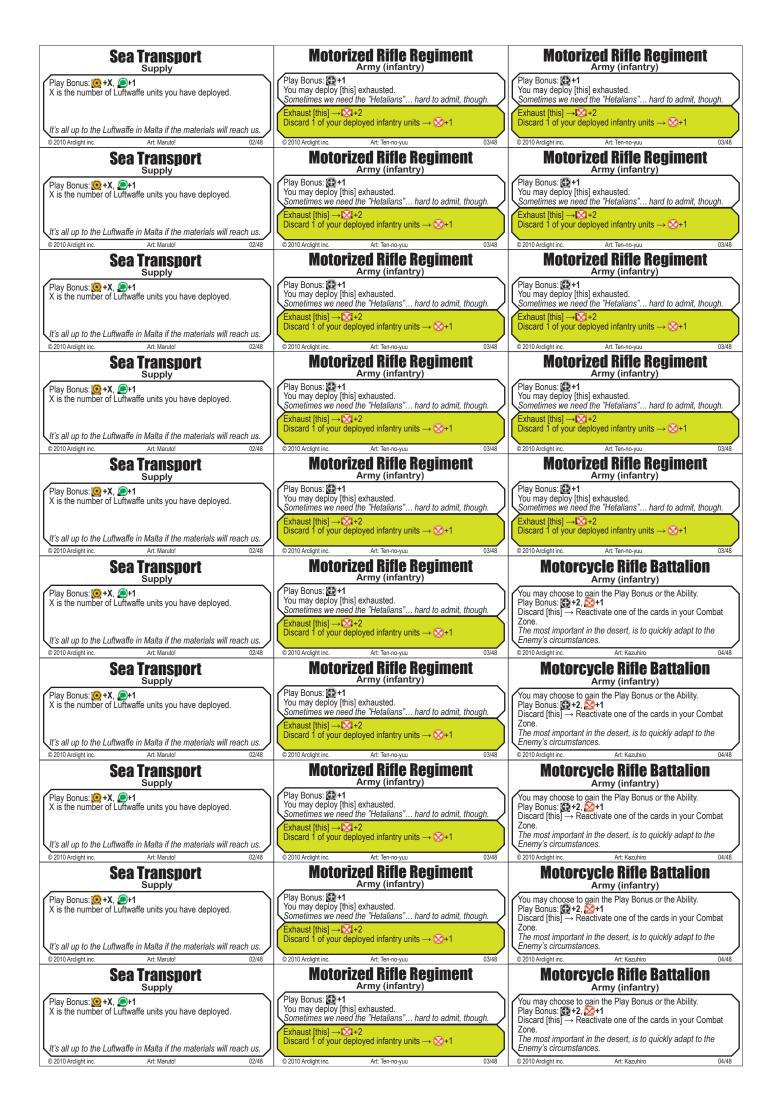


| Supply Operation  | British Tank Brigade<br>Event (enemy/tank)   | Mine field<br>Event (facility)   |
|---|--|--|
| Return [this] to the War Zone → Discard your deck. Then,<br>from your discard pile, select two deployable infantry units and<br>deploy them immediately.<br>Return [this] to the War Zone → • +3<br>Are you ready? Then go! Carry things like there's no tomorrow!<br>© 2010 Arclicht line. Art: Tobashi Kolomi 22/48 | 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   | X is the number of infantry units you have deployed.<br>If the player wins the battle he gains and deploys [this].<br>Trash [this] → You trash up to 2 infantry units of the enemy<br>force you're currently battling.   |
|   |  |  |
| Decoy unit<br>Deploy (special)  | British Infantry Brigade<br>Event (enemy/infantry)   | Box position<br>Target (foothold)  |
| Deploy [this].<br>This is my partner, working 24 hours a day without a complaint!<br>At the start of your respond, you may return [this] to the War<br>Zone. If you do, you select up to 3 of the retailating units, and<br>return them to the British Army deck.<br>© 2010 Ardight inc. Art: Mamo Williams 23/48     | Don't just say "British Army" – we're from New Zealand, those<br>over there are from India, and those guys are from Australia!<br>© 2010 Ardight inc. Art. Ju-sensha Koubou 29/48  | 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 |
| Description Frame Cumply Deep   |  |  |
| Occupied Enemy Supply Base<br>Deploy (facility)   | British Artillery Regiment<br>Event (enemy/artillery)  | IVarious African Cities<br>Target (city)   |
| You may only deploy this in your tactics phase, after a battle where you won.   | When drawn: The active player must discard one of his deployed units of his choice.  | [Defensive units: X], [Reinforcements: Y] [VP: Z], [Loss: Q]   |
| Stuff you won in battle always feels better.  | We've carried these shells so far it feels bad letting go of   | Casualties: [Varies, usually 1 deployed tank or, if player has no tanks, 2 deployed units of his choice.]  |
| Return [this] to the War Zone → () +6       © 2010 Ardight inc.       Art: Tobashi Kotomi       24/48   | them.           © 2010 Arclight inc.           Art: Maruto!           30/48  | © 2010 Arclight inc. Art: Kazuhiro 36, 38, 40, 41, 43, 44/48   |
|   |  |  |
| Luftwaffe<br>Deploy (air force)   | Long Distance Volunteer Corps<br>Event (enemy/infantry)  | [Various African Cities]   |
| Deply [this] exhausted.         Air domination? We'll fix that.        Air combat ace, Li'l Marseille         Exhaust and discard [this] → (C+1)         © 2010 Arclight Inc.         Ar: Kashiwamochi Yomogi       25/48   | When drawn: The active player must return to the War Zone<br>one of his deployed Deploy cards of his choice. If he has none,<br>he must discard a non-attached Victory Point card at random. If<br>he does either, trash [this].<br>Coming out of nowhere, making a quick strike and then<br>dashing away – now that's cool.   | [Defensive units: X], [Reinforcements: Y] [VP: Z], [Loss: Q]<br>Casualties: [Varies, usually 1 deployed tank or, if player has no<br>tanks, 2 deployed units of his choice.]<br>© 2010 Arclight Inc. Art: Kazuhiro 37, 39, 42/48                                 |
| Bouel Air Fores   |  |  |
| <b>Royal Air Force</b><br>Event (enemy/air force)   | Event (special)  | ICards with 2–4 VPI<br>Victory points (VP)   |
| When drawn: The active player must return to the War Zone<br>1 "Luftwaffe" unit if he has any deployed. If he does, trash<br>[this].  | Trash [this], and draw another Event card to replace it. If there are 2 or less cards in the British Army deck, immediately move   | Worth 2–4 VP at the end of the game.   |
| What do you think RAF stands for? Radical Anarchy Force?         Think again.         © 2010 Ardight inc.       Art: Kashiwamochi Yomogi       26/48  | the top 2 Events cards in the Dintar Army deck, that the British Army<br>deck. When this turn is finished, the British Army counterattack<br>turn will be held before the next player's turn.<br>He he. Nobody expects the British inqui I mean, retaliation.<br>© 2010 Arclight Inc. Art: Ju-sensha Koubou 32/48              | © 2010 Ardight inc. 45-47/48   |
| Think again.<br>© 2010 Arclight Inc. Art: Kashiwamochi Yomogi 26/48   | the top 2 Events cards from the Event deck to the British Army<br>deck. When this turn is finished, the British Army counterattack<br>turn will be held before the next player's turn.<br>He he. Nobody expects the British Inqui I mean, retaliation.<br>© 2010 Ardight Inc. Art: Ju-sensha Koubou 32/48                      |  |
