

Ludwig von Crüwell

German, Officer

Guardian Spirit

50

2

Holy, Spirit

**Chuikov's Chosen**

40

60

Infantry, Russian

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.

**Deploy Forward 3**

This card has +40 Defense while not in combat.

**Ares**

70

50

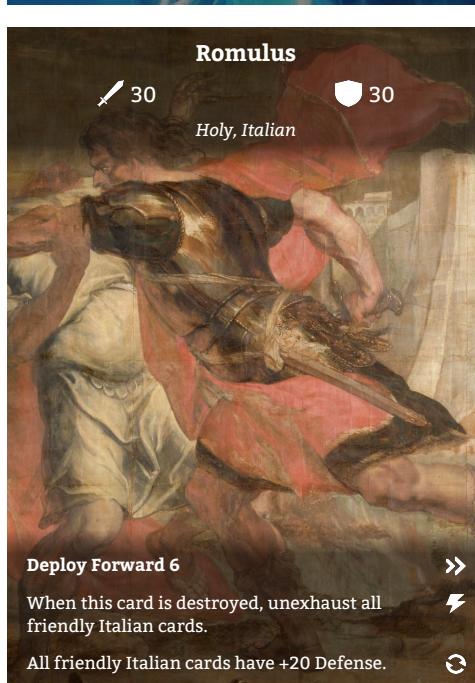
Greek, Italian

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.

Action

Attach this card to a susceptible or friendly card.



When a card this is attached to attacks, unexhaust it, then spend 1 Fire or damage it.

**Sturmzug**

50

70

German, Infantry

Vernichtungsfeuer

Artillery, German

Centaur Warband

50

50

1

2

Cavalry

Deploy Forward 6

Flanking 1 Fire

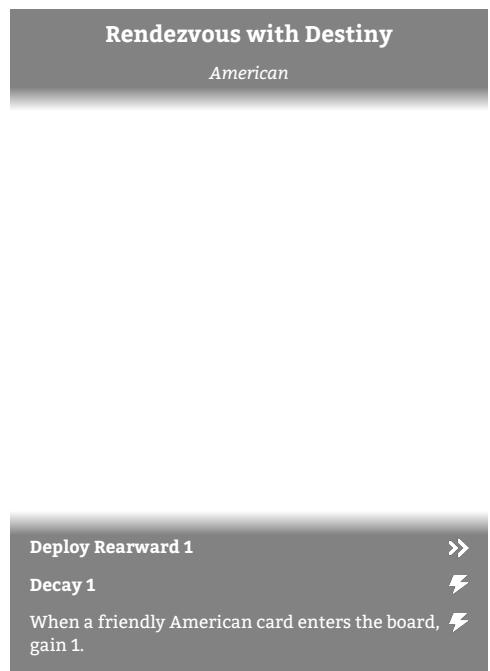
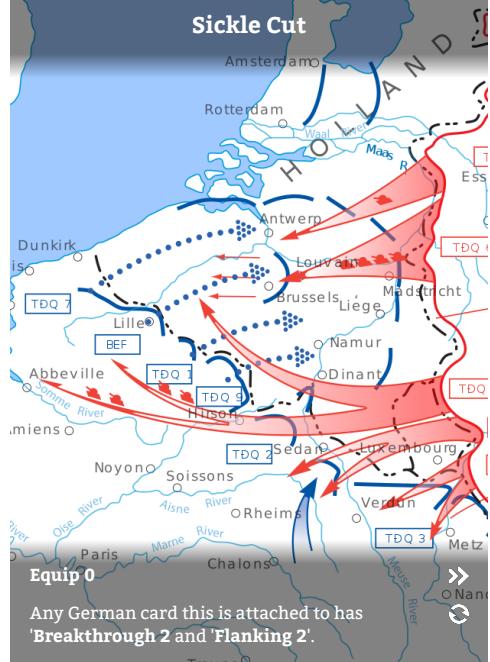
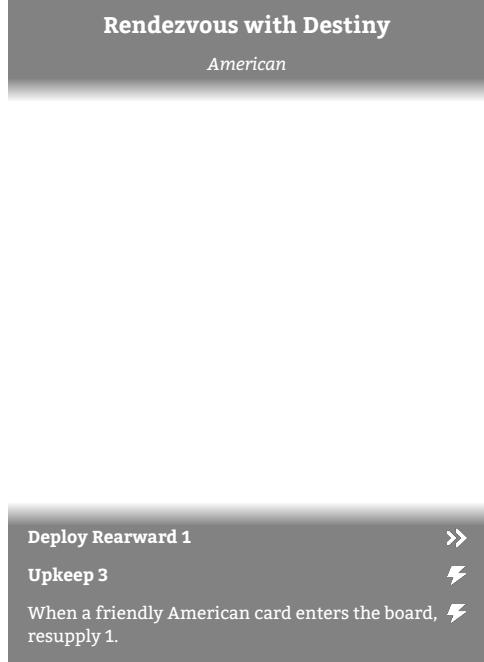
**Deploy Rearward 4 or 2 Fire**Upkeep 1 Fire
When another friendly Artillery card damages another card, damage that card again.

