Truck Transport
Supply

Play Bonus: [◎] +1

In the desert, you even have to carry out the water!
It's so dry I can barely stand it.

© 2010, Arclight inc.   Art: Kusaka Souji   01/48

Panzer Regiment (IV)
Army (tank)

You may deploy [this] exhausted.

German tanks are the best in the world!
Especially when the Italians are around.

Exhaust [this] and pay 1 [◎] → [✖] +6
Discard a deployed tank → [✖] +2

© 2010 Arclight inc.   Art: Nogami Takeshi   07/48

Italian Tank Regiment
Army (tank)

You may deploy [this] exhausted.
British tanks? No, I haven't seen any.

Exhaust [this] → [✖] +2
If [this] is exhausted after a battle in which you participated and which included enemy tanks, [this] is returned to the War Zone at the end of that turn.

© 2010 Arclight inc.   Art: Fujisawa Takashi   16/48

Sea Transport
Supply

Play Bonus: [◎] +X, [🟢] +1
X is the number of Luftwaffe units you have deployed.

It's all up to the Luftwaffe in Malta if the materials will reach us.

© 2010 Arclight inc.   Art: Maruto!   02/48

Afrika Korps Headquarters
Army (headquarters)

Play Bonus: [✚] +2, [◎] +1

Return [this] to the War Zone → Put your draw deck into your discard pile, and from there, choose up to 2 tank units and deploy them.
Where's li'l Rommel? I don't think we can contact her. At least, I think so. She'd say so. Yeah, she would.

© 2010 Arclight inc.   Art: Nogami Takeshi   08/48

Self-propelled Anti-tank Battalion
Army (artillery)

You may deploy [this] exhausted.

With the infantry assisting, we are unbeatable!

Exhaust [this] and return 1 deployed infantry unit → [✖] +X
X is the number of infantry units you have deployed.
Exhaust [this] → [✖] +2

© 2010 Arclight inc.   Art: itou   17/48

Motorized Rifle Regiment
Army (infantry)

Play Bonus: [✚] +1
You may deploy [this] exhausted.
Sometimes we need the "Hetalians"… hard to admit, though.

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

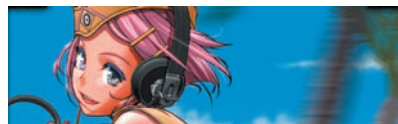© 2010 Arclight inc.   Art: Ten-no-yuu   03/48

Motorized Artillery Battalion
Army (artillery)

Exhaust [this] and pay 1 [◎] → [✖] +X+4
X is the number of artillery units you have in your Combat Zone.

Opposites attract? Naw, artillery attracts.
You know what I mean.

© 2010 Arclight inc.   Art: Kusaka Souji   09/48

Armoured Recon Battalion
Army (assist)

Play Bonus: [✚] +1, [✖] +2
Return [this] to the War Zone → Select a card from your draw deck, add it to your hand. Then discard your deck.
Discard [this] → Look at the top 3 cards of the Event deck, and put all at the top or bottom of the deck, you choose order.
Attacking without recon? That's not brave, that's just stupid!

© 2010 Arclight inc.   Art: Takashi Akira   18/48
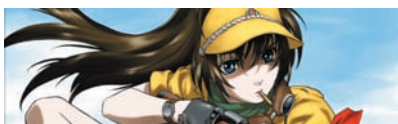
Motorcycle Rifle Battalion
Army (infantry)

You may choose to gain the Play Bonus *or* the Ability.
Play Bonus: [✚] +2, [✖] +1
Discard [this] → Reactivate one of the cards in your Combat Zone.
The most important in the desert, is to quickly adapt to the Enemy's circumstances.

© 2010 Arclight inc.   Art: Kazuhiro   04/48
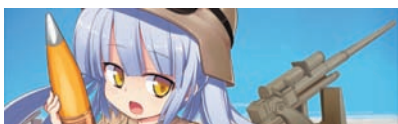
88mm Anti-aircraft Battery Company
Army (artillery)

Play Bonus: [✖] +2
You may deploy [this] exhausted.
To hit something out of range… it's so exhilarating…

Return [this] to the War Zone → You may destroy up to 2 enemy tanks that were drawn in this battle. The tanks you destroy count as they never took part of the battle.

