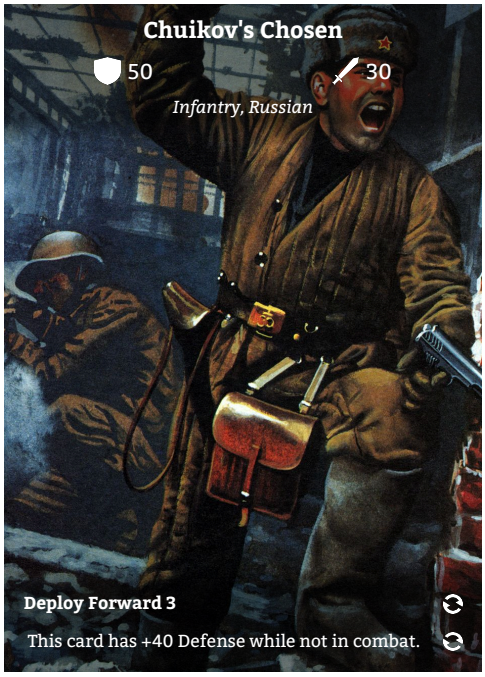

Manhattan Project
American
Deploy Rearward 1
Exhaust this card.
Spend 1 Fire and exhaust this card. If this is the third time this ability is used, you win the game.

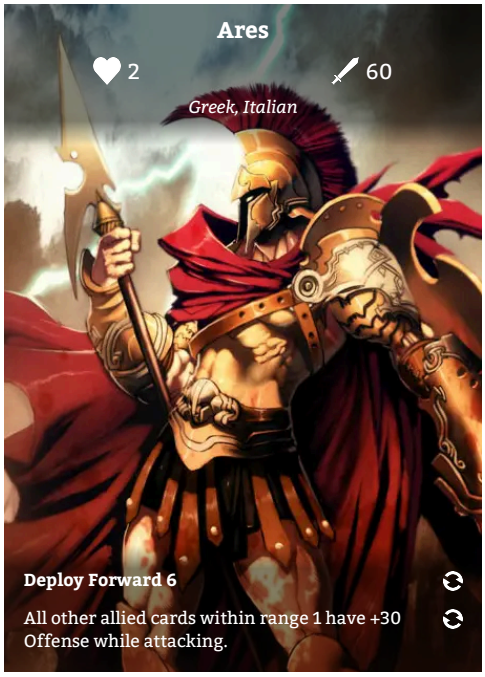

Ker
50
70
Air, Greek, Italian, Spirit, Unholy
Deploy Forward 6 or 3 Air
When a card within range 2 is destroyed, unexhaust this card.

Thanatos
50
30
30
Air, Greek, Italian, Unholy
Deploy Forward 6 or 3 Air
In the beginning of your Maneuver phase, damage all susceptible cards within range 1.5.

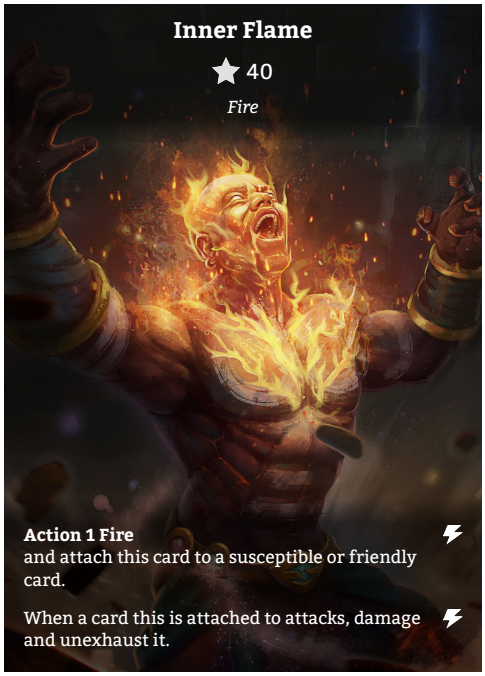
Ludwig von Crüwell
German, Officer
Equip 3
All friendly German and Italian cards within range 1 have +20 Offense.