| Think again.  | the top 2 Events cards from the Event deck to the British Army<br>deck. When this turn is finished, the British Army counterattack<br>turn will be held before the next player's turn.<br>He he. Nobody expects the British inqui I mean, retaliation.   | © 2010 Arclight inc. 45-47/48  |
| Think again.<br>© 2010 Arclight inc. Art: Kashiwamochi Yomogi 26/48   | the top 2 Events cards from the Event deck to the British Army<br>deck. When this turn is finished, the British Army counterattack<br>turn will be held before the next player's turn.<br>He he. Nobody expects the British inqui I mean, retaliation.<br>2010 Ardight Inc. Art: Ju-sensha Koubou 32/48<br>Incoming Sand Storm | Valuable Experience!   |





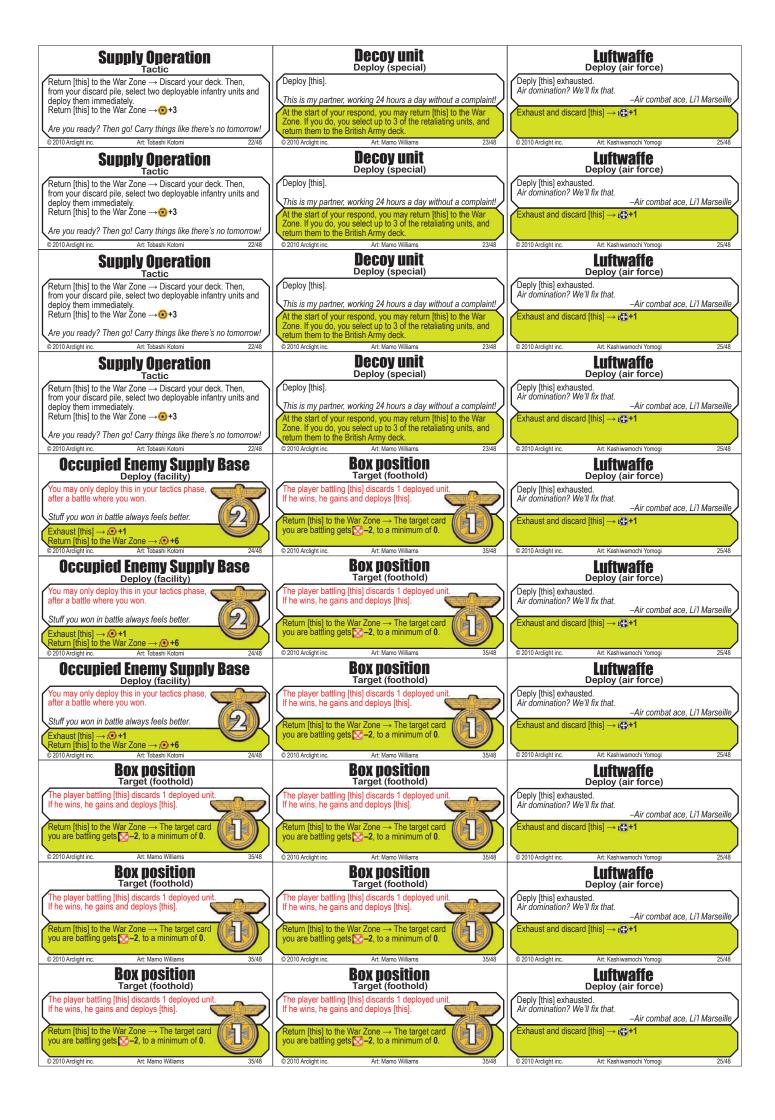
| Motorcycle Rifle Battalion<br>Army (infantry)   | Armoured Signal Battalion<br>Army (headquarters)  | Armoured Signal Battalion<br>Army (headquarters)  |
|---|---|---|
| You may choose to gain the Play Bonus or the Ability.<br>Play Bonus: 🗃 +2, 😒 +1<br>Discard [this] → Reactivate one of the cards in your Combat<br>Zone.<br>The most important in the desert, is to quickly adapt to the   | Play Bonus: 😭+1, 🕥 +1<br>You may return a card from your hand to the War Zone. If you<br>do: During this turn, one German Army card of your choice gets<br>its Reinforcement cost (ⓒ) reduced by 2, to a minimum of 0.    | Play Bonus: 🔂+1, 💽 +1<br>You may return a card from your hand to the War Zone. If you<br>do: During this turn, one German Army card of your choice gets<br>its Reinforcement cost () reduced by 2, to a minimum of 0.                           |
| Enemy's circumstances.<br>© 2010 Arclight inc. Art: Kazuhiro 04/48  | Communucation is the key to victory. Ain't so, Ii'l Rommel? © 2010 Arclight inc. Art: Poyoyon Rock 05/48  | Communucation is the key to victory. Ain't so, li'l Rommel?<br>© 2010 Arclight inc. Art: Poyoyon Rock 05/48   |
| Motorcycle Rifle Battalion<br>Army (infantry)   | Armoured Signal Battalion<br>Army (headquarters)  | Armoured Signal Battalion<br>Army (headquarters)  |
| You may choose to gain the Play Bonus <i>or</i> the Ability.<br>Play Bonus: $\mathbb{C} + 2$ , $\mathbb{A} + 1$<br>Discard [this] $\rightarrow$ Reactivate one of the cards in your Combat<br>Zone.   | Play Bonus: 😭+1, 🕘 +1<br>You may return a card from your hand to the War Zone. If you<br>do: During this turn, one German Army card of your choice gets<br>its Reinforcement cost 🎯 reduced by 2, to a minimum of 0.      | Play Bonus: C+1, +1, +1<br>You may return a card from your hand to the War Zone. If you<br>do: During this turn, one German Army card of your choice gets<br>its Reinforcement cost () reduced by 2, to a minimum of 0.                         |
| The most important in the desert, is to quickly adapt to the<br>Enemy's circumstances.  | Communucation is the key to victory. Ain't so, Ii'l Rommel?   | Communucation is the key to victory. Ain't so, Ii'l Rommel?   |
| © 2010 Ardight inc. Art: Kazuhiro 04/48 Motorcycle Rifle Battalion Army (infantry)  | © 2010 Arclight inc. Art: Poyoyon Rock 05/48<br>Armoured Signal Battalion<br>Army (headquarters)  | © 2010 Ardight linc. Art: Poyeyon Rock 05/48 Artmoured Signal Battalion Army (headquarters)   |
| You may choose to gain the Play Bonus or the Ability.<br>Play Bonus: (1+2, 2+1)<br>Discard [this] → Reactivate one of the cards in your Combat<br>Zone.<br>The most important in the desert, is to quickly adapt to the   | Play Bonus: 🚭+1, 🚇+1<br>You may return a card from your hand to the War Zone. If you<br>do: During this turn, one German Army card of your choice gets<br>its Reinforcement cost () reduced by 2, to a minimum of 0.      | Play Bonus: 🛃 +1, 🗿 +1<br>You may return a card from your hand to the War Zone. If you<br>do: During this turn, one German Army card of your choice gets<br>its Reinforcement cost () reduced by 2, to a minimum of 0.                          |
| Enemy's circumstances.<br>© 2010 Arclight inc. Art: Kazuhiro 04/48  | Communucation is the key to victory. Ain't so, Ii'l Rommel?<br>© 2010 Arclight inc. Art: Poyoyon Rock 05/48   | Communucation is the key to victory. Ain't so, Ii'l Rommel?<br>© 2010 Ardight inc. Art: Poyoyon Rock 05/48  |
| Motorcycle Rifle Battalion<br>Army (infantry)   | Armoured Signal Battalion<br>Army (headquarters)  | Armoured Signal Battalion<br>Army (headquarters)  |
