Non-motorized Transport	Anti-tank Gun Battalion	
Supply	Deploy [this] exhausted.	Engineer Battalion Army (assist)
Play Bonus: 2 +1	We don't look like much, but we do good work, eh? Pity it takes so much time getting to the point.	Play Bonus: 2 +2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 more.
Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that! © 2010, Arclight inc. Art. Nogami Takeshi 01/45	Exhaust and discard [this] → 😒 +3. © 2010 Arclight inc. Art: Kazuhiro 07/45	Aahh The vibrations from an explosion so good
Truck Transport Supply	Panzer Grenadier Regiment Army (infantry)	Panzer Division HQ
Play Bonus: 🕑 +2	Play Bonus: +1 or +1 You may deploy [this] exhausted.	Army (headquarters)
The "Blitz" in "Operation Blitz" means "electrical charge". Isn't that very typical German army, you think?	Where are my trusted comrades? Exhaust [this] $\rightarrow \times$ +2 Return [this] $\rightarrow \times$ +2	During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them. Units are never in the way as long as we can supply them.
© 2010, Arclight inc. Art: ju-sensha koubou 02/45	© 2010 Arclight inc. Art: Maruto! 08/45	© 2010 Arclight inc. Art: Mizuki Eimu 14/45
	Deutschland Berin Raßland Moseu	
Train Transport Supply	Motorcycle Messenger Army (headquarters)	Assault Gun Battalion Army (artillery)
Play Bonus: 💽 +3	You may choose to gain the Play Bonus or the Ability. Play Bonus: +2	Deploy [this] exhausted.
	Discard [this] \rightarrow Reactivate one of your deployed army cards.	We can do as well as tanks, depending on how you use us! Exhaust [this] $\rightarrow \infty$ +2
Come on, come on! Don't give me that slacky transport crap. Army, vehicles, all are to go straight to the front, got it? © 2010, Ardight inc. Art: Fujisawa Takashi 05/45	Defend to the death!they say. Oh, poor thing © 2010 Arclight inc. Art: Kazuhiro 09/45	Return [this] → ▲ +2 Discard 1 of your deployed infantry units → ▲ +2 © 2010 Arclight inc. Art. Mamo Williams 15/45
Grenadier Regiment Army (infantry)	Security Company Army (rear)	Heavy Tank Battalion (Tiger I) Army (tank)
Play Bonus: Play B	Play Bonus: \textcircled{P}^+2 Discard [this] and X cards from your hand $\rightarrow \textcircled{P}^+X$.	Deploy [this] exhausted. German tanks are best in the world. It's true!
The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → 🐼 +1	You go here. And you there go over there.	This] is not reactivated during the start of your turn unless you pay 3 ⊙. Exhaust [this] → ★+7.
$\begin{array}{c} \text{Extracts}\left[\text{(inis)} \rightarrow \text{(inis)} + 1 \\ \text{Return [this]} \rightarrow \text{(inis)} + 1 \\ \text{@ 2010 Arclight inc.} & \text{Art: Marutol} & 05/45 \end{array}\right]$	Wait a minute. You're carrying good stuff! © 2010 Ardight inc. Art: Tobashi Kotomi 10:45	© 2010 Arclight inc. Art: Nogami Takeshi 16/45
Field Reinforcement Battalion	Artillery Battalion	Panzer Regiment Army (tank)
Deploy [this] exhausted.	Army (artillery)	Deploy [this] exhausted. German tanks are the best in the World!
I can rest here till they call for reinforcements, right? Exhaust and discard [this] → t⊕+1 or @+1.	Don't rely too much on us just because the casualties are few. We always run out of ammo when it really counts!	Except the T-34s Exhaust [this] and pay 1 $\bigcirc \rightarrow \bigotimes$ +4. Discard [this] $\rightarrow \bigotimes$ +2.
© 2010 Arclight inc. Art: Jiji 05/45	© 2010 Arclight inc. Art: Ju-sensha koubou 11/45	© 2010 Arclight inc. Art: Fujisawa Takashi 17/45
Thereas		
Commando troops Army (special)	Armoured Recon Battalion Army (assist)	SS Panzer Regiment Army (tank)
Play Bonus: 2 +2, 2 +1 When you gain or play [this], choose one deck or draw pile. Look at the top card and return it to the top or the bottom of that pile.	Play Bonus: 😰 +2, 🐼 +2	Deploy [this]. The never tiring battle field extinguisher The armoured SS are here! Exhaust [this] and pay $1 \odot \rightarrow \infty + 6$.
It's really tiring to be disguised all day long.	You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks. © 2010 Arclight inc. Art: Kazuhiro 12/45	Discard [this] → C+2. © 2010 Ardight inc. Art: Poyoyon Rock 18/45



Non-motorized Transport	Non-motorized Transport
Play Bonus: 1	Play Bonus: 0 +1
Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that!	Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that!
Non-motorized Transport	© 2010, Arclight inc. Art: Nogami Takeshi 01/45 Non-motorized Transport
Play Bonus: 1	Supply Play Bonus: 🕑 +1
Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that!	Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that!
Non-motorized Transport	© 2010, Arclight inc. Art: Nogami Takeshi 01/45 Non-motorized Transport
Play Bonus: 2 +1	Supply Play Bonus: @ +1
Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that!	Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that!
Non-motorized Transport	© 2010, Arclight inc. Art. Nogami Takeshi 01/45 Non-motorized Transport Supply
Play Bonus: 0 +1	Play Bonus: 💽 +1
Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that!	Transport is best with horses. I mean, they're cute. hey, nol Krieg, stop that! © 2010, Arclight inc. Art. Nogami Takeshi 01/45
Non-motorized Transport	Non-motorized Transport Supply
Play Bonus: 0 +1	Play Bonus: 🙋 +1
Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that!	Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that!
Non-motorized Transport	© 2010, Arclight inc. Art. Nogami Takeshi 01/45 Non-motorized Transport
Play Bonus: 0 +1	Supply Play Bonus: 0 +1
Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that!	Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that!
Non-motorized Transport	© 2010, Arclight inc. Art: Nogami Takeshi 01/48 Non-motorized Transport Supply
Play Bonus: 1	Play Bonus: 🙆 +1
Transport is best with horses. I mean, they're cute.	Transport is best with horses. I mean, they're cute. hey, nol Krieg, stop that! © 2010, Arclight inc. Art: Nogami Takeshi 01/45
Non-motorized Transport	Non-motorized Transport Supply
Play Bonus: 🙆 +1	Play Bonus: 🙆 +1
Transport is best with horses. I mean, they're cute. hey, nol Krieg, stop that!	Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that!
Non-motorized Transport	© 2010, Arclight inc. Art: Nogami Takeshi 01/4 Non-motorized Transport Supply
Play Bonus: 2 +1	Play Bonus: @ +1
Transport is best with horses. I mean, they're cute.	Transport is best with horses. I mean, they're cute.
Non-motorized Transport	© 2010, Arclight inc. Art. Nogami Takeshi 01/4: Non-motorized Transport Supply
Play Bonus: 💽 +1	Play Bonus: 🙋 +1
	Supply Play Bonus: Image: 11 Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that! Other Supply Play Bonus: Image: 1 Transport is best with horses. I mean, they're cute. hey, no! Krieg, stop that! Colspan="2">Other Supply Play Bonus: Image: 1 Other Supply



Grenadier Regiment Army (infantry)	Grenadier Regiment Army (infantry)	Field Reinforcement Battalion Army (rear)
Play Bonus: +1 You may deploy [this] exhausted.	Play Bonus: +1 You may deploy [this] exhausted.	Deploy [this] exhausted.
The feeling of this Mosel Kar98k Aah it's wonderful	The feeling of this Mosel Kar98k Aah it's wonderful	I can rest here till they call for reinforcements, right?
Exhaust [this] $\rightarrow \bigotimes$ +1 Return [this] $\rightarrow \bigotimes$ +1	Exhaust [this] $\rightarrow \mathbb{Q}$ +1 Return [this] $\rightarrow \mathbb{Q}$ +1	Exhaust and discard [this] → ()+1 or ()+1.
© 2010 Arclight inc. Art: Marutol 05/45 Grenadier Regiment Army (infantry)	© 2010 Arclight inc. Art: Maruto! 05/45 Grenadier Regiment Army (infantry)	© 2010 Ardight inc. Art: Jiji 05/45 Field Reinforcement Battalion Army (rear)
Play Bonus: +1 You may deploy [this] exhausted.	Play Bonus: +1 You may deploy [this] exhausted.	Deploy [this] exhausted.
The feeling of this Mosel Kar98k Aah it's wonderful	The feeling of this Mosel Kar98k Aah it's wonderful	I can rest here till they call for reinforcements, right?
Exhaust [this] $\rightarrow \mathbb{C}^{+1}$ Return [this] $\rightarrow \mathbb{C}^{+1}$	Exhaust [this] → t +1 Return [this] → t +1	Exhaust and discard [this] \rightarrow (\bigcirc +1 or (\bigcirc +1.
