



Non-motorized Transport Supply

Play Bonus: ♀+1

Transport is best with horses. I mean, they're cute. ...hey, no! Krieg, stop that!

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Anti-tank Gun Battalion Army (artillery)

Deploy [this] exhausted.

We don't look like much, but we do good work, eh? Pity it takes so much time getting to the point.

Exhaust and discard [this] → ♀+3.

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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.

Aah... The vibrations from an explosion... so good...

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Truck Transport Supply

Play Bonus: ♀+2

The "Blitz" in "Operation Blitz" means "electrical charge". Isn't that very typical German army, you think?

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Panzer Grenadier Regiment Army (infantry)

Play Bonus: ♂+1 or ♀+1

You may deploy [this] exhausted.

Where are my trusted comrades?

Exhaust [this] → ♀+2
Return [this] → ♀+2

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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.

Units are never in the way... as long as we can supply them.

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Train Transport Supply

Play Bonus: ♀+3

Come on, come on! Don't give me that slacky transport crap. Army, vehicles, all are to go straight to the front, got it?

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Motorcycle Messenger Army (headquarters)

You may choose to gain the Play Bonus or the Ability.

Play Bonus: ♂+2

Discard [this] → Reactivate one of your deployed army cards.

Defend to the death! ...they say. Oh, poor thing...

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Assault Gun Battalion Army (artillery)

Deploy [this] exhausted.

We can do as well as tanks, depending on how you use us!

Exhaust [this] → ♀+2
Return [this] → ♀+2
Discard 1 of your deployed infantry units → ♀+2

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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

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Security Company Army (rear)

Play Bonus: ♀+2

Discard [this] and X cards from your hand → ♀+X.

You go here. And you there go over there. ...Wait a minute. You're carrying good stuff!

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Heavy Tank Battalion (Tiger I) Army (tank)

Deploy [this] exhausted.

German tanks are best in the world. It's true!

[This] is not reactivated during the start of your turn unless you pay 3 ♀.
Exhaust [this] → ♀+7.



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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.

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Artillery Battalion Army (artillery)

Play Bonus: ♂+4, ♀+4

Don't rely too much on us just because the casualties are few. We always run out of ammo when it really counts!

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Panzer Regiment Army (tank)

Deploy [this] exhausted.

German tanks are the best in the World! Except the T-34s...

Exhaust [this] and pay 1 ♀ → ♀+4.
Discard [this] → ♀+2.



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Commando troops Army (special)

Play Bonus: ♂+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.

It's really tiring to be disguised all day long.

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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.

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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.



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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 landed. ...no, I mean, the supplies are here.

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Field Repair Unit Deploy (facility)

Deploy [this].

How did you smash it up this bad? Think a bit of us, you!

When you discard a deployed tank, place it on top of [this]. At the end of your turn, you may choose 1 of the cards on [this] and place it on top of your deck, discarding the rest.

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Russian Guards Tank Army Event (enemy)

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 Zone.
Ehh... I'm just a worker at this factory... I'm just carrying this...



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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!

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Railway Engineer Deploy (facility)

Deploy [this].

Don't say we have it easy. It's not a fashionable work, but it's really hard. And you have to watch out for the partisans.

At the start of your turn, you gain ♣+1 or ♠+3. If you choose the latter, trash [this].

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Fortified Hill Target (foothold)

The player who gains [this] deploys it immediately.

All roads start with one step, said a jap friend of mine.

Return [this] to the War Zone → The target card you are battling gets ♣-1, to a minimum of 0.

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Operation Plan Tactic

Play Bonus: ♠+4
Instead of being discarded in the Clean up phase, [this] is returned to the War Zone.

We're just planning today. You must plan your economy.

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The Führer's Irritation Event (obstacle)

If the player won the battle, he gains [this]. When [this] is played, you choose 1 of a player's deployed cards and trash it. The card must not be a tank nor a city nor an event.
The only ones staying there are corpses and corpses to-be. Wait? I think I've heard that somewhere...

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Strategic Position Target (foothold)

The player who gains [this] deploys it immediately.

Return [this] to the War Zone → The target card you are battling gets ♣-2, to a minimum of 0.

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Li'l Guderian Deploy (commander)

Deploy [this].

Tanks? I'll get them for you.

During your Cleanup phase this turn, you may draw X extra cards, where X is as many tanks as you have deployed.



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Heavy Mud Event (obstacle)

If the player wins the battle, he deploys [this] in any player's Combat Zone.

If [this] is in your Combat Zone, you cannot gain any ♣ from the abilities of tanks or Assault Guns. You may at any time pay 2 ♠ to trash [this].

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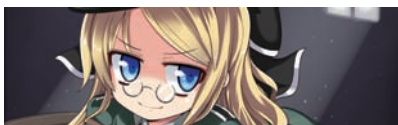


[Russian Cities] Target (city)

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. If the player wins the battle, he gains and deploys [this] immediately.



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Li'l Paulus Deploy (commander)

Deploy [this].

Okay. I guess we have to do our special one.