Guardian Spirit
2
40
Holy, Spirit
Deploy Forward 6
All other allied cards within range 1 have +1 Health.

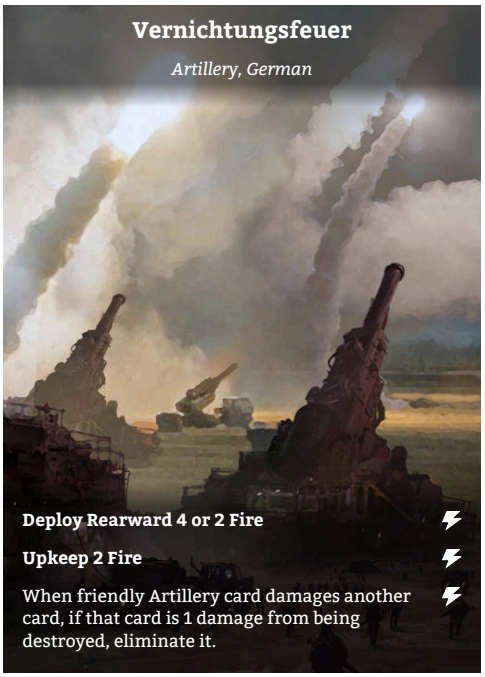

Chuikov's Chosen
50
30
Infantry, Russian
Deploy Forward 3
This card has +40 Defense while not in combat.

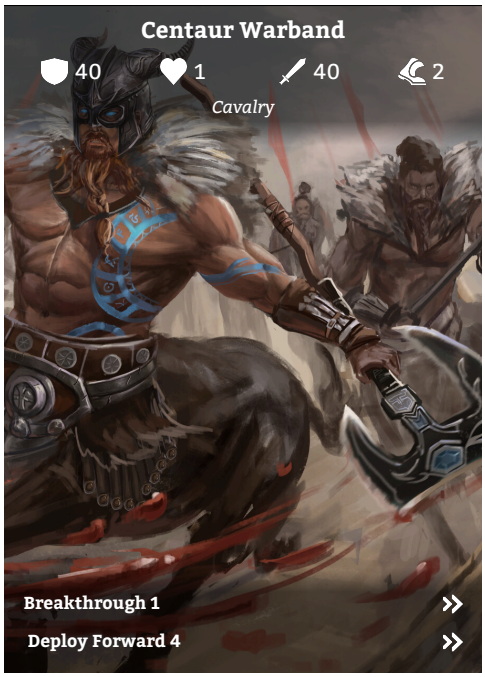

Ares
2
60
Greek, Italian
Deploy Forward 6
All other allied cards within range 1 have +30 Offense while attacking.

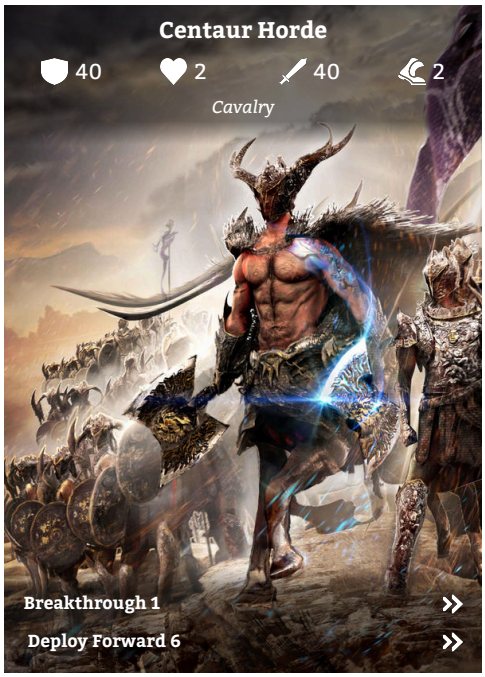
Romulus
20
20
Holy, Italian
All friendly Italian cards have +20 Defense.
When this card is destroyed, unexhaust all friendly Italian cards.
Deploy Forward 6