© 2010 Ardight inc. Art: Maruto! 05/45 Grenadier Regiment Army (infantry)	© 2010 Arclight inc. Art: Maruto! 05/45 Grenadier Regiment Army (infantry)	© 2010 Ardight inc. Art: Jiji 05/45 Field Reinforcement Battalion Army (rear)
Play Bonus: +1 You may deploy [this] exhausted.	Play Bonus: +1 You may deploy [this] exhausted.	Deploy [this] exhausted.
The feeling of this Mosel Kar98k Aah it's wonderful	The feeling of this Mosel Kar98k Aah it's wonderful	I can rest here till they call for reinforcements, right?
Exhaust [this] $\rightarrow \bigotimes +1$ Return [this] $\rightarrow \bigotimes +1$	Exhaust [this] $\rightarrow \bigotimes +1$ Return [this] $\rightarrow \bigotimes +1$	Exhaust and discard [this] \rightarrow (+1 or +1.
© 2010 Ardight inc. Art: Maruto! 05/45 Grenadier Regiment Army (infantry)	© 2010 Arclight inc. Art: Maruto! 05/45 Grenadier Regiment Army (infantry)	© 2010 Ardight inc. Art: Jiji 05/45 Field Reinforcement Battalion Army (rear)
Play Bonus: +1 You may deploy [this] exhausted.	Play Bonus: +1 You may deploy [this] exhausted.	Deploy [this] exhausted.
The feeling of this Mosel Kar98k Aah it's wonderful	The feeling of this Mosel Kar98k Aah it's wonderful	I can rest here till they call for reinforcements, right?
$ \begin{array}{c} \text{Exhaust [this]} \rightarrow & \bigcirc +1 \\ \text{Return [this]} \rightarrow & \bigcirc +1 \end{array} $	$ \begin{array}{c} \text{Exhaust [this]} \rightarrow & +1 \\ \text{Return [this]} \rightarrow & +1 \end{array} $	Exhaust and discard [this] $\rightarrow \mathbf{O}$ +1 or \mathbf{O} +1.
© 2010 Ardight inc. Art. Maruto! 05/45 Grenadier Regiment Army (infantry)	© 2010 Arclight Inc. Art: Maruto! 05/45 Grenadier Regiment Army (infantry)	© 2010 Ardight inc. Art: Jiji 05/45 Field Reinforcement Battalion Army (rear)
Play Bonus: +1 You may deploy [this] exhausted.	Play Bonus: +1 You may deploy [this] exhausted.	Deploy [this] exhausted.
The feeling of this Mosel Kar98k Aah it's wonderful	The feeling of this Mosel Kar98k Aah it's wonderful	I can rest here till they call for reinforcements, right?
Exhaust [this] → 🐼 +1 Return [this] → 🐼 +1	Exhaust [this] $\rightarrow \mathbb{Q}$ +1 Return [this] $\rightarrow \mathbb{Q}$ +1	Exhaust and discard [this] → ()+1 or ()+1.
© 2010 Arclight inc. Art. Maruto! 05/45	© 2010 Arclight line. Art: Maruto! 05/45	© 2010 Arclight inc. Art: Jiji 05/45 Field Reinforcement Battalion
Army (infantry)		
Army (infantry) Play Bonus: +1 You may deploy [this] exhausted.	Army (infantry) Play Bonus: +1 You may deploy [this] exhausted.	Army (rear)
Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful	Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right?
Army (infantry) Play Bonus: P+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → ++1	Army (infantry) Play Bonus: : +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (③+1 or ①+1.
Army (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●●+1 Return [this] → ●●+1 © 2010 Arclight inc. Art: Marutol 05/45	Army (infantry) Play Bonus: : +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 e 2010 Arclight inc. Art: Marutol O5/45 Grenadier Regiment	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (③+1 or ④+1. © 2010 Arclight line. Art: Jiji 05/45 Field Reinforcement Battalion
Army (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●●+1 Return [this] → ●●+1 © 2010 Arclight inc. Art. Maruto! 05/45	Army (infantry) Play Bonus: Play Bonus	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (③+1 or (③+1. © 2010 Arclight inc. Art: Jiji 05/45
Army (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ● +1 Return [this] → ● +1 © 2010 Arclight inc. Art. Marutol 05/45 Greenadicr Regiment Arrmy (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful	Army (infantry) Play Bonus: : : +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → : +1 @ 2010 Arclight inc. Art: Marutol O5/45 Grenatier Regiment Army (infantry) Play Bonus: : : +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (3+1 or (2+1). © 2010 Ardight inc. Art. Jiji OS/45 Field Reinforcement Battalion Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right?
Army (infantry) Play Bonus: $+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow 0$ +1 Return [this] $\rightarrow 0$ +1 © 2010 Ardight inc. Art. Marutol 05/45 Greenatier Regiment Army (infantry) Play Bonus: $+1$ You may deploy [this] exhausted.	Army (infantry) Play Bonus: : +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 @ 2010 Arclight inc. Art: Marutol 05/45 Grenatier Regiment Army (infantry) Play Bonus: +1 You may deploy [this] exhausted.	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (3+1 or (2+1). © 2010 Ardight inc. Art. Jiji Field Reinforcement Battalion Army (rear) Deploy [this] exhausted.
Army (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ● +1 Return [this] → ● +1 e 2010 Arclight inc. Art: Maruto! 05/45 Greenadier Regiment Army (infantry) Play Bonus: ● +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ● +1 Return [this] → ● +1	Army (infantry) Play Bonus: : +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 @ 2010 Arclight inc. Art: Maruto! 05/45 Greenation Regiment Army (infantry) Play Bonus: : +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 Return [this] → +1	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (😳 +1 or (한 +1. © 2010 Ardight inc. Art: Jiji 05/45 Field Reinforcement Battalion Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (🕃 +1 or (🕃 +1.
Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 e 2010 Arclight inc. Art: Manutol O5/45 Crenadier Regiment Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 e 2010 Arclight inc. Art: Manutol O5/45 Grenadier Regiment	Army (infantry) Play Bonus: : +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 Return [this] → +1 Return [this] → +1 Play Bonus: +1 Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 Return [this] → +1 © 2010 Arelight inc. Art: Maruto! 05/45	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → t + 1 or + 1. © 2010 Arclight inc. Art: Jij 05/45 Field Reinforcement Battalion Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → t + 1 or + 1. © 2010 Arclight inc. Art: Jij 05/45 Field Reinforcement Battalion
Army (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ● +1 Return [this] → ● +1 Return [this] → ● +1 e 2010 Arclight inc. Art: Maruto! 05/45 Greenadier Regiment Army (infantry) Play Bonus: ● +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ● +1 Return [this] → ● +1 e 2010 Arclight inc. Art: Maruto! 05/45 Greenadier Regiment Army (infantry) Play Bonus: ● +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful	Army (infantry) Play Bonus: : +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 @ 2010 Arclight inc. Art: Maruto! 05/45 Greenadiger Regiment Army (infantry) Play Bonus: : +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 @ 2010 Arclight inc. Art: Maruto! 05/45 Greenadicer Regiment Art: Maruto! 05/45 Greenadicer Regiment Army (infantry) Play Bonus: +1 Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → t\$+1 or \$+1. © 2010 Ardight inc. Art. Jij 05/45 Field Reinforcement Battalion Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → t\$+1 or \$+1. 05/45 Field Reinforcement Battalion Army (rear) 05/45 Deploy [this] exhausted. L can rest here till they call for reinforcements, right? Exhaust and discard [this] → t\$+1 or \$+1. © 2010 Ardight inc. Art. Jij 05/45 Field Reinforcement Battalion Army (rear) Deploy [this] exhausted. 05/45 Lan rest here till they call for reinforcements, right?
Army (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●+1 Return [this] → ●+1 @ 2010 Arclight inc. Art. Maruto! 05/45 Grenation Regiment Army (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●+1 @ 2010 Arclight inc. Art. Maruto! O5/45 Greenaticer Regiment Army (infantry) Play Bonus: ●+1 @ 2010 Arclight inc. Art. Maruto! @ 2010 Arclight inc.	Army (infantry) Play Bonus: $2+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow 2+1$ Return [this] $\rightarrow 2+1$ 2010 Arclight inc. Art: Marutol 05145 Greenatier Regiment Army (infantry) Play Bonus: $2+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow 2+1$ 2010 Arclight inc. Art: Marutol O5145 Greenatier Regiment Army (infantry) Play Bonus: $2+1$ 2010 Arclight inc. Art: Marutol 05145 Greenatier Regiment Army (infantry) Play Bonus: $2+1$ Play Bonus: $2+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow 2+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow 2+1$	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (2+1 or (2+1). © 2010 Ardight Inc. Art. Jiji Obeloy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (2+1 or (2+1). © 2010 Ardight Inc. Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (2+1 or (2+1). © 2010 Ardight Inc. Art. Jiji OSI45 Field Reinforcement Battalion Army (rear) Deploy [this] exhausted. L can rest here till they call for reinforcements, right? Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (2+1 or (2+1).