© 2010 Arclight inc.   Art: Mamo Williams   10/48
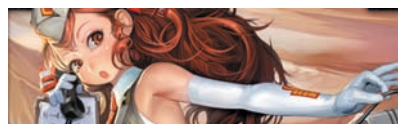
Italian Army Headquarters
Army (headquarters)

Play Bonus: [◎] +1, [🔵] +1
During this turn, the play cost for Italian infantry and Italian tanks is reduced to 0.

We MUST be first into Kairo. You promise me that!
—Li'l Mussolini.

© 2010 Arclight inc.   Art: Takayama Toshiaki   19/48

Armoured Signal Battalion
Army (headquarters)

Play Bonus: [✚] +1, [🟢] +1
You may return a card from your hand to the War Zone. If you do: During this turn, one German Army card of your choice gets its Reinforcement cost ([◎]) reduced by 2, to a minimum of 0.

Communucation is the key to victory. Ain't so, li'l Rommel?

© 2010 Arclight inc.   Art: Poyoyon Rock   05/48

Motorized Repair Company
Army (assist)

Play Bonus: [🩹] +2
You may deploy [this].
I'm repairing more enemy units than friendly… oh well…

After a battle that you won, return this to the War Zone → You may gain up to 2 of the destroyed enemy tanks.
When responding, [this] does not need to assign a target.

© 2010 Arclight inc.   Art: Nogami Takeshi   11/48

Detour Operation
Tactic

<Unique>
Return [this] to the War Zone → You may *either* take the top 3 city cards and put them back in the order of your choice, *or* take the top 3 cards of any other deck and put them back in the order of your choice, top or bottom, card per card.
Full frontal nu… I mean attack isn't always the best way.

© 2010 Arclight inc.   Art: Tobashi Kotomi   20/48

Panzer Regiment (III)
Army (tank)

You may deploy [this] exhausted.

German tanks are the best!
Especially when responding to retaliation.

Exhaust [this] and pay 1 [◎] → [✖] +4
Discard a deployed tank → [✖] +2

© 2010 Arclight inc.   Art: Ju-sensha Koubou   06/48
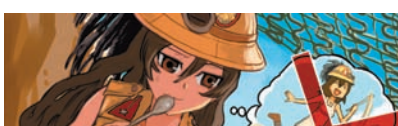
Italian Infantry Regiment
Army (infantry)

You may deploy [this] exhausted.

What do you mean, to no help? Wage war on your own, then!

Exhaust [this] → [✖] +1
If [this] is exhausted after a battle in which you participated, [this] is discarded at the end of that turn.

© 2010 Arclight inc.   Art: Nogami Takeshi   12–15/48
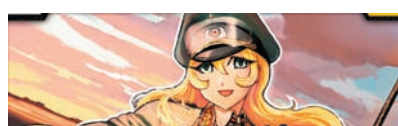
Li'l Rommel
Tactic (legend)

<Unique> <Battle>
Return [this] to the War Zone → Destroy one of the Event cards that are drawn during battle.
Return [this] to the War Zone → [🔵] +3, [✚] +2

© 2010 Arclight inc.   Art: Nogami Takeshi   21/48

Supply Operation
Tactic

Return [this] to the War Zone → Discard your deck. Then, from your discard pile, select two deployable infantry units and deploy them immediately.
Return [this] to the War Zone → ⊙ +3

Are you ready? Then go! Carry things like there's no tomorrow!

© 2010 Arclight inc. Art: Tobashi Kotomi 22/48

British Tank Brigade
Event (enemy/tank)

Deploy [this] exhausted.

Exhaust [this] → ⊗ +4
When [this] is discarded, it is trashed.
[This] counts as an army unit.

© 2010 Arclight inc. Art: Fujisawa Takashi 28/48

Mine field
Event (facility)

X is the number of infantry units you have deployed.
If the player wins the battle he gains and deploys [this].

Trash [this] → You trash up to 2 infantry units of the enemy force you're currently battling.

© 2010 Arclight inc. Art: Maruto! 34/48

Decoy unit
Deploy (special)

Deploy [this].