Inner Flame
40
Fire
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
60
40
German, Infantry
Deploy Forward 6
Flanking 1 Fire


Vernichtungsfeuer
Artillery, German
Deploy Rearward 4 or 2 Fire
Upkeep 2 Fire
When friendly Artillery card damages another card, if that card is 1 damage from being destroyed, eliminate it.


Centaur Warband
40
1
40
2
Cavalry
Breakthrough 1
Deploy Forward 4

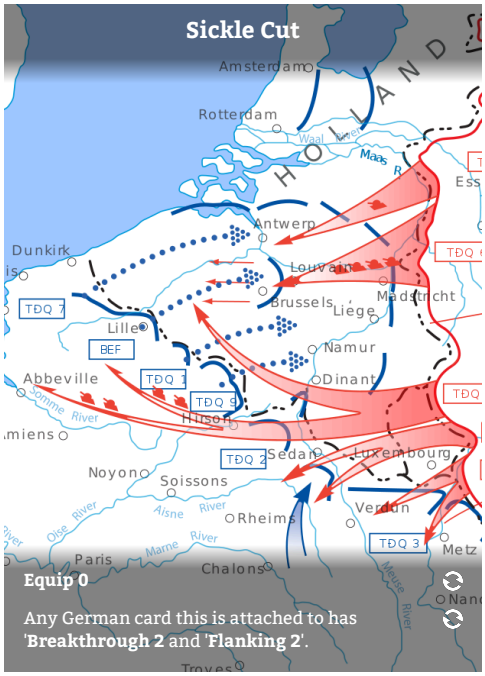

Centaur Horde
40
2
40
2
Cavalry
Breakthrough 1
Deploy Forward 6

Rendezvous with Destiny

American

Covert Action 2 Resupply 1 for each friendly American card.

Sickle Cut



Equip 0

Any German card this is attached to has '**Breakthrough 2** and '**Flanking 2**'.

Berserk

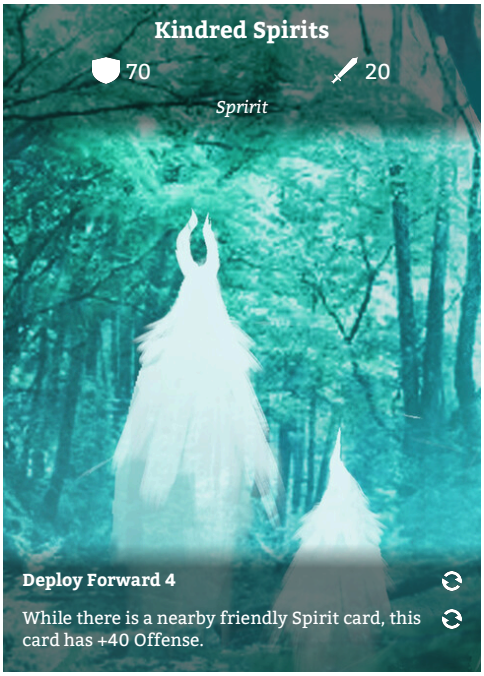
Equip 0

Any card this is attached to has '**Breakthrough 2**'