Army (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●+1 Return [this] → ●+1 @ 2010 Arclight inc. Art. Manuto! 05/45 Greenadier Regiment Army (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●+1 @ 2010 Arclight inc. Art. Manuto! 05/45 Greenadier Regiment Army (infantry) Play Bonus: ●+1 % 2010 Arclight inc. Art. Manuto! 05/45 Greenadier Regiment Army (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful	Army (infantry) Play Bonus: $2+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow ++1$ Return [this] $\rightarrow ++1$ e 2010 Arelight inc. Army (infantry) Play Bonus: $2+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow +1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow +1$ e 2010 Arelight inc. Art: Maruto! 05/45 Greenatier Regiment Army (infantry) Play Bonus: $2+1$ e 2010 Arelight inc. Art: Maruto! 05/45 Greenatier Regiment Army (infantry) Play Bonus: $2+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow +1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow +1$	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → t\$+1 or \$+1. © 2010 Ardight inc. Art. Jiji 05/45 Field Reinforcement Battalion Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → t\$+1 or \$+1. 05/45 Field Reinforcements 05/45 Field Reinforcements, right? Exhaust and discard [this] → t\$+1 or \$+1. © 2010 Ardight inc. Art. Jiji Deploy [this] exhausted. Lean rest here till they call for reinforcements Battalion Army (rear) Deploy [this] exhausted. Lean rest here till they call for reinforcements, right?
Army (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ● +1 e 2010 Ardight inc. Artt Marutol 05/45 Grenadier Regiment Army (infantry) Play Bonus: ● +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ● +1 e 2010 Ardight inc. Artt Marutol 05/45 Greenadier Regiment Army (infantry) Play Bonus: ● +1 e 2010 Ardight inc. Artt Marutol 05/45 Greenadier Regiment Army (infantry) Play Bonus: ● +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ● +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ● +1 e 2010 Ardight inc. Art Marutol 05/45 Greenadier Regiment	Army (infantry) Play Bonus:	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (③+1 or (③+1.) © 2010 Arclight Inc. Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (③+1 or (④+1.) © 2010 Arclight Inc. Art: Jiji Deploy [this] exhausted. I can rest here till they call for reinforcements Battalion Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (④+1 or (④+1.) © 2010 Arclight Inc. Art: Jiji Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (④+1 or (④+1.) © 2010 Arclight Inc. Art: Jiji Deploy [this] exhausted. I can rest here till they call for reinforcements, right?
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Army (infantry) Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●+1 Return [this] → ●+1 Return [this] → ●+1 Return [this] → ●+1 Return [this] → ●+1 Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●+1 Return [this] → ●+1 Return [this] → ●+1 Return [this] → ●+1 Return [this] → ●+1 Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●+1 Play Bonus: ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ●+1 You may deploy [this] exhauste	Army (infantry) Play Bonus:	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1) or (Q+1). © 2010 Arelight line. Art. Jiji Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1 or (Q+1). © 2010 Arelight line. Art. Jiji Option (This] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1 or (Q+1). Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1 or (Q+1). © 2010 Arelight line. Art. Jiji Option (This] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1 or (Q+1). Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Leploy [this] exhausted.
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Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 Return [this] → +1 Return [this] → +1 C 2010 Arclight inc. Art: Manutol O5445 Crenadier Regiment Army (infantry) Play Bonus: +1 C 2010 Arclight inc. Art: Manutol O5445 Crenadier Regiment Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 Return [this] → +1 C 2010 Arclight inc. Art: Manutol O5445 Crenadier Regiment Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 C 2010 Arclight inc. Art: Manutol O545 Crenadier Regiment Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 C 2010 Arclight inc. Art: Manutol O545	Army (infantry) Play Bonus: ()+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ()+1 Return [this] → ()+1 Return [this] → ()+1 Return [this] → ()+1 Play Bonus: ()+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ()+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ()+1 Return [this] → ()+1 Play Bonus: ()+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ()+1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → ()+1 e 2010 Arelight inc. Art: Maruto! 05/45 Greenatier Regiment Army (infantry) Play Bonus: ()+1 ()+1 e 2010 Arelight inc. Art: Maruto! 05/45 Creenatier Regiment Aremy (infantry)	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1) (Q+1). © 2010 Arelight Inc. Art. Jiji Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1) (Q+1). © 2010 Arelight Inc. Art. Jiji 05/45 Field Reinforcements, right? Exhaust and discard [this] → (Q+1) or (Q+1). © 2010 Arelight Inc. Art. Jiji 05/45 Field Reinforcements, right? Exhaust and discard [this] → (Q+1) or (Q+1). © 2010 Arelight Inc. Art. Jiji 05/45 Field Reinforcements, right? Exhaust and discard [this] → (Q+1) or (Q+1). © 2010 Arelight Inc. Art. Jiji 05/45 Field Reinforcements, right? Exhaust and discard [t
Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 Return [this] → +1 Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 © 2010 Arclight inc. Art: Marutol 05/45 Greenadier Regiment Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] → +1 © 2010 Arclight inc. Art: Marutol	Army (infantry) Play Bonus: $+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] \rightarrow +1 Return [this] \rightarrow +1 Return [this] \rightarrow +1 Return [this] \rightarrow +1 @ 2010 Arelight inc. Art: Marutol 05/45 Greenadlicer Regiment Army (infantry) Play Bonus: $+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] \rightarrow +1 Return [this] \rightarrow +1 Return [this] \rightarrow +1 Return [this] \rightarrow +1 05/45 Greenadlicer Regiment Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] \rightarrow +1 Return [this] \rightarrow +1 Return [this] \rightarrow +1 Return [this] \rightarrow +1 Return [this] \rightarrow +1 05/45 Greenadlicer Regiment Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] \rightarrow +1 2010 Arelight inc. Art: Marutol <	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] $\rightarrow (\textcircled{P}+1 \circ (\textcircled{P}+1).$ © 2010 Ardight inc. Art. Jiji Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] $\rightarrow (\textcircled{P}+1 \circ (\textcircled{P}+1).$ © 2010 Ardight inc. Art. Jiji Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] $\rightarrow (\textcircled{P}+1 \circ (\textcircled{P}+1).$ © 2010 Ardight inc. Art. Jiji Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] $\rightarrow (\textcircled{P}+1 \circ (\textcircled{P}+1).$ © 2010 Ardight inc. Art. Jiji Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] $\rightarrow (\textcircled{P}+1 \circ (\textcircled{P}+1).$ © 2010 Ardight inc. Art. Jiji Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] $\rightarrow (\textcircled{P}+1 \circ (\textcircled{P}+1).$ © 2010 Ardight inc. Art. Jiji Deploy [this] exhausted. I can rest here til
Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this]+1 Return [this]+1 Army (infantry) Play Bonus: +1 You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this]+1 Return [this	Army (infantry) Play Bonus: $p+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow p+1$ Return [this] $\rightarrow p+1$ Play Bonus: $p+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow p+1$ Return [this] $\rightarrow p+1$ Play Bonus: $p+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow p+1$ Play Bonus: $p+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow p+1$ Return [this] $\rightarrow p+1$ Return [this] $\rightarrow p+1$ Play Bonus: $p+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful Exhaust [this] $\rightarrow p+1$ Play Bonus: $p+1$ You may deploy [this] exhausted. The feeling of this Mosel Kar98k Aah it's wonderful	Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1) or (Q+1). © 2010 Ardight Inc. Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1) or (Q+1). © 2010 Ardight Inc. Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1) or (Q+1). © 2010 Ardight Inc. Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1) or (Q+1). © 2010 Ardight Inc. Art. Jiji Ost45 Field Reinforcement Battalion Army (rear) Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1) or (Q+1). © 2010 Ardight Inc. Art. Jiji Deploy [this] exhausted. I can rest here till they call for reinforcements, right? Exhaust and discard [this] → (Q+1) or (Q+1). © 2010

Commando troops Army (special)	Anti-tank Gun Battalion Army (artillery)	Panzer Grenadier Regiment Army (infantry)
Play Bonus: (2+2, (2+1) When you gain or play [this], choose one deck or draw pile.	Deploy [this] exhausted.	Play Bonus: 😳+1 or 🔃+1 You may deploy [this] exhausted.
Look at the top card and return it to the top or the bottom of that pile.	We don't look like much, but we do good work, eh? Pity it takes so much time getting to the point.	Where are my trusted comrades?
It's really tiring to be disguised all day long.	Exhaust and discard [this] $\rightarrow \bigotimes$ +3.	Exhaust [this] $\rightarrow \bigotimes +2$ Return [this] $\rightarrow \bigotimes +2$
© 2010, Ardight inc. Art: Nogami Takeshi 06/45 Commando troops	© 2010 Arclight inc. Art: Kazuhiro 07/45 Anti-tank Gun Battalion	© 2010 Ardight inc. Art: Maruto! 08/45 Panzer Grenadjer Regiment
Army (special)	Army (artillery) Deploy [this] exhausted.	Army (infantry)
When you gain or play [this], choose one deck or draw pile. Look at the top card and return it to the top or the bottom of that pile.	We don't look like much, but we do good work, eh? Pity it takes so much time getting to the point.	You may deploy [this] exhausted. Where are my trusted comrades?