This is my partner, working 24 hours a day without a complaint!

At the start of your respond, you may return [this] to the War Zone. If you do, you select up to 3 of the retaliating units, and return them to the British Army deck.

© 2010 Arclight inc. Art: Mamo Williams 23/48

British Infantry Brigade
Event (enemy/infantry)

Don't just say "British Army" – we're from New Zealand, those over there are from India, and those guys are from Australia!

© 2010 Arclight inc. Art: Ju-sensha Koubou 29/48

Box position
Target (foothold)

The player battling [this] discards 1 deployed unit.
If he wins, he gains and deploys [this].

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

© 2010 Arclight inc. Art: Mamo Williams 35/48

Occupied Enemy Supply Base
Deploy (facility)

You may only deploy this in your tactics phase, after a battle where you won.

Stuff you won in battle always feels better.

Exhaust [this] → ⊙ +1
Return [this] to the War Zone → ⊙ +6

© 2010 Arclight inc. Art: Tobashi Kotomi 24/48

British Artillery Regiment
Event (enemy/artillery)

When drawn: The active player must discard one of his deployed units of his choice.

We've carried these shells so far… it feels bad letting go of them.

© 2010 Arclight inc. Art: Maruto! 30/48

[Various African Cities]
Target (city)

[Defensive units: X], [Reinforcements: Y] [VP: Z], [Loss: Q]

Casualties: [Varies, usually 1 deployed tank or, if player has no tanks, 2 deployed units of his choice.]

© 2010 Arclight inc. Art: Kazuhiro 36, 38, 40, 41, 43, 44/48
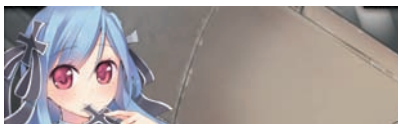
Luftwaffe
Deploy (air force)

Deploy [this] exhausted.
Air domination? We'll fix that.
—Air combat ace, Li'l Marseille

Exhaust and discard [this] → ⊕ +1

© 2010 Arclight inc. Art: Kashiwamochi Yomogi 25/48

Long Distance Volunteer Corps
Event (enemy/infantry)

When drawn: The active player must return to the War Zone one of his deployed Deploy cards of his choice. If he has none, he must discard a non-attached Victory Point card at random. If he does either, trash [this].
Coming out of nowhere, making a quick strike and then dashing away – now that's cool.

© 2010 Arclight inc. Art: Ten-no-yuu 31/48

[Various African Cities]
Target (city)

[Defensive units: X], [Reinforcements: Y] [VP: Z], [Loss: Q]

Casualties: [Varies, usually 1 deployed tank or, if player has no tanks, 2 deployed units of his choice.]

© 2010 Arclight inc. Art: Kazuhiro 37, 39, 42/48

Royal Air Force
Event (enemy/air force)

When drawn: The active player must return to the War Zone 1 "Luftwaffe" unit if he has any deployed. If he does, trash [this].

What do you think RAF stands for? Radical Anarchy Force? Think again.

© 2010 Arclight inc. Art: Kashiwamochi Yomogi 26/48

British Counterattack
Event (special)

Trash [this], and draw another Event card to replace it. If there are 2 or less cards in the British Army deck, immediately move the top 2 Events cards from the Event deck to the British Army deck. When this turn is finished, the British Army counterattack turn will be held before the next player's turn.
He he. Nobody expects the British inqui… I mean, retaliation.

© 2010 Arclight inc. Art: Ju-sensha Koubou 32/48

[Cards with 2–4 VP]
Victory points (VP)

Worth 2–4 VP at the end of the game.

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British Tank Brigade
Event (enemy/tank)

Deploy [this] exhausted.

Exhaust [this] → ⊗ +3
When [this] is discarded, it is trashed.
[This] counts as an army unit.

© 2010 Arclight inc. Art: Takashi Akira 27/48

Incoming Sand Storm
Event (obstacle)

If the player wins the battle, he gains this card.
When another player declares battle, you may play [this] as an interrupt and trash it. If you do, the battle declaration is nullified. The player cannot declare battle again this turn.