Kindred Spirits

70 20

Spririt

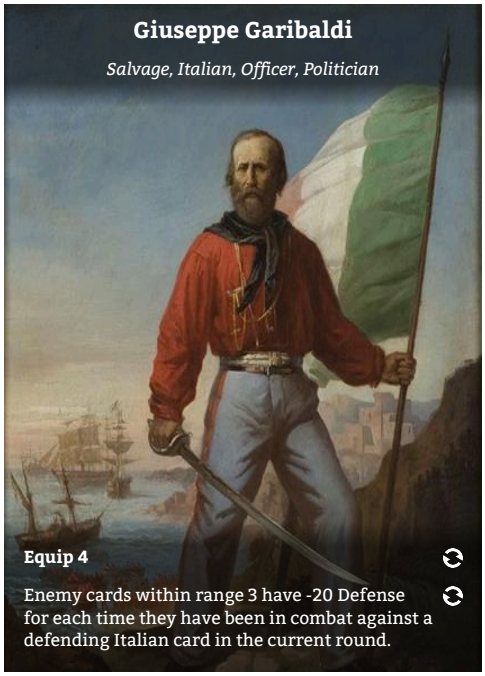


Deploy Forward 4

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

Giuseppe Garibaldi

Salvage, Italian, Officer, Politician



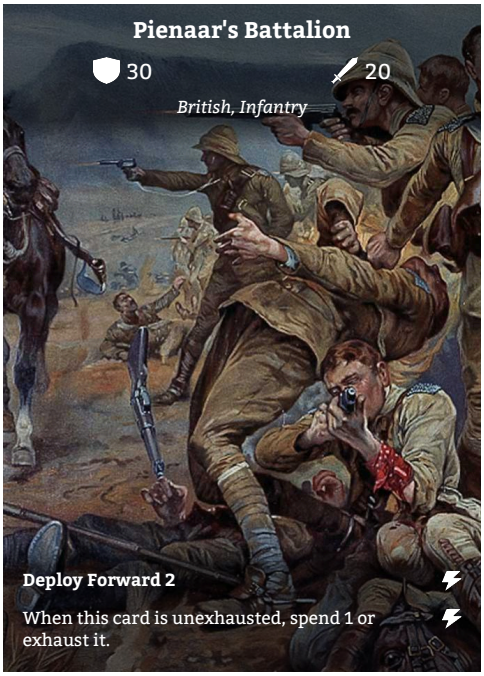
Equip 4

Enemy cards within range 3 have -20 Defense for each time they have been in combat against a defending Italian card in the current round.

Pienaar's Battalion

30 20

British, Infantry



Deploy Forward 2

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

Eye of the Storm

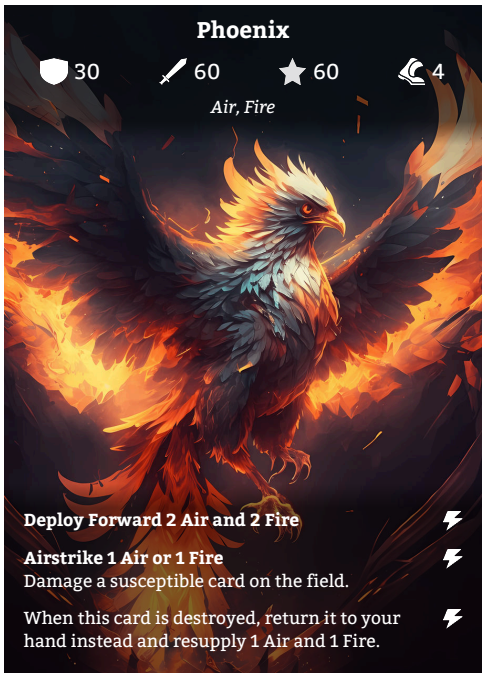
Air

Action 3 Spend 1 less for each friendly Air card. Look at the hand of any enemy player.