| You may choose to gain the Play Bonus or the Ability.<br>Play Bonus: $\textcircled{P1}+2$ , $\rule{P1}+2$ , | Play Bonus: 😭+1, 🕥 +1<br>You may return a card from your hand to the War Zone. If you<br>do: During this turn, one German Army card of your choice gets<br>its Reinforcement cost () reduced by 2, to a minimum of 0.     | Play Bonus: C+1, +1, +1<br>You may return a card from your hand to the War Zone. If you<br>do: During this turn, one German Army card of your choice gets<br>its Reinforcement cost (•) reduced by 2, to a minimum of 0.                        |
| Enemy's circumstances. © 2010 Arclight inc. Art: Kazuhiro 04/48   | © 2010 Arclight Inc. Art: Poyoyon Rock 05/48  | Communucation is the key to victory. Ain't so, li'l Rommel?   |
| Motorcycle Rifle Battalion<br>Army (infantry)   | Armoured Signal Battalion<br>Army (headquarters)  | Armoured Signal Battalion<br>Army (headquarters)  |
| You may choose to gain the Play Bonus or the Ability.<br>Play Bonus: (2) + 2, (2) + 1<br>Discard [this] → Reactivate one of the cards in your Combat<br>Zone.   | Play Bonus: 🛃+1, 🕥+1<br>You may return a card from your hand to the War Zone. If you<br>do: During this turn, one German Army card of your choice gets<br>its Reinforcement cost () reduced by 2, to a minimum of 0.      | Play Bonus: 241, 241<br>You may return a card from your hand to the War Zone. If you<br>do: During this turn, one German Army card of your choice gets<br>its Reinforcement cost () reduced by 2, to a minimum of 0.                            |
| The most important in the desert, is to quickly adapt to the<br>Enemy's circumstances.  | Communucation is the key to victory. Ain't so, Ii'l Rommel?<br>© 2010 Arclight inc. Art: Poyoyon Rock 05/48   | Communucation is the key to victory. Ain't so, li'l Rommel?<br>© 2010 Arclight Inc. Art: Poyoyon Rock 05/48   |
| Afrika Korps Headquarters<br>Army (headquarters)  | Panzer Regiment (III)<br>Army (tank)  | Panzer Regiment (IV)<br>Army (tank)   |
| Play Bonus: $ +2,  +2,  +1$<br>Return [this] to the War Zone $\rightarrow$ Put your draw deck into your<br>discard pile, and from there, choose up to 2 tank units and<br>deploy them.<br>Where's Ii'l Rommel? I don't think we can contact her. At least, I  | You may deploy [this] exhausted.<br>German tanks are the best!<br>Especially when responding to retaliation.<br>Exhaust [this] and pay 1 ⊙→ ⓒ +4  | You may deploy [this] exhausted.<br>German tanks are the best in the world!<br>Especially when the Italians are around.<br>Exhaust [this] and pay 1 ⊙ → ☆ +6  |
| think so. She'd say so. Yeah, she would.<br>© 2010 Arclight inc. Art: Nogami Takeshi 08/48  | Discard a deployed tank → C+2<br>© 2010 Arclight inc. Art: Ju-sensha Koubou 06/48   | Discard a deployed tank → ∞+2           © 2010 Arclight inc.           Art: Nogami Takeshi           07/48  |
| Afrika Korps Headquarters<br>Army (headquarters)  | Panzer Regiment (III)<br>Army (tank)  | Panzer Regiment (IV)<br>Army (tank)   |
| Play Bonus: $[m]$ +2, $[m]$ +1<br>Return [this] to the War Zone $\rightarrow$ Put your draw deck into your<br>discard pile, and from there, choose up to 2 tank units and<br>deploy them.<br>Where's li'l Rommel? I don't think we can contact her. At least, I<br>think so. She'd say so. Yeah, she would.   | You may deploy [this] exhausted.<br>German tanks are the best!<br>Especially when responding to retaliation.<br>Exhaust [this] and pay $1 \odot \rightarrow \odot + 4$<br>Discard a deployed tank $\rightarrow \odot + 2$ | You may deploy [this] exhausted.<br>German tanks are the best in the world!<br>Especially when the Italians are around.<br>Exhaust [this] and pay 1 $\bigcirc \rightarrow \bigotimes +6$<br>Discard a deployed tank $\rightarrow \bigotimes +2$ |
| © 2010 Ardight inc. Art: Nogeni Takeshi 08/48<br>Afrika Korps Headquarters<br>Army (headquarters)   | © 2010 Arclight inc. Art. Ju-sensha Koubou 06/48<br>Panzer Regiment (IIII)<br>Army (tank)   | © 2010 Ardight inc. Art: Nogami Takeshi 07/48 Panzer Regiment (IV) Army (tank)  |
| Play Bonus: $\textcircled{P}$ +2, $\textcircled{O}$ +1<br>Return [this] to the War Zone $\rightarrow$ Put your draw deck into your<br>discard pile, and from there, choose up to 2 tank units and   | You may deploy [this] exhausted.<br>German tanks are the best!  | You may deploy [this] exhausted.<br>German tanks are the best in the world!<br>Especially when the Italians are around.   |