It's really tiring to be disguised all day long.	Exhaust and discard [this] $\rightarrow \otimes$ +3.	Exhaust [this] $\rightarrow \bigotimes$ +2 Return [this] $\rightarrow \bigotimes$ +2
© 2010, Ardight inc. Art: Nogami Takeshi 06/45 Commando troops Army (special)	© 2010 Arclight inc. Art: Kazuhiro 07/45 Antti-tank Gun Battalion Army (artillery)	© 2010 Arclight inc. Art. Maruto! 08/45 Panzer Grenadier Regiment Army (infantry)
Play Bonus: 10 +2. (1) +1	Deploy [this] exhausted.	Play Bonus: @+1 or @+1 You may deploy [this] exhausted.
When you gain or play [this], choose one deck or draw pile. Look at the top card and return it to the top or the bottom of	We don't look like much, but we do good work, eh? Pity it takes so much time getting to the point.	Where are my trusted comrades?
that pile. It's really tiring to be disquised all day long.	Exhaust and discard [this] $\rightarrow \bigotimes$ +3.	Exhaust [this] $\rightarrow \bigotimes +2$ Return [this] $\rightarrow \bigotimes +2$
© 2010, Arclight inc. Art: Nogami Takeshi 06/45	© 2010 Arclight inc. Art: Kazuhiro 07/45	© 2010 Arclight inc. Art: Maruto! 08/45
Commando troops Army (special)	Anti-tank Gun Battalion Army (artillery)	Panzer Grenadier Regiment Army (infantry)
Play Bonus: 2 + 2, 2 + 1 When you gain or play [this], choose one deck or draw pile.	Deploy [this] exhausted.	Play Bonus: @+1 or +1 You may deploy [this] exhausted.
When you gain or play [this], choose one deck or draw pile. Look at the top card and return it to the top or the bottom of that pile.	We don't look like much, but we do good work, eh? Pity it takes so much time getting to the point.	Where are my trusted comrades?
It's really tiring to be disguised all day long.	Exhaust and discard [this] $\rightarrow \bigotimes$ +3.	Exhaust [this] $\rightarrow \otimes$ +2 Return [this] $\rightarrow \otimes$ +2
© 2010, Arclight inc. Art. Nogami Takeshi 06/45 Commando troops	© 2010 Ardight inc. Art: Kazuhiro 07/45 Anti-tank Gun Battalion	© 2010 Arclight inc. Art: Maruto! 08/45 Panzer Grenadier Regiment
Army (special)	Army (artillery)	Army (infantry)
Play Bonus: (2)+2, (2)+1 When you gain or play [this], choose one deck or draw pile. Look at the top card and return it to the top or the bottom of	We don't look like much, but we do good work, eh?	You may deploy [this] exhausted.
that pile.	Pity it takes so much time getting to the point. Exhaust and discard [this] $\rightarrow \infty +3$.	Where are my trusted comrades? Exhaust [this] → 🔀 +2
It's really tiring to be disguised all day long. © 2010. Arclight inc. Art: Nogami Takeshi 06/45	© 2010 Arclight inc. Art: Kazuhiro 07/45	Return [this] → +2 © 2010 Ardight inc. Art: Maruto! 08/45
Commando troops Army (special)	Anti-tank Gun Battalion Army (artillery)	Panzer Grenadier Regiment Army (infantry)
Play Bonus: 2 +2, 2 +1 When you gain or play [this], choose one deck or draw pile.	Deploy [this] exhausted.	Play Bonus: 😳+1 or 🔯+1 You may deploy [this] exhausted.
Look at the top card and return it to the top or the bottom of that pile.	We don't look like much, but we do good work, eh? Pity it takes so much time getting to the point.	Where are my trusted comrades?
It's really tiring to be disguised all day long.	Exhaust and discard [this] $\rightarrow \bigotimes$ +3.	Exhaust [this] $\rightarrow \times$ +2 Return [this] $\rightarrow \times$ +2
© 2010, Arclight inc. Art: Nogami Takeshi 06/45 Commando troops	© 2010 Ardight inc. Art: Kazuhiro 07/45 Anti-tank Gun Battalion	© 2010 Ardight inc. Art: Maruto! 08/45 Panzer Grenadier Regiment Army (infantry)
Army (special)	Army (artillery) Deploy [this] exhausted.	Play Bonus: 🚱+1 or 🚯+1
When you gain or play [this], choose one deck or draw pile. Look at the top card and return it to the top or the bottom of	We don't look like much, but we do good work, eh?	You may deploy [this] exhausted.
that pile.	Pity it takes so much time getting to the point. Exhaust and discard [this] $\rightarrow \bigotimes +3$.	Where are my trusted comrades? Exhaust [this] → 🖸 +2
lt's really tiring to be disguised all day long. © 2010, Arclight inc. Art: Nogami Takeshi 06/45	© 2010 Arclight inc. Art: Kazuhiro 07/45	Return [this] → ∞+2 © 2010 Arclight inc. Art: Maruto! 08/45
Commando troops Army (special)	Anti-tank Gun Battalion Army (artillery)	Panzer Grenadier Regiment Army (infantry)
Play Bonus: 🚱 + 2, 🛞 + 1	Deploy [this] exhausted.	Play Bonus: @+1 or @+1 You may deploy [this] exhausted.
When you gain or play [this], choose one deck or draw pile. Look at the top card and return it to the top or the bottom of that pile.	We don't look like much, but we do good work, eh? Pity it takes so much time getting to the point.	Where are my trusted comrades?
It's really tiring to be disguised all day long.	Exhaust and discard [this] $\rightarrow \bigotimes$ +3.	Exhaust [this] $\rightarrow \bigotimes +2$ Return [this] $\rightarrow \bigotimes +2$
© 2010, Arclight inc. Art. Nogarni Takeshi 06/45 Commando troops	© 2010 Arclight inc. Art: Kazuhiro 07/45 Antti-tank Gun Battalion Army (artillery)	© 2010 Arclight inc. Art. Maruto! 08/45 Panzer Grenadier Regiment Army (infantry)
Army (special) Play Bonus: 😂 +2, 😁 +1	Deploy [this] exhausted.	Play Bonus: 🚱+1 or 🛄+1
When you gain or play [this], choose one deck or draw pile. Look at the top card and return it to the top or the bottom of	We don't look like much, but we do good work, eh? Pity it takes so much time getting to the point.	You may deploy [this] exhausted.
that pile.	Exhaust and discard [this] $\rightarrow \otimes$ +3.	Where are my trusted comrades? Exhaust [this] → ★ +2
lt's really tiring to be disguised all day long. © 2010, Arclight inc. Art: Nogami Takeshi 06/45	© 2010 Arclight inc. Art: Kazuhiro 07/45	Return [this] → ⊗+2 © 2010 Arclight inc. Art: Maruto! 08/45
Commando troops Army (special)	Anti-tank Gun Battalion Army (artillery)	Panzer Grenadier Regiment Army (infantry)
Play Bonus: 10 +2. (4)+1	Deploy [this] exhausted.	Play Bonus: @+1 or @+1 You may deploy [this] exhausted.
When you gain or play [this], choose one deck or draw pile. Look at the top card and return it to the top or the bottom of that pile.	We don't look like much, but we do good work, eh? Pity it takes so much time getting to the point.	Where are my trusted comrades?
It's really tiring to be disguised all day long.	Exhaust and discard [this] $\rightarrow \bigotimes$ +3.	Exhaust [this] $\rightarrow \bigotimes +2$ Return [this] $\rightarrow \bigotimes +2$
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Motorcycle Messenger Army (headquarters)	Security Company Army (rear)	Artillery Battalion Army (artillery)
You may choose to gain the Play Bonus <i>or</i> the Ability. Play Bonus: C+2 Discard [this] → Reactivate one of your deployed army cards.	Play Bonus: (2) +2 Discard [this] and X cards from your hand $\rightarrow (2)$ +X.	Play Bonus: 🔀 +4, 😒 +4
Defend to the death!they say. Oh, poor thing	You go here. And you there go over there. Wait a minute. You're carrying good stuff!	Don't rely too much on us just because the casualties are few. We always run out of ammo when it really counts!
© 2010 Arclight inc. Art: Kazuhiro 09/45 Motorcycle Messenger	© 2010 Ardight Inc. Art: Tobashi Kotomi 10:45 Security Company	© 2010 Ardight inc. Art: Ju-sensha koubou 11/45
Army (headquarters) You may choose to gain the Play Bonus <i>or</i> the Ability.	Army (rear)	Army (artillery) Play Bonus: 🚱 +4, 😒 +4
Play Bonus:	Discard [this] and X cards from your hand \rightarrow (4)+X.	