Phoenix

30 60 60 4

Air, Fire



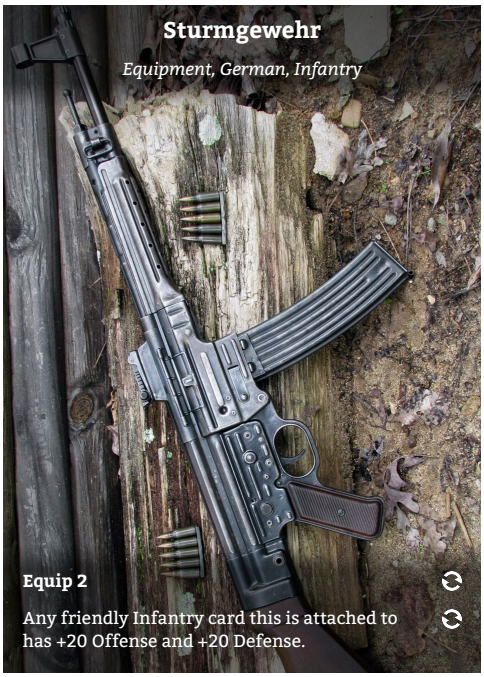
Deploy Forward 2 Air and 2 Fire

Airstrike 1 Air or 1 Fire
Damage a susceptible card on the field.

When this card is destroyed, return it to your hand instead and resupply 1 Air and 1 Fire.

Sturmgewehr

Equipment, German, Infantry



Equip 2

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

Library of Alexandria

2 1

Deploy Rearward 1

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

Maxim Gunner

40 10 0

Deploy Forward 2

Defender

This card has +30 Offense while unexhausted.

M1919 Machine Gun

30

American, Equipment

Equip 1

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

Valkyrie

50 70 70

Air, German, Holy

Deploy Forward 6 or 3 Air

When an allied card within range 1.5 is 0 damage or less from being destroyed, 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 eliminate it if it's 1 damage or less from being destroyed.

Day of Wrath

40

Fire, Holy

Action 3 Fire Damage all susceptible cards.

General Erwin Rommel

German, Officer

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 .

Big Bertha

100

Salvage, Artillery, Fire, German, Giant

Deploy Rearward 2 Fire
Exhaust this card.

Exhaust this card and spend 2 Fire. Damage and suppress any suscpetible card on the field.

Pegasus

Cavalry, Greek, Holy, Italian

Equip 1 Air

Any card this is attached to has +3 Speed.

You may look at any cards other players draw.

Gates of Olympus

Greek, Italian, Structure

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.

Spirit of Deceit

30 20

Spirit, Unholy

Deploy Forward 4

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

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 4

Exhaust this card, spend 1 Air and resupply 4.

Ju 87 Stuka

40

Air, Bomber, German

Deploy Rearward 4

Airstrike 1 Damage and suppress a susceptible card.

Ju 88

70

Air, Bomber, German

Deploy Rearward 2 and 1 Air

Me 262

100 100 90

Deploy Rearward 2 Air

Airstrike 1 Fire
Damage and suppress any susceptible card.

Intercept 2 Air

Il-2 Ilyusha

50 30 100

Air, Fighter, Russian

Deploy Forward 2

Airstrike 2

Il-10

50 30 100

Air, Fighter, Russian

Deploy Forward 2

Airstrike 2

A-10 Warthog

30 | 30 | 30

Air, American, Bomber

Deploy Rearward 3 Air

Airstrike 3 Damage and suppress up to 3 susceptible cards on the field.

F-15 Eagle

100 | 100 | 100

Air, American, Fighter

Deploy Rearward 4 Air

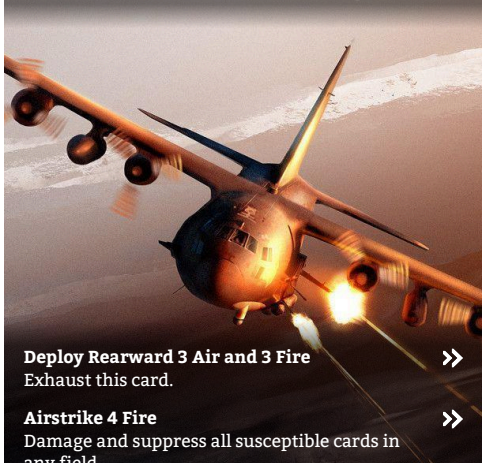
Airstrike 2 Fire
Eliminate any susceptible card.

