

**Ludwig von Crüwell**

German, Officer

**Guardian Spirit**

50

2

Holy, Spirit

**Equip 4**

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

**Deploy Forward 6**

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

**Chuikov's Chosen**

40

60

Infantry, Russian

**Ares**

70

50

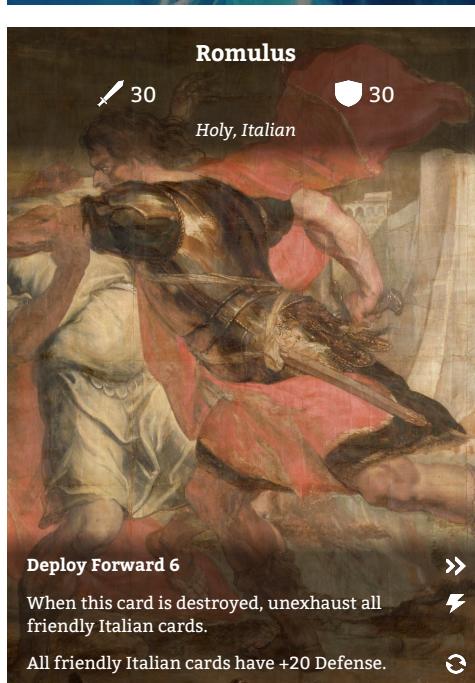
Greek, Italian

**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.

**Deploy Forward 3**

This card has +40 Defense while not in combat.

**Inner Flame**

50

Fire, Spell

**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**

When another friendly Artillery card damages another card, damage that card again.

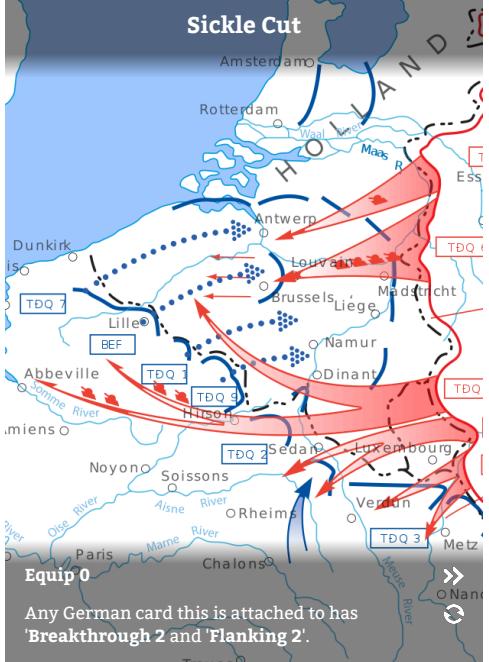


When an Artillery card destroys a card, eliminate that card.

**Deploy Forward 4**

Breakthrough 1





**Phoenix**

70      40      4

Air, Fire

**Vernichtungsfeuer**

Artillery, German, Tactic

**Sturmgewehr**

Equipment, German, Infantry

**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.

**Deploy Rearward 4 or 2 Fire** »

**Decay 1**

When another friendly Artillery card damages another card, damage that card again.

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

**Equip 2** »

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

**Library of Alexandria**

30      2      0      1

**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**

**Cumbersome**

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

**M1919 Machine Gun**

★ 40

American, Equipment

**Valkyrie**

80      60      80

Air, Holy, Nordic

**Day of Wrath**

★ 50

Fire, Holy

**Equip 2** »

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

**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.

**Sippenhaft**

 200  
German

**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*

**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**

 200  
Artillery, Fire, German, Giant, Salvage (4)

 200

**Deploy Rearward 2 Fire**

Exhaust this card.

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

**Pegasus**

Cavalry, Greek, 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  40

*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**

 20

 50

American, Artillery, Fire, Salvage (1)

**Deploy Forward 2**

Exhaust this card.

Spend 1, exhaust this card and damage and suppress any susceptible card within range 2.