Defend to the death!they say. Oh, poor thing © 2010 Arclight inc. Art: Kazuhiro 09/45	You go here. And you there go over there. Wait a minute. You're carrying good stuff! © 2010 Arelight inc. Art: Tobashi Kotomi 10.45	Don't rely too much on us just because the casualties are few. We always run out of armmo when it really counts! © 2010 Ardight inc. Art: Ju-sensha koubou 11/45
Motorcycle Messenger Army (headquarters)	Security Company Army (rear)	Artillery Battalion Army (artillery)
You may choose to gain the Play Bonus <i>or</i> the Ability. Play Bonus:	Play Bonus: $(2)+2$ Discard [this] and X cards from your hand $\rightarrow (2)+X$.	Play Bonus: 🔂+4, 🔀+4
Defend to the death!they say. Oh, poor thing © 2010 Arclight inc. Art. Kazuhiro 09/45	You go here. And you there go over there. Wait a minute. You're carrying good stuff! © 2010 Ardight inc. Art: Tobashi Kotomi 10.45	Don't rely too much on us just because the casualties are few. We always run out of ammo when it really counts! © 2010 Ardight inc. Art: Ju-sensha koubou 11/45
Motorcycle Messenger Army (headquarters)	Security Company Army (rear)	Artillery Battalion Army (artillery)
You may choose to gain the Play Bonus <i>or</i> the Ability. Play Bonus: ⊕+2 Discard [this] → Reactivate one of your deployed army cards.	Play Bonus: (2) +2 Discard [this] and X cards from your hand \rightarrow (2) +X.	Play Bonus: 🕲 +4, 😥 +4
Defend to the death!they say. Oh, poor thing © 2010 Arclight inc. Art: Kazuhiro 09/45	You go here. And you there go over there. Wait a minute. You're carrying good stuff! © 2010 Ardiaht inc. Art: Tobashi Kolomi 10.45	Don't rely too much on us just because the casualties are few. We always run out of ammo when it really counts! © 2010 Arclight inc. Art: Ju-sensha koubou 11/45
Motorcycle Messenger Army (headquarters)	Security Company Army (rear)	Artillery Battalion Army (artillery)
You may choose to gain the Play Bonus or the Ability. Play Bonus: $\mathfrak{O}+2$ Discard [this] \rightarrow Reactivate one of your deployed army cards.	Play Bonus: $(+)+2$ Discard [this] and X cards from your hand $\rightarrow (+)+X$.	Play Bonus: 🔂 +4, 😒 +4
Defend to the death!they say. Oh, poor thing © 2010 Arclight inc. Art: Kazuhiro 09/45	You go here. And you there go over there. Wait a minute. You're carrying good stuff! © 2010 Ardiaht Inc. Art: Tobashi Kotomi 10.45	Don't rely too much on us just because the casualties are few. We always run out of ammo when it really counts! © 2010 Arclight inc. Art: Ju-sensha koubou 11/45
Motorcycle Messenger Army (headquarters)	Security Company Army (rear)	Artillery Battalion Army (artillery)
You may choose to gain the Play Bonus <i>or</i> the Ability. Play Bonus: $\mathfrak{O}+2$ Discard [this] \rightarrow Reactivate one of your deployed army cards.	Play Bonus: \textcircled{P}^+2 Discard [this] and X cards from your hand $\rightarrow \textcircled{P}^+X$.	Play Bonus: 2 +4, 2 +4
Defend to the death!they say. Oh, poor thing © 2010 Ardight inc. Art: Kazuhiro 09/45	You go here. And you there go over there. Wait a minute. You're carrying good stuff! © 2010 Ardiaht inc. Art: Tobashi Kotomi 10.45	Don't rely too much on us just because the casualties are few. We always run out of ammo when it really counts! © 2010 Ardight inc. Art: Ju-sensha koubou 11/45
Motorcycle Messenger Army (headquarters)	Security Company Army (rear)	Artillery Battalion Army (artillery)
You may choose to gain the Play Bonus <i>or</i> the Ability. Play Bonus: ⊕+2 Discard [this] → Reactivate one of your deployed army cards.	Play Bonus: $(2)+2$ Discard [this] and X cards from your hand \rightarrow $(2)+X$.	Play Bonus: 🔀 +4, 🔀 +4
Defend to the death!they say. Oh, poor thing © 2010 Arclight inc. Art: Kazuhiro 09/45	You go here. And you there go over there. Wait a minute. You're carrying good stuff! © 2010 Ardight inc. Art: Tobashi Kotomi 10.45	Don't rely too much on us just because the casualties are few. We always run out of ammo when it really counts! © 2010 Ardight inc. Art: Ju-sensha koubou 11/45
Motorcycle Messenger Army (headquarters)	Security Company Army (rear)	Artillery Battalion Army (artillery)
You may choose to gain the Play Bonus <i>or</i> the Ability. Play Bonus: ⊕+2 Discard [this] → Reactivate one of your deployed army cards.	Play Bonus: $(+2)$ Discard [this] and X cards from your hand $\rightarrow (+)$ X.	Play Bonus: 🔮 +4, 😒 +4
Defend to the death!they say. Oh, poor thing © 2010 Ardight inc. Art: Kazuhiro 09/45	You go here. And you there go over there. Wait a minute. You're carrying good stuff! © 2010 Ardight inc. Art: Tobashi Kolomi 10.45	Don't rely too much on us just because the casualties are few. We always run out of ammo when it really counts! © 2010 Ardight inc. Art: Ju-sensha koubou 11/45
Motorcycle Messenger Army (headquarters)	Security Company Army (rear)	Artillery Battalion Army (artillery)
You may choose to gain the Play Bonus <i>or</i> the Ability. Play Bonus: ⊕+2 Discard [this] → Reactivate one of your deployed army cards.	Play Bonus: $\textcircled{(*)}+2$ Discard [this] and X cards from your hand $\rightarrow \textcircled{(*)}+X$.	Play Bonus: 🔁 +4, 💫 +4
Defend to the death!they say. Oh, poor thing © 2010 Arclight inc. Art: Kazuhiro 09/45	You go here. And you there go over there. Wait a minute. You're carrying good stuff! © 2010 Ardight inc. Art: Tobashi Kotomi 10:45	Don't rely too much on us just because the casualties are few. We always run out of ammo when it really counts! © 2010 Ardight inc. Art: Ju-sensha koubou 11/45
Motorcycle Messenger Army (headquarters)	Security Company Army (rear)	Artillery Battalion Army (artillery)
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Defend to the death!they say. Oh, poor thing	You go here. And you there go over there. Wait a minute. You're carrying good stuff! © 2010 Arclight inc. Art: Tobashi Kolomi 10.45	Don't rely too much on us just because the casualties are few. We always run out of ammo when it really counts! © 2010 Arclight inc. Art: Ju-sensha koubou 11/45

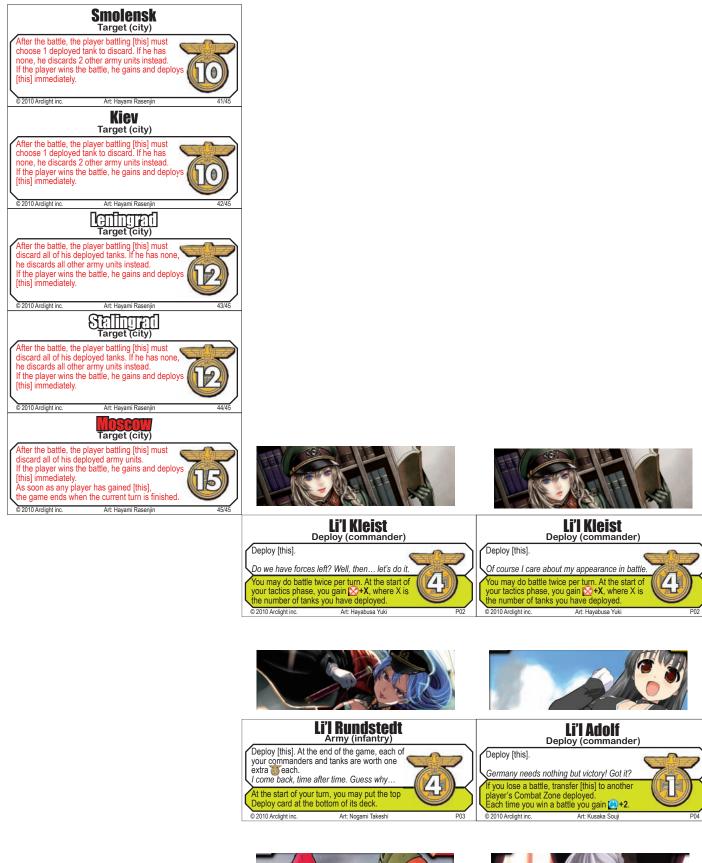
Armoured Recon Battalion Army (assist)	Engineer Battalion Army (assist)	Panzer Division HQ Army (headquarters)
Play Bonus: (+2,) +2 You can't just recon and then send out troops to wherever the	Play Bonus: 2+2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 to the transformer.	Play bonus: 2 +1, 2 +1, 2 +1 During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them.
enemy's strongest. Especially not the expensive tanks. © 2010 Arclight inc. Art: Kazuhiro 12/45	Aahh The vibrations from an explosion so good © 2010 Arclight inc. Art: Nogami Takeshi 13/45	Units are never in the way as long as we can supply them. © 2010 Arclight inc. Art: Mizuki Eimu 14/45
Armoured Recon Battalion Army (assist)	Engineer Battalion Army (assist)	Panzer Division HQ Army (headquarters)
Play Bonus: 😰 +2, 😒 +2	Play Bonus: 2+2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 • more.	Play bonus: 2 +1, 2 +1, +1, +1 During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them.