| deploy them.<br>Where's Ii'l Rommel? I don't think we can contact her. At least, I<br>think so. She'd say so. Yeah, she would.  | Especially when responding to retaliation.<br>Exhaust [this] and pay 1 $\bigcirc \rightarrow \bigcirc$ +4<br>Discard a deployed tank $\rightarrow \bigcirc$ +2  | Exhaust [this] and pay $1 \odot \rightarrow \odot +6$<br>Discard a deployed tank $\rightarrow \odot +2$   |
| © 2010 Ardight inc. Art: Nogami Takeshi 08/48 Afrika Korps Headquarters Army (headquarters)   | © 2010 Arclight inc. Art. Ju-sensha Koubou 06/48 Panzer Regiment (III) Army (tank)  | © 2010 Ardight inc. Art. Nogami Takeshi 07/48 Panzer Regiment (IV) Army (tank)  |
| Play Bonus: $\textcircled{0}$ +2, $\textcircled{0}$ +1<br>Return [this] to the War Zone $\rightarrow$ Put your draw deck into your<br>discard pile, and from there, choose up to 2 tank units and<br>deploy them.   | You may deploy [this] exhausted.<br>German tanks are the best!<br>Especially when responding to retaliation.  | You may deploy [this] exhausted.<br>German tanks are the best in the world!<br>Especially when the Italians are around.   |
| Where's li'l Rommel? I don't think we can contact her. At least, I<br>think so. She'd say so. Yeah, she would.<br>© 2010 Arclight inc. Art: Nogami Takeshi 08/48  | Exhaust [this] and pay $1 \odot \rightarrow \odot +4$<br>Discard a deployed tank $\rightarrow \odot +2$<br>$\odot 2010$ Arclight inc. Art Ju-sensha Koubou 06/48  | Exhaust [this] and pay 1  → → → +6<br>Discard a deployed tank → ↓ +2<br>© 2010 Arclight line. Art: Nogami Takeshi 07/48   |
| © 2010 Andight line. Art: Nogami Takeshi 08/48<br>Afrika Korps Headquarters<br>Army (headquarters)  | C2010 Arclight Inc. Art. Ju-sensha Koubou 06/48     Panzer Regiment (III)     Army (tank)   | © 2010 Ardight inc. Art. Nogami Takeshi 07/48 Panzer Regiment (IV) Army (tank)  |
| Play Bonus: $$ +2, $$ +1<br>Return [this] to the War Zone $\rightarrow$ Put your draw deck into your<br>discard pile, and from there, choose up to 2 tank units and<br>deploy them.   | You may deploy [this] exhausted.<br>German tanks are the best!<br>Especially when responding to retaliation.  | You may deploy [this] exhausted.<br>German tanks are the best in the world!<br>Especially when the Italians are around.   |
| Where's li'l Rommel? I don't think we can contact her. At least, I<br>think so. She'd say so. Yeah, she would.<br>© 2010 Arclight inc. Art: Nogami Takeshi 08/48  | Exhaust [this] and pay 1 $\bigcirc \rightarrow \circlearrowright$ +4         Discard a deployed tank $\rightarrow \circlearrowright$ +2 $\circ$ 2010 Arclight inc.         Art: Ju-sensha Koubou       06/48              | Exhaust [this] and pay 1 $\bigcirc \rightarrow \circlearrowright +6$ Discard a deployed tank $\rightarrow \circlearrowright +2$ © 2010 Ardight inc.       Art: Nogami Takeshi         07/48   |

| Afrika Korps Headquarters<br>Army (headquarters)  | 88mm Anti-aircraft Battery Company<br>Army (artillery)   | 88mm Anti-aircraft Battery Company<br>Army (artillery)   |
|---|--|--|
| Play Bonus: $\textcircled{B}$ +2, $\textcircled{O}$ +1<br>Return [this] to the War Zone $\rightarrow$ Put your draw deck into your<br>discard pile, and from there, choose up to 2 tank units and | Play Bonus: 2+2<br>You may deploy [this] exhausted.<br>To hit something out of range it's so exhilarating  | Play Bonus: 2+2<br>You may deploy [this] exhausted.<br>To hit something out of range it's so exhilarating  |
| deploy them.<br>Where's li'l Rommel? I don't think we can contact her. At least, I<br>think so. She'd say so. Yeah, she would.  | Return [this] to the War Zone $\rightarrow$ 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.   | Return [this] to the War Zone $\rightarrow$ You may destroy up to 2<br>enemy tanks that were drawn in this battle. The tanks you<br>destroy count as they never took part of the battle.   |
| © 2010 Arclight inc. Art: Nogami Takeshi 08/48 Afrika Korps Headquarters Army (headquarters)  | © 2010 Ardight inc. Art: Mamo Williams 10/48 88mm Anti-aircraft Battery Company Army (artillery)   | © 2010 Arclight inc. Art: Mamo Williams 10/48<br>88mm Anti-aircraft Battery Company<br>Army (artillery)  |
| Play Bonus: $\textcircled{B} + 2$ , $\textcircled{O} + 1$<br>Return [this] to the War Zone $\rightarrow$ Put your draw deck into your discard pile, and from there, choose up to 2 tank units and | Play Bonus: 2 +2<br>You may deploy [this] exhausted.<br>To hit something out of range it's so exhilarating   | Play Bonus: 2<br>You may deploy [this] exhausted.<br>To hit something out of range it's so exhilarating  |