If it rains, we take the day off. If it rains sand… the same!

© 2010 Arclight inc. Art: Mamo Williams 33/48

Valuable Experience!
Victory (experience)

Worth 1 VP at the end of the game.
When you gain [this], you may immediately attach it to one of your deployed army units of your choice.

The unit with [this] attached gets a +2 bonus respond value.
If the card [this] is attached to leaves the Deploy Area, trash [this].

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Truck Transport
Supply

Play Bonus: +1

In the desert, you even have to carry out the water!
It's so dry I can barely stand it.

© 2010, Arclight inc.   Art: Kusaka Souji   01/48

Truck Transport
Supply

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It's so dry I can barely stand it.

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Sea Transport
Supply

Play Bonus: 🟡+X, 🟢+1
X is the number of Luftwaffe units you have deployed.

It's all up to the Luftwaffe in Malta if the materials will reach us.

© 2010 Arclight inc.   Art: Maruto!   02/48

Motorized Rifle Regiment
Army (infantry)

Play Bonus: 🔄+1
You may deploy [this] exhausted.
Sometimes we need the "Hetalians"… hard to admit, though.

Exhaust [this] → ✖+2
Discard 1 of your deployed infantry units → ⊗+1

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Army (infantry)

Play Bonus: 🔄+1
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Discard 1 of your deployed infantry units → ⊗+1

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Motorcycle Rifle Battalion
Army (infantry)

You may choose to gain the Play Bonus *or* the Ability.
Play Bonus: 🔄+2, ✖+1
Discard [this] → Reactivate one of the cards in your Combat Zone.
The most important in the desert, is to quickly adapt to the Enemy's circumstances.

© 2010 Arclight inc.   Art: Kazuhiro   04/48

Sea Transport
Supply

Play Bonus: 🟡+X, 🟢+1
X is the number of Luftwaffe units you have deployed.

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Play Bonus: 🔄+2, ✖+1
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© 2010 Arclight inc.   Art: Ten-no-yuu   03/48

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Army (infantry)

You may choose to gain the Play Bonus *or* the Ability.
Play Bonus: 🔄+2, ✖+1
Discard [this] → Reactivate one of the cards in your Combat Zone.
The most important in the desert, is to quickly adapt to the Enemy's circumstances.

© 2010 Arclight inc.   Art: Kazuhiro   04/48

Sea Transport
Supply

Play Bonus: 🟡+X, 🟢+1
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It's all up to the Luftwaffe in Malta if the materials will reach us.

© 2010 Arclight inc.   Art: Maruto!   02/48

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Army (infantry)

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Discard 1 of your deployed infantry units → ⊗+1

© 2010 Arclight inc.   Art: Ten-no-yuu   03/48

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Army (infantry)

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Play Bonus: 🔄+2, ✖+1
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The most important in the desert, is to quickly adapt to the Enemy's circumstances.

© 2010 Arclight inc.   Art: Kazuhiro   04/48

Motorcycle Rifle Battalion
Army (infantry)

You may choose to gain the Play Bonus *or* the Ability.
Play Bonus: [+2], [+1]
Discard [this] → Reactivate one of the cards in your Combat Zone.
The most important in the desert, is to quickly adapt to the Enemy's circumstances.

© 2010 Arclight inc.   Art: Kazuhiro   04/48

Armoured Signal Battalion
Army (headquarters)

Play Bonus: [+1], [+1]
You may return a card from your hand to the War Zone. If you do: During this turn, one German Army card of your choice gets its Reinforcement cost ([]) reduced by 2, to a minimum of 0.

Communcation is the key to victory. Ain't so, li'l Rommel?

© 2010 Arclight inc.   Art: Poyoyon Rock   05/48

Armoured Signal Battalion
Army (headquarters)

Play Bonus: [+1], [+1]
You may return a card from your hand to the War Zone. If you do: During this turn, one German Army card of your choice gets its Reinforcement cost ([]) reduced by 2, to a minimum of 0.

Communcation is the key to victory. Ain't so, li'l Rommel?