**Defender****Skunkworks**

 50

Air, American, Structure

**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***Ju 88**

★ 80

*Air, Bomber, German***Bf 109**

⚡ 70

🛡 60

*Air, Fighter, German*

Deploy Rearward 4



Deploy Rearward 2 and 1 Air



Deploy Rearward 2 Air



Intercept 1

**Supermarine Spitfire**

⚡ 60

🛡 70

*Air, British, Fighter***P-38 Lightning**

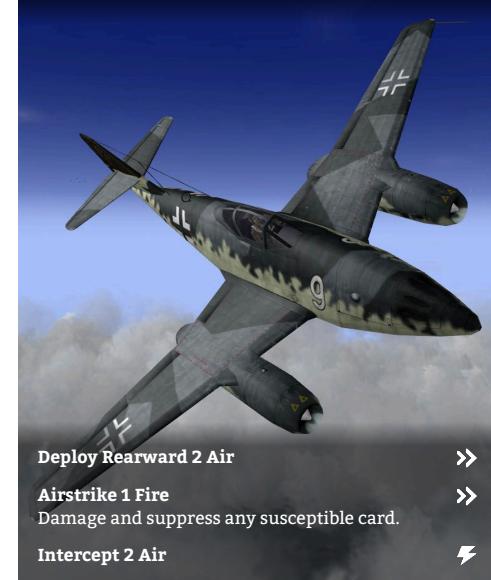
⚡ 80

🛡 90

*Air, American, Fighter***Me 262**

⚡ 100

🛡 100



Deploy Rearward 3



Intercept 1 Air



Deploy Rearward 2 Air



Intercept 1 Air



Deploy Rearward 2 Air



Airstrike 1 Fire



Damage and suppress any susceptible card.



Intercept 2 Air

**Red Baron***German, Pilot*

Equip 2



Any Air card this is attached to has +30 Defense.

**Rapid Dragon**

★ 200

*American, Chinese***Action X**

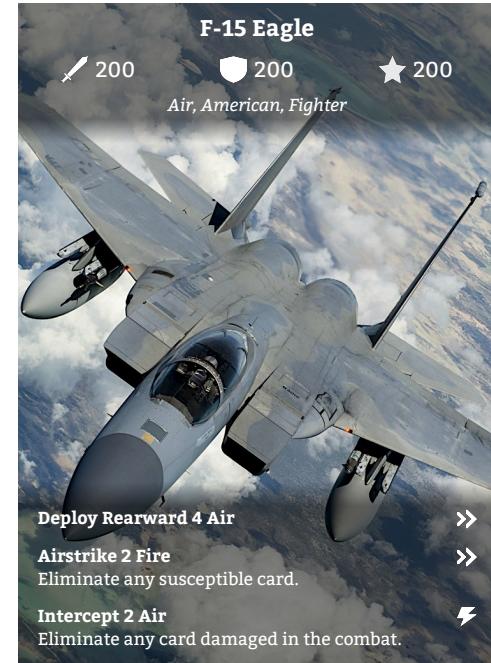
where is any number of Air Transport cards you choose to exhaust. Choose X susceptible enemy cards and suppress and damage each of them.

**F-15 Eagle**

⚡ 200

🛡 200

★ 200



Deploy Rearward 4 Air



Airstrike 2 Fire



Eliminate any susceptible card.



Intercept 2 Air



Eliminate any card damaged in the combat.

**AC-130 Gunship**

🛡 40

★ 50

*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.

**Firestorm**

🛡 250

★ 60

*Fire*

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.

**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.



All susceptible friendly Fire cards have +10 Offense.



This card has +10 Power for each friendly Air card.

**Benito Mussolini**

🛡 30

*Italian, Unholy***Armageddon***Holy***Echidna**

🗡 40

*Greek, Italian, Unholy*

🛡 50

**Deploy Rearward 3**

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

**Deploy Rearward 2**

In the beginning of your Maneuver Phase, you lose the game.



All friendly cards have +50 Offense.

**Deploy Forward 5**

When an Unholy card enters your board, resupply 2.



**Equalizer**

★ 20

**Holy Flame****Action 2 Fire**

The frontline or backline of any player



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

When a friendly 