| deploy them.<br>Where's li'l Rommel? I don't think we can contact her. At least, I<br>think so. She'd say so. Yeah, she would.  | Return [this] to the War Zone $\rightarrow$ You may destroy up to 2<br>enemy tanks that were drawn in this battle. The tanks you<br>destroy count as they never took part of the battle.   | Return [this] to the War Zone $\rightarrow$ You may destroy up to 2<br>enemy tanks that were drawn in this battle. The tanks you<br>destroy count as they never took part of the battle.   |
| © 2010 Arclight inc. Art: Nogami Takeshi 08/48 Afrika Korps Headquarters Army (headquarters)  | © 2010 Ardight inc. Art: Mamo Williams 10/48 88mm Anti-aircraft Battery Company Army (artillery)   | © 2010 Arclight inc. Art: Marrio Williams 10/48 88mm Anti-aircraft Battery Company Army (artillery)  |
| Play Bonus: $\textcircled{B} + 2$ , $\textcircled{O} + 1$<br>Return [this] to the War Zone $\rightarrow$ Put your draw deck into your discard pile, and from there, choose up to 2 tank units and | Play Bonus: 2+2<br>You may deploy [this] exhausted.<br>To hit something out of range it's so exhilarating  | Play Bonus: 2<br>You may deploy [this] exhausted.<br>To hit something out of range it's so exhilarating  |
| deploy them.<br>Where's li'l Rommel? I don't think we can contact her. At least, I<br>think so. She'd say so. Yeah, she would.  | Return [this] to the War Zone $\rightarrow$ You may destroy up to 2<br>enemy tanks that were drawn in this battle. The tanks you<br>destroy count as they never took part of the battle.   | Return [this] to the War Zone $\rightarrow$ 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: Nogami Takeshi 08/48 Afrika Korps Headquarters Army (headquarters)  | © 2010 Arclight inc. Art: Mamo Williams 10/48 88mm Anti-aircraft Battery Company Army (artillery)  | © 2010 Arclight inc. Art: Mamo Williams 10/48<br>88mm Anti-aircraft Battery Company<br>Army (artillery)  |
| Play Bonus: $\textcircled{B}+2$ , $\textcircled{O}+1$<br>Return [this] to the War Zone $\rightarrow$ Put your draw deck into your discard pile, and from there, choose up to 2 tank units and     | Play Bonus: 2 +2<br>You may deploy [this] exhausted.<br>To hit something out of range it's so exhilarating   | Play Bonus: 2<br>You may deploy [this] exhausted.<br>To hit something out of range it's so exhilarating  |
| deploy them.<br>Where's li'l Rommel? I don't think we can contact her. At least, I<br>think so. She'd say so. Yeah, she would.<br>© 2010 Arclight inc. Art: Nogami Takeshi 08/48                  | 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. Mano Williams       10/48 | Return [this] to the War Zone → You may destroy up to 2<br>enemy tanks that were drawn in this battle. The tanks you<br>destroy count as they never took part of the battle.         © 2010 Arclipht inc.       Art. Mamo Williams       10/48 |
| © 2010 Arclight inc. Art: Nogami Takeshi 08/48 Afrika Korps Headquarters Army (headquarters)  | 88mm Anti-aircraft Battery Company<br>Army (artillery)   | 88mm Anti-aircraft Battery Company<br>Army (artillery)   |
| Play Bonus: $\textcircled{B}+2, \textcircled{O}+1$<br>Return [this] to the War Zone $\rightarrow$ Put your draw deck into your discard pile, and from there, choose up to 2 tank units and        | Play Bonus: 2 +2<br>You may deploy [this] exhausted.<br>To hit something out of range it's so exhilarating   | Play Bonus: 2<br>You may deploy [this] exhausted.<br>To hit something out of range it's so exhilarating  |
| deploy them.<br>Where's li'l Rommel? I don't think we can contact her. At least, I<br>think so. She'd say so. Yeah, she would.<br>© 2010 Ardight inc. Art: Nogami Takeshi 08/48                   | 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. Mano Williams       10/48 | Return (this) to the War Zone → You may destroy up to 2<br>enemy tanks that were drawn in this battle. The tanks you<br>destroy count as they never took part of the battle.<br>© 2010 Arclipht inc. Art. Mamo Williams 10/48                  |
| Motorized Artillery Battalion<br>Army (artillery)   | Motorized Artillery Battalion<br>Army (artillery)  | Motorized Repair Company<br>Army (assist)  |
| Exhaust [this] and pay 1 ⊙ → 🐼+X+4<br>X is the number of artillery units you have in your Combat<br>Zone.   | Exhaust [this] and pay $1 \odot \rightarrow \bigotimes +X+4$<br>X is the number of artillery units you have in your Combat<br>Zone.  | Play Bonus: +2<br>You may deploy [this].<br>I'm repairing more enemy units than friendly oh well   |