© 2010 Arclight inc.   Art: Poyoyon Rock   05/48

Afrika Korps Headquarters
Army (headquarters)

Play Bonus: [+2], [+1]
Return [this] to the War Zone → Put your draw deck into your discard pile, and from there, choose up to 2 tank units and deploy them.
Where's li'l Rommel? I don't think we can contact her. At least, I think so. She'd say so. Yeah, she would.

© 2010 Arclight inc.   Art: Nogami Takeshi   08/48

Panzer Regiment (III)
Army (tank)

You may deploy [this] exhausted.

*German tanks are the best!
Especially when responding to retaliation.*

Exhaust [this] and pay 1 [] → [+4]
Discard a deployed tank → [+2]

© 2010 Arclight inc.   Art: Ju-sensha Koubou   06/48

Panzer Regiment (IV)
Army (tank)

You may deploy [this] exhausted.

*German tanks are the best in the world!
Especially when the Italians are around.*

Exhaust [this] and pay 1 [] → [+6]
Discard a deployed tank → [+2]

© 2010 Arclight inc.   Art: Nogami Takeshi   07/48

Afrika Korps Headquarters
Army (headquarters)

Play Bonus: ⊕+2, ◉+1
Return [this] to the War Zone → Put your draw deck into your discard pile, and from there, choose up to 2 tank units and deploy them.
Where's li'l Rommel? I don't think we can contact her. At least, I think so. She'd say so. Yeah, she would.
© 2010 Arclight inc.　Art: Nogami Takeshi　08/48

88mm Anti-aircraft Battery Company
Army (artillery)

Play Bonus: ✖+2
You may deploy [this] exhausted.
To hit something out of range… it's so exhilarating…
Return [this] to the War Zone → You may destroy up to 2 enemy tanks that were drawn in this battle. The tanks you destroy count as they never took part of the battle.
© 2010 Arclight inc.　Art: Mamo Williams　10/48

88mm Anti-aircraft Battery Company
Army (artillery)

Play Bonus: ✖+2
You may deploy [this] exhausted.
To hit something out of range… it's so exhilarating…
Return [this] to the War Zone → You may destroy up to 2 enemy tanks that were drawn in this battle. The tanks you destroy count as they never took part of the battle.
© 2010 Arclight inc.　Art: Mamo Williams　10/48

Motorized Artillery Battalion
Army (artillery)

Exhaust [this] and pay 1◉ → ✖+X+4
X is the number of artillery units you have in your Combat Zone.

Opposites attract? Naw, artillery attracts. You know what I mean.
© 2010 Arclight inc.　Art: Kusaka Souji　09/48

Motorized Artillery Battalion
Army (artillery)

Exhaust [this] and pay 1◉ → ✖+X+4
X is the number of artillery units you have in your Combat Zone.

Opposites attract? Naw, artillery attracts. You know what I mean.
© 2010 Arclight inc.　Art: Kusaka Souji　09/48

Motorized Repair Company
Army (assist)

Play Bonus: 🔧+2
You may deploy [this].
I'm repairing more enemy units than friendly… oh well…
After a battle that you won, return this to the War Zone → You may gain up to 2 of the destroyed enemy tanks.
When responding, [this] does not need to assign a target.
© 2010 Arclight inc.　Art: Nogami Takeshi　11/48

Italian Infantry Regiment
Army (infantry)

You may deploy [this] exhausted.

What do you mean, to no help? Wage war on your own, then!

Exhaust [this] → ✖ +1
If [this] is exhausted after a battle in which you participated, [this] is discarded at the end of that turn.
© 2010 Arclight inc.   Art: Nogami Takeshi   12/48

Italian Infantry Regiment
Army (infantry)

You may deploy [this] exhausted.

The strength of our army is inversely proportional to the number of soldiers. Weird, huh?

Exhaust [this] → ✖ +1
If [this] is exhausted after a battle in which you participated, [this] is discarded at the end of that turn.
© 2010 Arclight inc.   Art: Nogami Takeshi   14/48

Motorized Repair Company
Army (assist)

Play Bonus: 🔷 +2
You may deploy [this].
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After a battle that you won, return this to the War Zone → You may gain up to 2 of the destroyed enemy tanks.
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Army (infantry)

You may deploy [this] exhausted.