During your Reinforcement phase this turn, you may discard 1 infantry. If you do, choose a tank from your deck and deploy it.



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Old Man Winter Event (obstacle)

If the player wins the battle, he deploys [this] in any player's Combat Zone.

If [this] is in your Combat Zone, you must pay 1 ♠ for each deployed army card you want reactivated. During your tactics phase, you may trash 2 supply cards from your hand to trash [this].

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[Stalingrad and Leningrad] Target (city)

After the battle, the player battling [this] must discard all of his deployed tanks. If he has none, he discards all other army units instead. If the player wins the battle, he gains and deploys [this] immediately.



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Li'l Manstein Deploy (commander)

Deploy [this].
*Who do you think I am?
It's von Manstein. It's "von"!*

You gain an extra 1 ♠ at the start of your tactics phase.



© 2010 Arclight inc. Art: Ju-sensha koubou 24/45



Russian Rifle Corps Event (enemy)

X is the number of the battling player's deployed army units.

If the player wins the battle, he gains [this]. When you play [this], you may trash [this]. If you do, you take the top Deploy card from the Deploy deck and deploy it.



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Moscow Target (city)

After the battle, the player battling [this] must discard all of his deployed army units. If the player wins the battle, he gains and deploys [this] immediately. As soon as any player has gained [this], the game ends when the current Tactics Phase is finished.



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<p align="center">Operation Plan Tactic</p> <p>Play Bonus: ♣+4 Instead of being discarded in the Clean up phase, [this] is returned to the War Zone.</p> <p><i>We're just planning today. You must plan your economy.</i></p> <p>© 2010 Arclight inc. Art: Takashi Akira 21/45</p>	<p align="center">Li'l Guderian Deploy (commander)</p> <p>Deploy [this].</p> <p><i>Tanks? I'll get them for you.</i></p> <p>During your Cleanup phase this turn, you may draw X extra cards, where X is as many tanks as you have deployed.</p>  <p>© 2010 Arclight inc. Art: Ten-no-yuu 22/45</p>	<p align="center">The Führer's Irritation Event (obstacle)</p> <p>If the player won the battle, he gains [this].</p> <p>When [this] is played, you choose 1 of a player's deployed cards and trash it. The card must not be a tank nor a city nor an event.</p> <p><i>The only ones staying there are corpses and corpses to-be. Wait? I think I've heard that somewhere...</i></p> <p>© 2010 Arclight inc. Art: Kusaka Souji 27/45</p>
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Smolensk

Target (city)

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. If the player wins the battle, he gains and deploys [this] immediately.



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Art: Hayami Rasenjin

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Kiev

Target (city)

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. If the player wins the battle, he gains and deploys [this] immediately.



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Leningrad

Target (city)

After the battle, the player battling [this] must discard all of his deployed tanks. If he has none, he discards all other army units instead. If the player wins the battle, he gains and deploys [this] immediately.



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Stalingrad

Target (city)

After the battle, the player battling [this] must discard all of his deployed tanks. If he has none, he discards all other army units instead. If the player wins the battle, he gains and deploys [this] immediately.



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Moscow

Target (city)

After the battle, the player battling [this] must discard all of his deployed army units. If the player wins the battle, he gains and deploys [this] immediately. As soon as any player has gained [this], the game ends when the current turn is finished.



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Art: Hayami Rasenjin

45/45



Li'l Kleist

Deploy (commander)

Deploy [this].

Do we have forces left? Well, then... let's do it.

You may do battle twice per turn. At the start of your tactics phase, you gain $\otimes +X$, where X is the number of tanks you have deployed.



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Art: Hayabusa Yuki

P02

Li'l Kleist

Deploy (commander)

Deploy [this].

Of course I care about my appearance in battle.

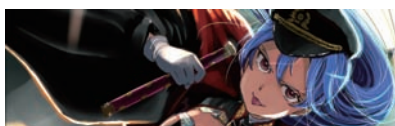
You may do battle twice per turn. At the start of your tactics phase, you gain $\otimes +X$, where X is the number of tanks you have deployed.



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Art: Hayabusa Yuki

P02



Li'l Rundstedt

Army (infantry)

Deploy [this]. At the end of the game, each of your commanders and tanks are worth one extra \otimes each.

I come back, time after time. Guess why...

At the start of your turn, you may put the top Deploy card at the bottom of its deck.



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Art: Nogami Takeshi

P03

Li'l Adolf

Deploy (commander)

Deploy [this].

Germany needs nothing but victory! Got it?

If you lose a battle, transfer [this] to another player's Combat Zone deployed. Each time you win a battle you gain $\otimes +2$.



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Art: Kusaka Souji

P04



Further reinforcements

Event (enemy)

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.

Raaaaah! Don't underestimate the Russian people!!

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Art: Hayami Rasenjin

P06

Operation Plan

Tactic

Play Bonus: $\otimes +4$
Instead of being discarded in the Clean up phase, [this] is returned to the War Zone.

No matter what we plan, without the supplies it's all in vain.

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Art: Takashi Akira

P05