Intercept 2 Air Eliminate any card damaged in the combat.

AC-130 Gunship

30 | 40

Air, American, Fire, Giant, Transport



Deploy Rearward 3 Air and 3 Fire
Exhaust this card.

Airstrike 4 Fire
Damage and suppress all susceptible cards in any field.

Exhaust this card, spend 1 Air and resupply 4 Fire.

Houdou

20 | 40

Beast, Chinese, Fire

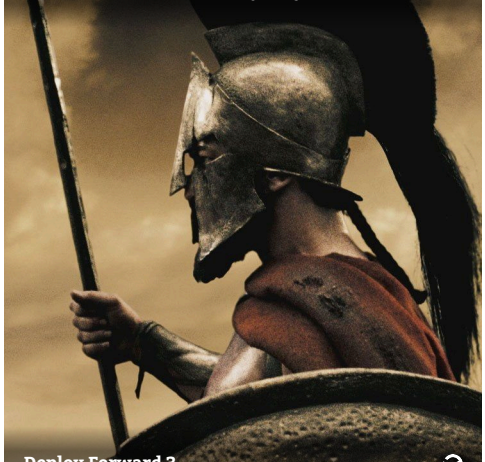
Deploy Forward 3

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

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

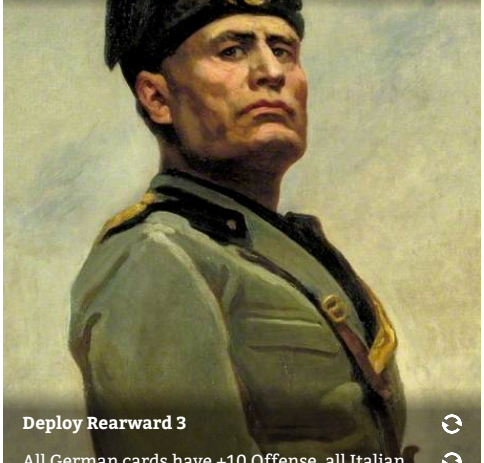
Deploy Forward 6

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.