Loyalty towards your country? We've already done that.

Exhaust [this] → ✖ +1
If [this] is exhausted after a battle in which you participated, [this] is discarded at the end of that turn.
© 2010 Arclight inc.   Art: Nogami Takeshi   13/48

Italian Infantry Regiment
Army (infantry)

You may deploy [this] exhausted.

Who said that we could cook pasta in the desert!?

Exhaust [this] → ✖ +1
If [this] is exhausted after a battle in which you participated, [this] is discarded at the end of that turn.
© 2010 Arclight inc.   Art: Nogami Takeshi   14/48

Italian Tank Regiment
Army (tank)

You may deploy [this] exhausted.
British tanks? No, I haven't seen any.

Exhaust [this] → ✖ +2
If [this] is exhausted after a battle in which you participated and which included enemy tanks, [this] is returned to the War Zone at the end of that turn.
© 2010 Arclight inc.   Art: Fujisawa Takashi   16/48

Italian Infantry Regiment
Army (infantry)

You may deploy [this] exhausted.

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Army (tank)

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Italian Tank Regiment
Army (tank)

You may deploy [this] exhausted.
British tanks? No, I haven't seen any.

Exhaust [this] → ⊗+2
If [this] is exhausted after a battle in which you participated and which included enemy tanks, [this] is returned to the War Zone at the end of that turn.

© 2010 Arclight inc.   Art: Fujisawa Takashi   16/48

Self-propelled Anti-tank Battalion
Army (artillery)

You may deploy [this] exhausted.

With the infantry assisting, we are unbeatable!

Exhaust [this] and return 1 deployed infantry unit → ⊗+X
X is the number of infantry units you have deployed.
Exhaust [this] → ⊗+2

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Armoured Recon Battalion
Army (assist)

Play Bonus: ⊕+1, ⊗+2
Return [this] to the War Zone → Select a card from your draw deck, add it to your hand. Then discard your deck.
Discard [this] → Look at the top 3 cards of the Event deck, and put all at the top or bottom of the deck, you choose order.
Attacking without recon? That's not brave, that's just stupid!

© 2010 Arclight inc.   Art: Takashi Akira   18/48

Italian Army Headquarters
Army (headquarters)

Play Bonus: ⊙+1, 👤+1
During this turn, the play cost for Italian infantry and Italian tanks is reduced to 0 ⚙.

We MUST be first into Kairo. You promise me that!
–Li'l Mussolini.

© 2010 Arclight inc.   Art: Takayama Toshiaki   19/48

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© 2010 Arclight inc.   Art: Takayama Toshiaki   19/48

Li'l Rommel
Tactic (legend)

<Unique> <Battle>
Return [this] to the War Zone → Destroy one of the Event cards that are drawn during battle.
Return [this] to the War Zone → 🔵+3, ⚙+2

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Return [this] to the War Zone → Destroy one of the Event cards that are drawn during battle.
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Detour Operation
Tactic

<Unique>
Return [this] to the War Zone → You may *either* take the top 3 city cards and put them back in the order of your choice, *or* take the top 3 cards of any other deck and put them back in the order of your choice, top or bottom, card per card.
Full frontal nu… I mean attack isn't always the best way.

© 2010 Arclight inc.   Art: Tobashi Kotomi   20/48

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Return [this] to the War Zone → You may *either* take the top 3 city cards and put them back in the order of your choice, *or* take the top 3 cards of any other deck and put them back in the order of your choice, top or bottom, card per card.
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Full frontal nu… I mean attack isn't always the best way.

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Supply Operation
Tactic

Return [this] to the War Zone → Discard your deck. Then, from your discard pile, select two deployable infantry units and deploy them immediately.
Return [this] to the War Zone → ⊙+3

Are you ready? Then go! Carry things like there's no tomorrow!

© 2010 Arclight inc.   Art: Tobashi Kotomi   22/48

Supply Operation
Tactic

Return [this] to the War Zone → Discard your deck. Then, from your discard pile, select two deployable infantry units and deploy them immediately.
Return [this] to the War Zone → ⊙+3

Are you ready? Then go! Carry things like there's no tomorrow!