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

Maxim Gunner

50 50 0

Health 3

Deploy Forward 1 »

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

Deploy Forward 2 »

Cumbersome ⚡

Cumbersome ⚡

When this card attacks, you may damage it, spend 1 Fire and unexhaust it.

M1919 Browning 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 to 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 »

Spend 1 Fire to damage all susceptible cards.

Action »

Spend 3 Fire to 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

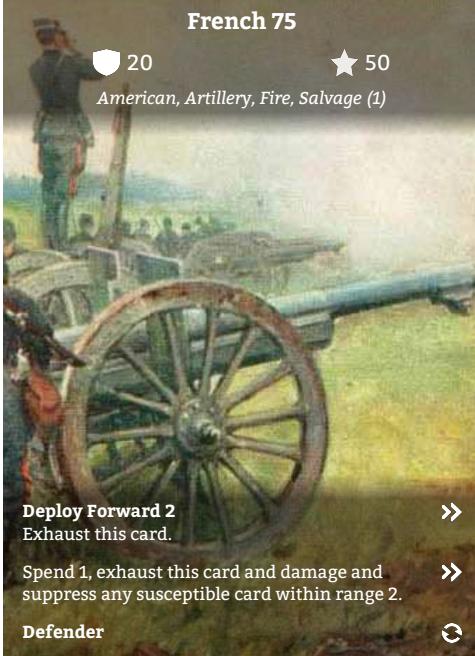
When another Unholy card within range 1 attacks, you may exhaust this card to make the attack diagonal.

**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**

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Air, American, Structure

Deploy Rearward 1 Air

Exhaust this card.

Exhaust this card, spend 1 and resupply 1 Air.

**Ju 52**

 50

Air, German, Transport

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 3****Rapid Dragon**

★ 200

*American, Chinese***F-15 Eagle**

⚡ 200

🛡 200

*Air, American, Fighter***AC-130 Gunship**

🛡 40

★ 50

*Air, American, Bomber, Fire, Transport***Action**

Exhaust any number of Air Transport cards and spend 1 Fire for each card exhausted. Choose that many susceptible enemy cards and suppress and damage each of them.

**Deploy Rearward 4 Air****Intercept 1 Air****Critical Hit 2 Fire****Deploy Rearward 3 Air and 3 Fire**

Exhaust this card.

Exhaust this card, spend 4 Fire and choose a player. Damage and suppress all susceptible cards in that player's field.

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

X

X

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.



Hypnos

40

2

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*Greek, Holy, Italian, Offense (20)***X****Benito Mussolini**

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*Italian, Unholy***Deploy Forward 6 or 3 Air**

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.

Deploy Rearward 3

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