| Opposites attract? Naw, artillery attracts.<br>You know what I mean.<br>© 2010 Ardight inc. Art: Kusaka Souji 09/48   | Opposites attract? Naw, artillery attracts.<br>You know what I mean.<br>© 2010 Arclight Inc. Art Kusaka Souji 09/48  | After a battle that you won, return this to the War Zone → You<br>may gain up to 2 of the destroyed enemy tanks.<br>When responding, [this] does not need to assign a target.<br>© 2010 Ardight inc. Art. Nogami Takeshi 11/48                 |
| Motorized Artillery Battalion<br>Army (artillery)   | Motorized Artillery Battalion<br>Army (artillery)  | Motorized Repair Company<br>Army (assist)  |
| Exhaust [this] and pay 1 ⊙ → 🐼+X+4<br>X is the number of artillery units you have in your Combat<br>Zone.   | Exhaust [this] and pay $1 \odot \rightarrow \bigotimes + X+4$<br>X is the number of artillery units you have in your Combat<br>Zone.   | Play Bonus: +2<br>You may deploy [this].<br>I'm repairing more enemy units than friendly oh well   |
| Opposites attract? Naw, artillery attracts.<br>You know what I mean.<br>© 2010 Ardight linc. Art: Kusaka Souji 09/48  | Opposites attract? Naw, artillery attracts.<br>You know what I mean.<br>© 2010 Arclight Inc. Art Kusaka Souji 09/48  | After a battle that you won, return this to the War Zone → You<br>may gain up to 2 of the destroyed enemy tanks.<br>When responding, [this] does not need to assign a target.<br>6 2010 Ardight inc. Art. Nogami Takesh 11/48                  |
| Motorized Artillery Battalion<br>Army (artillery)   | Motorized Artillery Battalion<br>Army (artillery)  | Motorized Repair Company<br>Army (assist)  |
| Exhaust [this] and pay 1 ⊙ → ⊗+X+4<br>X is the number of artillery units you have in your Combat<br>Zone.   | Exhaust [this] and pay $1 \odot \rightarrow \bigotimes +X+4$<br>X is the number of artillery units you have in your Combat<br>Zone.  | Play Bonus: +2<br>You may deploy [this].<br>I'm repairing more enemy units than friendly oh well   |
| Opposites attract? Naw, artillery attracts.<br>You know what I mean.<br>© 2010 Arclight inc. Art: Kusaka Souji 09/48  | Opposites attract? Naw, artillery attracts.<br>You know what I mean.<br>© 2010 Arclight Inc. Art Kusaka Souji 09/48  | After a battle that you won, return this to the War Zone → You<br>may gain up to 2 of the destroyed enemy tanks.<br>When responding, [this] does not need to assign a target.<br>© 2010 Ardight inc. Art. Nogami Takeshi 11/48                 |
| Motorized Artillery Battalion<br>Army (artillery)   | Motorized Artillery Battalion<br>Army (artillery)  | Motorized Repair Company<br>Army (assist)  |
| Exhaust [this] and pay 1 ⊙ → ⊗+X+4<br>X is the number of artillery units you have in your Combat<br>Zone.   | Exhaust [this] and pay $1 \odot \rightarrow \bigotimes +X+4$<br>X is the number of artillery units you have in your Combat<br>Zone.  | Play Bonus: +2<br>You may deploy [this].<br>I'm repairing more enemy units than friendly oh well   |
| Opposites attract? Naw, artillery attracts.<br>You know what I mean.<br>© 2010 Ardight inc. Art: Kusaka Souji 09/48   | Opposites attract? Naw, artillery attracts.<br>You know what I mean.<br>© 2010 Arclight Inc. Art Kusaka Souji 09/48  | After a battle that you won, return this to the War Zone → You<br>may gain up to 2 of the destroyed enemy tanks.<br>When responding, [this] does not need to assign a target.<br>© 2010 Ardight inc. Art. Nogami Takesh 11/48                  |
| Motorized Artillery Battalion<br>Army (artillery)   | Motorized Artillery Battalion<br>Army (artillery)  | Motorized Repair Company<br>Army (assist)  |
| Exhaust [this] and pay 1  | Exhaust [this] and pay $1 \odot \rightarrow \bigotimes +X+4$<br>X is the number of artillery units you have in your Combat<br>Zone.  | Play Bonus: +2<br>You may deploy [this].<br>I'm repairing more enemy units than friendly oh well   |
| Opposites attract? Naw, artillery attracts.<br>You know what I mean.  | Opposites attract? Naw, artillery attracts.<br>You know what I mean.   | After a battle that you won, return this to the War Zone $\rightarrow$ You may gain up to 2 of the destroyed enemy tanks.<br>When responding, [this] does not need to assign a target.   |

| Italian Infantry Regiment<br>Army (infantry)   | Italian Infantry Regiment<br>Army (infantry)   | Motorized Repair Company<br>Army (assist)  |
|--|--|--|
| You may deploy [this] exhausted.<br>What do you mean, to no help? Wage war on your own, then!  | You may deploy [this] exhausted.<br>The strength of our army is inversely proportional to the<br>number of soldiers. Weird, huh?   | Play Bonus: +2<br>You may deploy [this].<br>I'm repairing more enemy units than friendly oh well   |