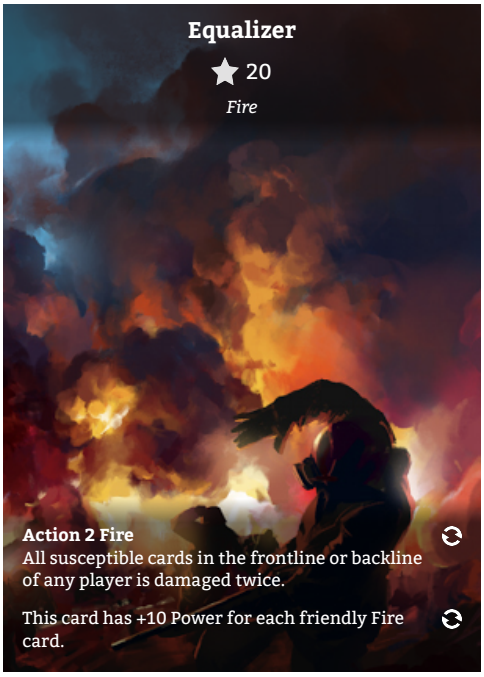
Echidna

40 | 30

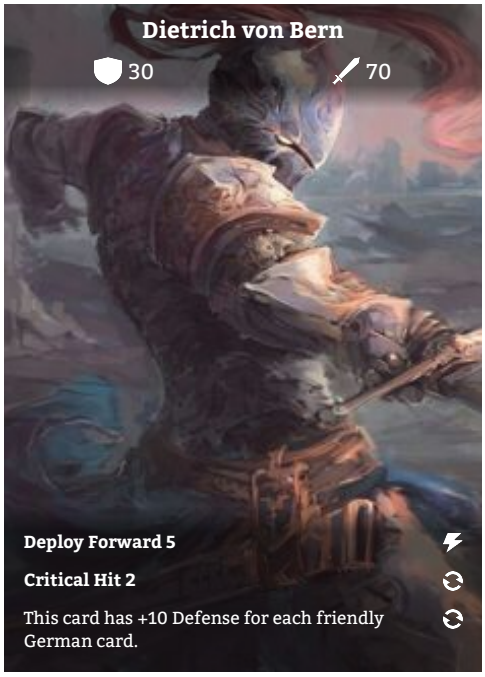
Greek, Italian, Unholy

Deploy Forward 5

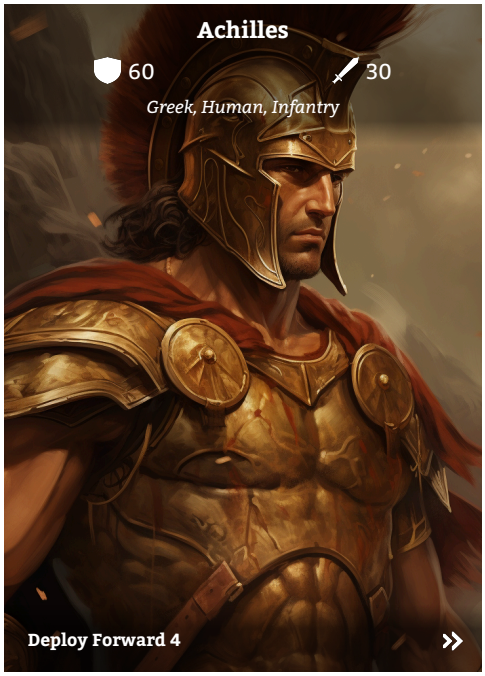
When an Unholy card enters your board, resupply 2.

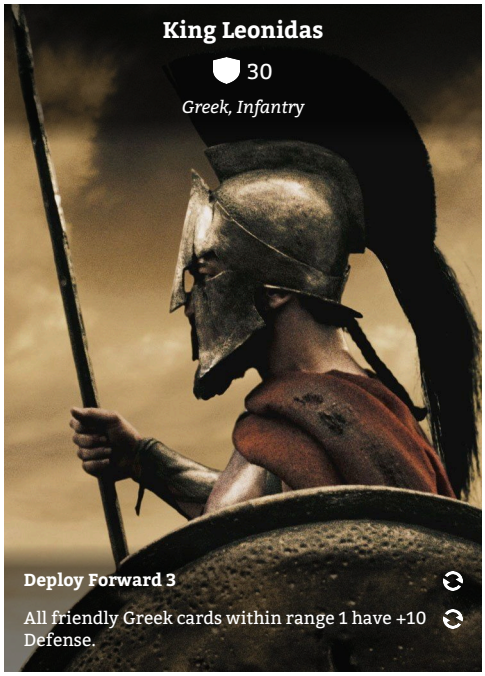

Equalizer
20
Fire
Action 2 Fire
All susceptible cards in the frontline or backline of any player is damaged twice.
This card has +10 Power for each friendly Fire card.

Holy Flame
30
Fire, Holy
Action 2 Fire
Damage any susceptible card.
This card has +10 Power for each friendly Holy card.


Dietrich von Bern
30
70
Deploy Forward 5
Critical Hit 2
This card has +10 Defense for each friendly German card.

Efreet
60
60
Fire, Spirit, Unholy
Deploy Forward 6 or 3 Fire
Friendly Unholy cards have +20 Offense.
Friendly Fire cards have +20 Power.


Achilles
60
30
Greek, Human, Infantry
Deploy Forward 4


King Leonidas
30
Greek, Infantry
Deploy Forward 3
All friendly Greek cards within range 1 have +10 Defense.