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Tactic

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Return [this] to the War Zone → ⊙+3

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© 2010 Arclight inc.　Art: Tobashi Kotomi　22/48

Decoy unit
Deploy (special)

Deploy [this].

This is my partner, working 24 hours a day without a complaint!

At the start of your respond, you may return [this] to the War Zone. If you do, you select up to 3 of the retaliating units, and return them to the British Army deck.

© 2010 Arclight inc.　Art: Mamo Williams　23/48

Luftwaffe
Deploy (air force)

Deply [this] exhausted.
Air domination? We'll fix that.
　　　　　　　　　　　　—Air combat ace, Li'l Marseille

Exhaust and discard [this] → ⊕+1

© 2010 Arclight inc.　Art: Kashiwamochi Yomogi　25/48

Occupied Enemy Supply Base
Deploy (facility)

You may only deploy this in your tactics phase, after a battle where you won.

Stuff you won in battle always feels better.

Exhaust [this] → ⊙ +1
Return [this] to the War Zone → ⊙ +6

© 2010 Arclight inc.　Art: Tobashi Kotomi　24/48

Box position
Target (foothold)

The player battling [this] discards 1 deployed unit. If he wins, he gains and deploys [this].

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

© 2010 Arclight inc.　Art: Mamo Williams　35/48

Luftwaffe
Deploy (air force)

Deply [this] exhausted.
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　　　　　　　　　　　　—Air combat ace, Li'l Marseille

Exhaust and discard [this] → ⊕+1

© 2010 Arclight inc.　Art: Kashiwamochi Yomogi　25/48

Box position
Target (foothold)

The player battling [this] discards 1 deployed unit. If he wins, he gains and deploys [this].

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

© 2010 Arclight inc.　　Art: Mamo Williams　35/48

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© 2010 Arclight inc.　　Art: Mamo Williams　35/48

El Ageira
Target (city)

[Defensive units: 2], [Reinforcements: 1] [VP: 3], [Loss: 2]

Casualties: 1 deployed tank, if there are none, 2 other units.

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Benghazi
Target (city)

[Defensive units: 2], [Reinforcements: 2] [VP: 4], [Loss: 3]

Casualties: 1 deployed tank, if there are none, 2 other units.

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Bir Hakeim
Target (city)

[Defensive units: 2], [Reinforcements: 1] [VP: 3], [Loss: 2]

Casualties: 1 deployed tank, if there are none, 2 other units.

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Tobruk
Target (city)

[Defensive units: 5], [Reinforcements: 4] [VP: 5], [Loss: 4]

Casualties: Half your deployed forces, rounded up. At least one tank, if possible.

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Fort Capuzzo
Target (city)

[Defensive units: 3], [Reinforcements: 2] [VP: 4], [Loss: 2]

Casualties: 1 deployed tank, if there are none, 2 other units.

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Halfaya Pass
Target (city)

[Defensive units: 3], [Reinforcements: 3] [VP: 5], [Loss: 3]

Casualties: 3 deployed units.

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Bardia
Target (city)

[Defensive units: 3], [Reinforcements: 2] [VP: 5], [Loss: 3]

Casualties: 1 deployed tank, if there are none, 2 other units.

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El Alamein
Target (city)

[Defensive units: 6], [Reinforcements: 3] [VP: 5], [Loss: 3]
Casualties: Half your deployed forces, rounded up. At least one tank, if possible.
[This] forms a set will Alexandria, the order cannot be altered.
If the British Army hasn't retaliated once when el Alamein falls, they till do so before the next player's turn.

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Alexandria
Target (city)

[Defensive units: 4], [Reinforcements: 3] [VP: 5]

Casualties: 3 depoyed units.
The player who wins this battle immediately gains and deploys [this]. The game ends when the current turn is finished.

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Royal Air Force
Event (enemy/air force)

When drawn: The active player must return to the War Zone 1 "Luftwaffe" unit if he has any deployed. If he does, trash [this].

What do you think RAF stands for? Radical Anarchy Force? Think again.

© 2010 Arclight inc.　　Art: Kashiwamochi Yomogi　26/48

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British Tank Brigade
Event (enemy/tank)

Deploy [this] exhausted.