You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks.	Aahh The vibrations from an explosion so good © 2010 Arclight inc. Art: Nogami Takeshi 13/45	Units are never in the way as long as we can supply them. © 2010 Arclight inc. Art: Mizuki Eimu 14/45
Armoured Recon Battalion Army (assist)	Engineer Battalion Army (assist)	Panzer Division HQ Army (headquarters)
Play Bonus: 🚱 +2, 🐼 +2	Play Bonus: 2 +2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 • more.	Play bonus: (2+1, (2+1, (2+1)) During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them.
You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks.	Aahh The vibrations from an explosion so good © 2010 Arclight inc. Art: Nogami Takeshi 13/45	Units are never in the way as long as we can supply them. © 2010 Arclight inc. Art: Mizuki Eimu 14/45
Armoured Recon Battalion Army (assist)	Engineer Battalion Army (assist)	Panzer Division HQ Army (headquarters)
Play Bonus: 🕑 +2, 😒 +2 You can't just recon and then send out troops to wherever the	Play Bonus: 2 +2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 • more.	Play bonus: (+1, +1, +1, +1, +1, +1 During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them.
enemy's strongest. Especially not the expensive tanks.	Aahh The vibrations from an explosion so good © 2010 Arclight inc. Art: Nogami Takeshi 13/45	Units are never in the way as long as we can supply them. © 2010 Ardight inc. Art: Mizuki Eimu 14/45
Armoured Recon Battalion Army (assist)	Engineer Battalion Army (assist)	Panzer Division HQ Army (headquarters)
Play Bonus: 🔁 +2, 😒 +2	Play Bonus: 2+2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 • more.	Play bonus: 2 +1, 2 +1, +1, +1, +1 During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them.
You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks.	Aahh The vibrations from an explosion so good © 2010 Arclight inc. Art: Nogami Takeshi 13/45	Units are never in the way as long as we can supply them. © 2010 Ardight inc. Art: Mizuki Eimu 14/45
Armoured Recon Battalion Army (assist)	Engineer Battalion Army (assist)	Panzer Division HQ Army (headquarters)
Play Bonus: 🕲 +2, 😒 +2	Play Bonus: 2 +2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 • more.	Play bonus: 2 +1, 2 +1, +1, +1 During this factics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them.
You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks. © 2010 Arclioht inc. Art: Kazuhiro 12/45	Aahh The vibrations from an explosion so good © 2010 Arclight inc. Art: Nogami Takeshi 13/45	Units are never in the way as long as we can supply them. © 2010 Ardioht inc. Art: Mizuki Eimu 14/45
Armoured Recon Battalion Army (assist)	Engineer Battalion Army (assist)	Panzer Division HQ Army (headquarters)
Play Bonus: 🚱 +2, 🐼 +2	Play Bonus: 2 +2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 • more.	Play bonus: (2+1, (2+1, (2+1)) During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them.
You can't just recon and then send out troops to wherever the		
You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks. © 2010 Ardight inc. Art: Kazuhiro 12/45	Aahh The vibrations from an explosion so good © 2010 Arclight inc. Art: Nogami Takeshi 13/45	Units are never in the way as long as we can supply them. © 2010 Arclight inc. Art: Mizuki Eimu 14/45
enemy's strongest. Especially not the expensive tanks.		Units are never in the way as long as we can supply them.
enemy's śtrongest. Especially not the expensive tanks. © 2010 Arclight Inc. Art: Kazuhiro 12/45 Armoured Recon Battalion	© 2010 Arclight Inc. Art: Nogami Takeshi 13/45 Engineer Battalion	Units are never in the way as long as we can supply them. © 2010 Ardight inc. Art: Mizuki Eimu 14/45 Panzer Division HQ
enemy's śtrongest. Especially not the expensive tanks. © 2010 Ardight inc. Art Kazuhiro 12/45 Armoured Recon Battalion Army (assist) Play Bonus: ⊕ +2, ⊗ +2 You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks.	© 2010 Arclight Inc. Art: Nogami Takeshi 13/45 Engineer Battalion Army (assist) Play Bonus: 2 +2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 ☉ more. Aahh The vibrations from an explosion so good	Units are never in the way as long as we can supply them. (e 2010 Ardight linc. Art: Mizuki Elimu 14/45 Panzer Division HQ Army (headquarters) Play bonus: (e) +1, (e) +1 During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them. Units are never in the way as long as we can supply them.
enemy's śtrongest. Especially not the expensive tanks. © 2010 Ardight inc. Art. Kazuhiro 12/45 Armoured Recon Battalion Army (assist) Play Bonus: () +2, () +2 You can't just recon and then send out troops to wherever the	© 2010 Ardight Inc. Art. Nogami Takeshi 13/45 Engineer Battalion Army (assist) Play Bonus: +2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 more.	Units are never in the way as long as we can supply them. © 2010 Ardight inc. Art: Mizuki Eimu 14/45 Panzer Division HQ Army (headquarters) Play bonus: +1, +1, +1 During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them.
enemy's strongest. Especially not the expensive tanks. © 2010 Arclight Inc. Art Kazuhiro 12/45 Armoured Recon Battalion Army (assist) Play Bonus: () +2, () +2 You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks. © 2010 Arclight Inc. Art Kazuhiro 2010 Arclight Inc. Art Kazuhiro 12/45	© 2010 Arclight Inc. Art: Nogami Takeshi 13/45 Engineer Battalion Army (assist) Play Bonus: +2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2	Units are never in the way as long as we can supply them. (e) 2010 Ardight inc. Art: Mizuki Elimu 14/45 Parzer Division HQ Army (headquarters) Play bonus: ((a) +1, (a) +1) During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them. Units are never in the way as long as we can supply them. (e) 2010 Ardight inc. Art: Mizuki Elimu 14/45 Panzer Division HQ
enemy's śtrongest. Especially not the expensive tanks. © 2010 Ardight inc. Art: Kazuhiro 12/45 Armoured Recon Battalion Army (assist) Play Bonus: ⊕ +2, ∞ +2 You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks. © 2010 Ardight inc. Art: Kazuhiro 12/45 Armoured Recon Battalion Army (assist)	© 2010 Ardight inc. Art. Nogami Takeshi 13/45 Engineer Battalion Army (assist) Play Bonus: +2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2	Units are never in the way as long as we can supply them. (e 2010 Ardight inc. Art: Mizuki Eimu 14/45 Parzer Division HQ Army (headquarters) Play bonus: (a +1, (a +1, (b +1)) During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them. Units are never in the way as long as we can supply them. (b 2010 Ardight inc. Art: Mizuki Eimu 14/45 Panzer Division HQ Army (headquarters) Play bonus: (a +1, (b +1)) During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not
enemy's śtrongest. Especially not the expensive tanks. © 2010 Arclight Inc. Art. Kazuhiro 12/45 Armoured Recon Battalion Army (assist) Play Bonus: @ +2, @ +2 You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks. © 2010 Arclight Inc. Art. Kazuhiro 12/45 Armoured Recon Battalion Army (assist) Play Bonus: @ +2, @ +2 You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks. © 2010 Arclight Inc. Art. Kazuhiro 12/45 Armoured Recon Battalion Armoured Recon Battalion	● 2010 Ardight inc. Art: Nogami Takeshi 13/45 Engineer Battalion Army (assist) Play Bonus: ♥+2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 • more. Aahh The vibrations from an explosion so good 13/45 Engineer Battalion Army (assist) 13/45 Play Bonus: ♥+2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 • more. 13/45 Play Bonus: ♥+2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 • more. 13/45 Aahh The vibrations from an explosion so good 13/45	Units are never in the way as long as we can supply them. © 2010 Ardight inc. Art: Mizuki Eimu 14/45 Panzer Division HQ Army (headquarters) Play bonus: +1, +1, +1, +1 During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them. Units are never in the way as long as we can supply them. © 2010 Ardight inc. Art: Mizuki Eimu 14/45 Panzer Division HQ Army (headquarters) Play bonus: +1, +1, +1, +1 During this tactics phase, you may directly deploy as many tanks and infantry from your hand as you wish. This does not count as "playing" them. Units are never in the way as long as we can supply them. © 2010 Ardight inc. Art: Mizuki Eimu 14/45 Panzer Division HQ
enemy's śtrongest. Especially not the expensive tanks. © 2010 Arclight inc. Art Kazuhiro 12/45 Armoured Recon Battalion Army (assist) Play Bonus: @ +2, ⊗ +2 You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks. © 2010 Arclight inc. Art Kazuhiro 12/45 Play Bonus: @ +2, ⊗ +2 Play Bonus: @ +2, ⊗ +2 Play Bonus: @ +2, ⊗ +2 You can't just recon and then send out troops to wherever the enemy's strongest. Especially not the expensive tanks. © 2010 Arclight inc. Art Kazuhiro 12/45	● 2010 Ardight inc. Art: Nogami Takeshi 13/45 Engineer Battalion Army (assist) Play Bonus: +2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 • more. Aahh The vibrations from an explosion so good 13/45 Engineer Battalion Army (assist) 13/45 Play Bonus: +2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 • more. Play Bonus: +2 You may trash one card from your hand. If it was a supply or army card, you gain a card of the same type (supply or army) from the War Zone costing up to 2 • more. Aahh The vibrations from an explosion so good • 2010 Ardight inc. Art: Nogami Takeshi 13/45	Units are never in the way as long as we can supply them. 14/45 Image: State of the way of t



SS Panzer Regiment Army (tank)	Air Transport Tactic	The Führer's Interest
Deploy [this]. The never tiring battle field extinguisher The armoured Sa are here! Exhaust [this] and pay 1 $\odot \rightarrow \odot + 6$. Discard [this] $\rightarrow \odot + 2$.	Play Bonus: [0+3,]+1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here.	Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa!