| Exhaust [this] → 🗙 +1<br>If [this] is exhausted after a battle in which you participated,<br>[this] is discarded at the end of that turn.<br>© 2010 Arclight Inc. Art: Nogani Takeshi 12/48  | Exhaust [this] →   | After a battle that you won, return this to the War Zone $\rightarrow$ You may gain up to 2 of the destroyed enemy tanks.<br>When responding, [this] does not need to assign a target.   |
| Italian Infantry Regiment<br>Army (infantry)   | Italian Infantry Regiment<br>Army (infantry)   | Motorized Repair Company<br>Army (assist)  |
| You may deploy [this] exhausted.<br>What do you mean, to no help? Wage war on your own, then!  | You may deploy [this] exhausted.<br>The strength of our army is inversely proportional to the<br>number of soldiers. Weird, huh?   | Play Bonus: +2<br>You may deploy [this].<br>I'm repairing more enemy units than friendly oh well   |
| Exhaust [this] → → → +1<br>If [this] is exhausted after a battle in which you participated,<br>[this] is discarded at the end of that turn.<br>© 2010 Arclipt Inc. Art: Nogami Takeshi 12/48   | Exhaust [this] → ☆ +1<br>If [this] is exhausted after a battle in which you participated,<br>[this] is discarded at the end of that turn.<br>© 2010 Arclight inc. Art. Nogami Takeshi 14/48  | After a battle that you won, return this to the War Zone → You<br>may gain up to 2 of the destroyed enemy tanks.<br>When responding, [this] does not need to assign a target.<br>© 2010 Arcliphtinc. Art. Nogami Takeshi 11/48   |
| Italian Infantry Regiment<br>Army (infantry)   | Italian Infantry Regiment<br>Army (infantry)   | Motorized Repair Company<br>Army (assist)  |
| You may deploy [this] exhausted.<br>What do you mean, to no help? Wage war on your own, then!  | You may deploy [this] exhausted.<br>The strength of our army is inversely proportional to the<br>number of soldiers. Weird, huh?   | Play Bonus: +2<br>You may deploy [this].<br>I'm repairing more enemy units than friendly oh well   |
| Exhaust [this] → ★ +1<br>If [this] is exhausted after a battle in which you participated,<br>[this] is discarded at the end of that turn.  | Exhaust [this] → ☆ +1<br>If [this] is exhausted after a battle in which you participated,<br>[this] is discarded at the end of that turn.  | After a battle that you won, return this to the War Zone $\rightarrow$ You may gain up to 2 of the destroyed enemy tanks.<br>When responding, [this] does not need to assign a target.   |
| © 2010 Arclight inc. Art: Nogemi Takeshi 12/48<br>Italian Infantry Regiment<br>Army (infantry)   | © 2010 Ardight inc. Art: Nogami Takeshi 14/48<br>Italian Infantry Regiment<br>Army (infantry)  | © 2010 Ardight inc. Art. Nogami Takeshi 11/48<br>Motorized Repair Company<br>Army (assist)   |
| You may deploy [this] exhausted.<br>What do you mean, to no help? Wage war on your own, then!  | You may deploy [this] exhausted.<br>The strength of our army is inversely proportional to the<br>number of soldiers. Weird, huh?   | Play Bonus: 14:14:14:14:14:14:14:14:14:14:14:14:14:1   |
| Exhaust [this] → +1<br>If [this] is exhausted after a battle in which you participated,<br>[this] is discarded at the end of that turn.  | Exhaust [this] → ☆ +1<br>If [this] is exhausted after a battle in which you participated,<br>[this] is discarded at the end of that turn.<br>22010 Arclight inc. Art. Nogam Takeshi 14/48  | After a battle that you won, return this to the War Zone → You may gain up to 2 of the destroyed enemy tanks.<br>When responding, [this] does not need to assign a target.   |
| C 2010 Arclight inc. Art: Nogami Takeshi 12/48      Italian Infantry Regiment     Army (infantry)  | Italian Infantry Regiment<br>Army (infantry)   | Motorized Repair Company<br>Army (assist)  |
| You may deploy [this] exhausted.<br>What do you mean, to no help? Wage war on your own, then!  | You may deploy [this] exhausted.<br>The strength of our army is inversely proportional to the<br>number of soldiers. Weird, huh?   | Play Bonus: +2<br>You may deploy [this].<br>I'm repairing more enemy units than friendly oh well   |
| Exhaust [this] → +1<br>If [this] is exhausted after a battle in which you participated,<br>[this] is discarded at the end of that turn.  | Exhaust [this] → ☆ +1<br>If [this] is exhausted after a battle in which you participated,<br>[this] is discarded at the end of that turn.  | After a battle that you won, return this to the War Zone $\rightarrow$ You may gain up to 2 of the destroyed enemy tanks.<br>When responding, [this] does not need to assign a target.   |