Exhaust [this] → ⊗+4
When [this] is discarded, it is trashed.
[This] counts as an army unit.

© 2010 Arclight inc.　　Art: Fujisawa Takashi　28/48

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Event (enemy/infantry)

Don't just say "British Army" – we're from New Zealand, those over there are from India, and those guys are from Australia!

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British Artillery Regiment
Event (enemy/artillery)

When drawn: The active player must discard one of his deployed units of his choice.

We've carried these shells so far… it feels bad letting go of them.

© 2010 Arclight inc.　　Art: Maruto!　30/48

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Event (enemy/infantry)

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Long Distance Volunteer Corps
Event (enemy/infantry)

When drawn: The active player must return to the War Zone one of his deployed Deploy cards of his choice. If he has none, he must discard a non-attached Victory Point card at random. if he does either, trash [this].
Coming out of nowhere, making a quick strike and then dashing away – now that's cool.

© 2010 Arclight inc.　　Art: Ten-no-yuu　31/48

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British Counterattack
Event (special)

Trash [this], and draw another Event card to replace it. If there are 2 or less cards in the British Army deck, immediately move the top 2 Events cards from the Event deck to the British Army deck. When this turn is finished, the British Army counterattack turn will be held before the next player's turn.

He he. Nobody expects the British inqui… I mean, retaliation.

© 2010 Arclight inc. Art: Ju-sensha Koubou 32/48

Valuable Experience!
Victory (experience)

Worth 1 VP at the end of the game.
When you gain [this], you may immediately attach it to one of your deployed army units of your choice.

The unit with [this] attached gets a +2 bonus respond value. If the card [this] is attached to leaves the Deploy Area, trash [this].

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Incoming Sand Storm
Event (obstacle)

If the player wins the battle, he gains this card.
When another player declares battle, you may play [this] as an interrupt and trash it. If you do, the battle declaration is nullified. The player cannot declare battle again this turn.

If it rains, we take the day off. If it rains sand… the same!

© 2010 Arclight inc. Art: Mamo Williams 33/48

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Mine field
Event (facility)

X is the number of infantry units you have deployed.
If the player wins the battle he gains and deploys [this].

Trash [this] → You trash up to 2 infantry units of the enemy force you're currently battling.

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Event (special)

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Enemy forces defeated!
Victory points (VP)

Worth 2 VP at the end of the game.

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Enemy general captured!
Victory points (VP)

Worth 4 VP at the end of the game.

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Promo cards:

Supply staff
Deploy (commander)

Play Bonus: 🔷+2
Deploy [this].
Squeak! The numbers don't add up!

Return [this] to the War Zone → For the Cleanup phase this turn, you may keep as many cards on your hand as you want.

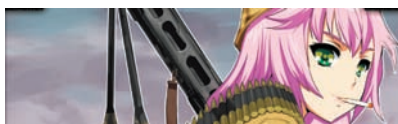© 2010 Arclight inc.   Art: Tobashi Kotomi   P01

Autonomous Heavy Tank Battalion
Deploy (tank)

Deploy [this] exhausted.

Exhaust [this] and pay 3 [◎] → [⊗]+7
Exhaust [this] → During your respond, you may destroy up to 2 enemy units that were drawn.

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Brave War Veteran
Deploy (special)

Deploy [this] and attach to another unit in your Deploy Area.

I have no secret. It's all about just surviving long enough.

The card [this] is attached to gains respond value +1. When that card it to be discarded, you may discard another deployed card instead.
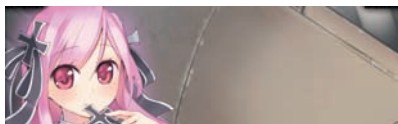
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British Commanding Officer
Event (enemy/commander)

When drawn: Draw an extra Event card immediately.

I forbid any fear or respect for li'l Rommel. She's no military god; she's a mere woman. Just like I am.

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Airport
Deploy (facility)

Deploy [this].

The mechanics have a hard time keeping up with the advances.

Discard [this] → [⊗] +**X**. X is the number of deployed Luftwaffe units of all players.

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