© 2010 Ardight inc. Art: Poyoyon Rock 1845 SS Panzer Regiment Army (tank)	© 2010 Arolight inc. Art: Maruto! 19/45	© 2010 Ardight inc. Art. Kusaka Souji 20/45 The Führer's Interest Tactic
Deploy [this]. The never tiring battle field extinguisher The armoured SS are here! Exhaust [this] and pay 1 → → ↔ +6. Discard [this] → ↔ +2. © 2010 Ardight inc. Art: Poyoyon Rock 18/45	Tactic Play Bonus: (•+3, •+1) Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. • 2010 Arclight Inc. Art: Marutel 19/45	Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa! © 2010 Ardicht line. Art: Kusaka Souii 20145
SS Panzer Regiment Army (tank)	Air Transport Tactic	The Führer's Interest Tactic
Deploy [this]. The never tiring battle field extinguisher The armoured SS are here! Exhaust [this] and pay 1 $\bigcirc \rightarrow \bigotimes +6$. Discard [this] $\rightarrow \bigotimes +2$. © 2010 Arclight inc. Art: Poyoyon Rock 18/45	Play Bonus: 10+3, 2+1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here.	Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa!
SS Panzer Regiment Army (tank)	Air Transport Tactic	The Führer's Interest
Deploy [this]. The never tiring battle field extinguisher The armoured SS are here! Exhaust [this] and pay 1 $\bigcirc \rightarrow \oslash$ +6. Discard [this] $\rightarrow \circlearrowright$ +2. © 2010 Arclight inc. Art: Poyoyon Rock 18/45	Play Bonus: [1] +3, [2] +1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. © 2010 Arclight Inc. Art. Marutol 19/45	Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa!
SS Panzer Regiment Army (tank)	Air Transport Tactic	The Führer's Interest
Deploy [this]. The never tiring battle field extinguisher The armoured SS are here! Exhaust [this] and pay 1 $\bigcirc \rightarrow \bigotimes$ +6. Discard [this] $\rightarrow \bigotimes$ +2. © 2010 Arclight inc. Art: Poyoyon Rock 18/45	Play Bonus: [1] +3, [2] +1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. © 2010 Arclicht linc. Art. Marutel 1945	Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa!
Art: POYOYOFI ROCK 18/45		I © 2010 AICIQITETIC. ALL NUSANA SOUT 20/45
© 2010 Ardight inc. Art: Poyoyon Rock 1845 SS Panzer Regiment Army (tank)	Air Transport Tactic	The Führer's Interest Tactic
SS Panzer Regiment Army (tank) Deploy [this]. The never tiring battle field extinguisher The armoured SS are here! Exhaust [this] and pay 1 → ↔+6. Discard [this] → ↔+2.	Air Transport Tactic Play Bonus: 💽 +3, 💽 +1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here.	The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa!
SS Panzer Regiment Army (tank) Deploy [this]. The never tiring battle field extinguisher The armoured SS are here! Exhaust [this] and pay 1	Air Transport Tactic Play Bonus: : : : : : : : : : : : : : : : : : :	The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa! • 2010 Ardight line. Art Kusaka Souji 20145 The Führer's Interest
SS Panzer Regiment Army (tank) Deploy [this]. The never tiring battle field extinguisher The armoured SS are here! Exhaust [this] and pay 1 → → ↔ +6. Discard [this] → ↔ +2. © 2010 Arclight inc. Art: Poyoyon Rock 18/45 SS Panzer Regiment	Air Transport Tactic Play Bonus: 20+3, 20+1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. 2010 Ardight inc. Art: Maruto! 19/45	The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa! © 2010 Ardight inc. Art: Kusaka Souji 20145
$\begin{array}{c} \textbf{SS Panzer Regiment} \\ Army (tank) \\ \hline \\ \textbf{Deploy [this].} \\ The never tiring battle field extinguisher \\ The armoured SS are here! \\ \hline \\ \textbf{Exhaust [this] and pay 1 \textcircled{O} \rightarrow \textcircled{O} + 6. \\ \hline \\ \textbf{Discard [this]} \rightarrow \textcircled{O} + 2. \\ \hline \\ \textbf{SS Panzer Regiment} \\ Army (tank) \\ \hline \\ \textbf{Deploy [this].} \\ The never tiring battle field extinguisher \\ The armoured SS are here! \\ \hline \\ \textbf{Exhaust [this] and pay 1 \textcircled{O} \rightarrow \textcircled{O} + 6. \\ \hline \\ \textbf{Discard [this]} \rightarrow \textcircled{O} + 2. \\ \hline \\ \hline \end{array}$	Air Transport Tactic Play Bonus: [2] +3, [2] +1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. © 2010 Arclight Inc. Art: Marutol 19/45 Air Transport Tactic Play Bonus: [2] +3, [2] +1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here.	The Führer's Interest Tactic Play Bonus: ♥+1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa! © 2010 Arclight inc. Art: Kuseka Souji 20145 The Führer's Interest Tactic Play Bonus: ♥+1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa!
SS Panzer Regiment Army (tank) Deploy [this]. The never tiring battle field extinguisher The armoured SS are here! Exhaust [this] and pay 1 → → ↔ +6. Discard [this] → ↔ +2. © 2010 Arclight inc. Art: Poyoyon Rock 18/45 SS Panzer Regiment Army (tank) Deploy [this]. The never tiring battle field extinguisher The armoured SS are here! Exhaust [this] and pay 1 → ↔ +6. Discard [this] → ↔ +2. © 2010 Arclight inc. Art: Poyoyon Rock 18/45 SS Panzer Regiment Army (tank) Deploy [this]. The never tiring battle field extinguisher The armoured SS are here! Exhaust [this] and pay 1 → → ↔ +6. Discard [this] → ↔ +2.	Air Transport Tactic Play Bonus: (2)+3, (2)+1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. (2) 2010 Ardight inc. Art: Marulol 19/45 Air Transport Tactic Play Bonus: (2)+3, (2)+1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. (2) 2010 Ardight inc. Art: Marulol 19/45 Air Transport Tactic Play Bonus: (2)+3, (2)+1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Play Bonus: (2)+3, (2)+1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. The eagle has landedno, I mean, the supplies are here.	The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa! © 2010 Ardight inc. Art: Kusaka Souji 2045 The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa! 2045 © 2010 Ardight inc. Art: Kusaka Souji 2045 The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just Say what you want! La-la-la-laaaa! 2045 Colspan="2" Diagona: Colspan="2" The Führer's Clean Diagona: Colspan="2" Diagona: Colspan: Colspan="2" Diagona: Colspan="2" Diagon
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SS Panzer Regiment Army (tank) Deploy [this]. The never tiring battle field extinguisher The armoured SS are here! Image: Colspan="2">Colspan="2"Colspan="2">Colspan="2"	Air Transport Tactic Play Bonus: (1)+3, (2)+1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. © 2010 Arclight Inc. Art: Marulo! 19/45 Air Transport Tactic Play Bonus: (1)+3, (2)+1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Play Bonus: (1)+3, (2)+1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. © 2010 Arclight Inc. Art: Marulo! 19/45 Air Transport Tactic Play Bonus: (1)+3, (2)+1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. (2) 2010 Arclight Inc. Art: Marulo! 19/45 Air Transport Tactic Play Bonus: (1)+3, (2)+1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. (2) 2010 Arclight Inc. Art: Marulo! 19/45	The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa! © 2010 Ardight inc. Art: Kusaka Souji 2045 The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa! 2045 Coll Ardight inc Art: Kusaka Souji 2045 The Führer's Interest Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaa! 2045 Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. 2045 The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. 2045 The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. 2045 The
SS Panzer Regiment Army (tank) Deploy [this]. The newer tiring battle field extinguisher The armoured SS are here! Image: Colspan="2">Colspan="2"Colspan=""2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="2"Colspan="	Air Transport Tactic Play Bonus: : +3, +4 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. • 2010 Arclight Inc. Art: Marutol 19/45 Air Transport Tactic Play Bonus: : +3, +3, +1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. • 2010 Arclight Inc. Art: Marutol 19/45 Air Transport Tactic Play Bonus: : +3, +3 • 2010 Arclight Inc. Art: Marutol 19/45 Air Transport Tactic Play Bonus: : +3, +4 • 2010 Arclight Inc. Art: Marutol 19/45 Air Transport Tactic Play Bonus: : +3, +4 • 2010 Arclight Inc. Art: Marutol 19/45 Air Transport Tactic Play Bonus: : +3, +4 • 11 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. • 2010 Arclight Inc. Art: Marutol 19/45 Air Transport Tactic Play Bonus: : +3, +4 • +1 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. The eagle has landedno, I mean, the supplies are here. The eagle has landedno, I mean, the supplies are here. The eagle has landedno, I mean, the supplies are here. The eagle has landedno, I mean, the supplies are here.	The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaal © 2010 Ardight inc. Art Kusaka Souji 20145 Colspan="2" Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. 20145 The Führer's Interest Pay Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. Instead of being discarded in the Clean up phase, [this] is returned to the War Zone. Anything! Just say what you want! La-la-la-laaaaa! 20145 The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. 115 tast say what you want! La-la-la-laaaaa! © 2010 Ardight inc. Art Kusaka Souji 20145 The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to your hand. 20145 The Führer's Interest Tactic Play Bonus: +1 You may look through your draw deck and choose a card from there to add to



Russian Tank Army Event (enemy)	Fortified Hill Target (foothold)	Strategic Position Target (foothold)
If the player wins the battle, he gains [this]. When you play [this], you may trash [this] and instead gain a Panzer Regiment from the War	The player who gains [this] deploys it immediately. All roads start with one step, said a jap friend of mine.	The player who gains [this] deploys it immediately.
Zone. Ehh I'm just a worker at this factory I'm just carrying this © 2010 Ardight inc. Art. Hayami Rasenjin 31/45	Return [this] to the War Zone → The target card you are battling gets 2–1. © 2010 Arclight Inc. Art: Kazuhiro 32/45	Return [this] to the War Zone → The target card you are battling gets 2–2, to a minimum of 0.
Russian Tank Army Event (enemy)	Fortified Hill Target (foothold)	Strategic Position Target (foothold)
If the player wins the battle, he gains [this]. When you play [this], you may trash [this] and instead gain a Panzer Regiment from the War	The player who gains [this] deploys it immediately. All roads start with one step, said a jap friend of mine.	The player who gains [this] deploys it immediately.
Zone. Ehh I'm just a worker at this factory I'm just carrying this © 2010 Arclight inc. Art: Hayami Rasenjin 31/45	Return [this] to the War Zone \rightarrow The target card you are battling gets \frown -1. © 2010 Arclight inc. Art: Kazuhiro 32/45	Return [this] to the War Zone \rightarrow The target card you are battling gets \bigcirc -2, to a minimum of 0. © 2010 Arclight inc. Art: Kazuhiro 33/45
Russian Tank Army Event (enemy)	Fortified Hill Target (foothold)	Strategic Position Target (foothold)
If the player wins the battle, he gains [this]. When you play [this], you may trash [this] and instead gain a Panzer Regiment from the War	The player who gains [this] deploys it immediately. All roads start with one step, said a jap friend of mine.	The player who gains [this] deploys it immediately.
Zone. Ehh I'm just a worker at this factory I'm just carrying this © 2010 Ardight inc. Art. Hayami Rasenjin 31/45	Return [this] to the War Zone → The target card you are battling gets 2–1. © 2010 Arclight Inc. Art: Kazuhiro 32/45	Return [this] to the War Zone → The target card you are battling gets 2-2, to a minimum of 0. © 2010 Ardight inc. Art Kazuhiro 33/45
Minsk Target (city)	Fortified Hill Target (foothold)	Strategic Position Target (foothold)
After the battle, the player battling [this] must choose 1 deployed tank to discard. If he has none, he discards 2 other army units instead.	The player who gains [this] deploys it immediately. All roads start with one step, said a jap friend of mine.	The player who gains [this] deploys it immediately.
If the player wins the battle, he gains and deploys ([this] immediately.	Return [this] to the War Zone → The target card you are battling gets → 1. © 2010 Arclight Inc. Art: Kazuhiro 32/45	Return [this] to the War Zone → The target card you are battling gets 2-2, to a minimum of 0. © 2010 Ardight inc. Art Kazuhiro 33/45
Rostov Target (city)	Fortified Hill Target (foothold)	Strategic Position Target (foothold)
After the battle, the player battling [this] must choose 1 deployed tank to discard. If he has none, he discards 2 other army units instead.	The player who gains [this] deploys it immediately. All roads start with one step, said a jap friend of mine.	The player who gains [this] deploys it immediately.
If the player wins the battle, he gains and deploys ([this] immediately.	Return [this] to the War Zone → The target card you are battling gets © 2010 Arclight Inc. Art: Kazuhiro 32/45	Return [this] to the War Zone → The target card you are battling gets 2-2, to a minimum of 0. © 2010 Arclight inc. Art: Kazuhiro 33/45
Riga Target (city)	Fortified Hill Target (foothold)	Strategic Position Target (foothold)
After the battle, the player battling [this] must choose 1 deployed tank to discard. If he has none, he discards 2 other army units instead.	The player who gains [this] deploys it immediately. All roads start with one step, said a jap friend of mine.	The player who gains [this] deploys it immediately.
If the player wins the battle, he gains and deploys ([this] immediately.	Return [this] to the War Zone → The target card you are battling gets —1. © 2010 Arclight Inc. Art: Kazuhiro 32/45	Return [this] to the War Zone \rightarrow The target card you are battling gets $\bigcirc -2$, to a minimum of 0. © 2010 Arclight inc. Art: Kazuhiro 33/45
Odessa Target (city)	Fortified Hill Target (foothold)	Strategic Position Target (foothold)
After the battle, the player battling [this] must choose 1 deployed tank to discard. If he has none, he discards 2 other army units instead.	The player who gains [this] deploys it immediately. All roads start with one step, said a jap friend of mine.	The player who gains [this] deploys it immediately.
If the player wins the battle, he gains and deploys ([this] immediately.	Return [this] to the War Zone → The target card you are battling gets 2–1. © 2010 Arclight Inc. Art: Kazuhiro 32/45	Return [this] to the War Zone → The target card you are battling gets 2-2, to a minimum of 0. • 2010 Arclight inc. Art Kazuhiro 33/45
Kharkov Target (city)	Fortified Hill Target (foothold)	Strategic Position Target (foothold)
After the battle, the player battling [this] must choose 1 deployed tank to discard. If he has none, he discards 2 other army units instead.	The player who gains [this] deploys it immediately. All roads start with one step, said a jap friend of mine.	The player who gains [this] deploys it immediately.
If the player wins the battle, he gains and deploys [[this] immediately.	Return [this] to the War Zone → The target card you are battling gets 2-1. © 2010 Ardight inc. Art: Kazuhiro 3245	Return [this] to the War Zone → The target card you are battling gets 2–2, to a minimum of 0. © 2010 Ardight inc. Art: Kazuhiro 33/45
Voronezh Target (city)	Fortified Hill Target (foothold)	Strategic Position Target (foothold)
After the battle, the player battling [this] must choose 1 deployed tank to discard. If he has none, he discards 2 other army units instead.	The player who gains [this] deploys it immediately. All roads start with one step, said a jap friend of mine.	The player who gains [this] deploys it immediately.
If the player wins the battle, he gains and deploys ([this] immediately.	Return [this] to the War Zone → The target card you are battling gets -1. © 2010 Arclight Inc. Art: Kazuhiro 32/45	Return [this] to the War Zone \rightarrow The target card you are battling gets 2–2, to a minimum of 0. • 2010 Arclight inc. Art Kazuhiro 33/45
Sevastopol Target (city)	Fortified Hill Target (foothold)	Strategic Position Target (foothold)
After the battle, the player battling [this] must choose 1 deployed tank to discard. If he has none, he discards 2 other army units instead.	The player who gains [this] deploys it immediately. All roads start with one step, said a jap friend of mine.	The player who gains [this] deploys it immediately.
If the player wins the battle, he gains and deploys ([this] immediately.	Return [this] to the War Zone → The target card you are battling gets -1. © 2010 Arclight Inc. Art: Kazuhiro 32/45	Return [this] to the War Zone \rightarrow The target card you are battling gets $\bigcirc -2$, to a minimum of 0. © 2010 Arclight inc. Art: Kazuhiro 33/45





 You must immediately draw another Event card and add its defence increment to the city's defence. If the player wins the battle, he may trash [this] or return [this] to the bottom of the Event deck.

 Raaaah! Don't underestimate the Russian people!!

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 Art Havani Rasenin
 P06

No matter what we plan, without the supplies it's all in vain. © 2010 Arclight inc. Art: Takashi Akira