| © 2010 Arclight inc. Art: Nogami Takeshi 12/48   | © 2010 Arclight inc. Art: Nogami Takeshi 14/48   | © 2010 Arclight inc. Art: Nogami Takeshi 11/48   |
| Italian Infantry Regiment  | Italian Infantry Regiment  | Italian Tank Regiment  |
| Army (infantry)<br>You may deploy [this] exhausted.  | You may deploy [this] exhausted.   | Italian Tank Regiment<br>Army (tank)<br>You may deploy [this] exhausted.<br>British tanks? No, I haven't seen any.   |
| Army (infantry)<br>You may deploy [this] exhausted.<br>Loyalty towards your country? We've already done that.<br>Exhaust [this] → ☆+1<br>If [this] is exhausted after a battle in which you participated,<br>[this] is discarded at the end of that turn.  | Army (infantry)         You may deploy [this] exhausted.         Who said that we could cook pasta in the desert!?         Exhaust [this] → Q +1         If [this] is exhausted after a battle in which you participated,         [this] is discarded at the end of that turn.   | You may deploy [this] exhausted.   |
| 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.         e 2010 Arclight Inc.         Art: Nogami Takeshi         13/48   | 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 Ardight inc.       Art. Nogami Takeshi         Italian Infantry Regiment   | Army (tank)         You may deploy [this] exhausted.         British tanks? No, I haven't seen any.         Exhaust [this] → 2 +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 Ardight inc.       Art: Fujisawa Takashi       16/48         Italian Tank Regiment  |
| 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 Ardight Inc.       Art. Nogami Takeshi         13/48         Italian Infantry Regiment         Army (infantry)         You may deploy [this] exhausted.  | 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 Ardight inc.       Art: Nogami Takeshi         Italian Infantry Regiment         Army (infantry)         You may deploy [this] exhausted.   | 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 Ardight inc.       Art: Fujisawa Takashi       16/48   |
| 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 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)   | 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 exhausted after a battle in which you participated,         [this] is discarded at the end of that turn.         © 2010 Ardight inc.       Art: Nogami Takeshi         14/48         Italian Infantry Regiment         Army (infantry)   | 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 Ardight inc.       Art. Fujisawa Takashi       1648         Italian Tank Regiment Army (tank)         You may deploy [this] exhausted.   |
| 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.         e 2010 Arclight inc.         Art. Nogami Takeshi         13/48         Italian Infantry Regiment         Army (infantry)         You may deploy [this] exhausted.         Loyalty towards your country? We've already done that.         Exhaust [this] → ★ +1         If [this] is discarded at the end of that turn.         e 2010 Arclight inc.         Army (infantry)         You may deploy [this] exhausted.         Loyalty towards your country? We've already done that.         Exhaust [this] is discarded at the end of that turn.         e 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,<br>[this] is discarded at the end of that turn.         © 2010 Ardight inc.       Art: Nogami Takeshi         1448         Italian Infantry Regiment<br>Army (infantry)         You may deploy [this] exhausted.         Who said that we could cook pasta in the desert!?         Exhaust [this] → 🏹 +1         If [this] is discarded at the end of that turn.         © 2010 Ardight inc.         Art: Nogami Takeshi         1448         Italian Infantry Regiment  | Army (tank)         You may deploy [this] exhausted.<br>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 Ardight inc.       Art: Fujisawa Takashi         16:48 <b>Exhaust [this]</b> exhausted.<br>British tanks? No, I haven't seen any.         You may deploy [this] exhausted.<br>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 Ardight inc.       Art: Fujisawa Takashi       16:48 <b>Exhaust</b> [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 Ardight inc.       Art: Fujisawa Takashi       16:48         Italian Tank Regiment       16:48  |
| 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         Other Colspan="2">13/48         Italian Colspan="2">Italian Colspan="2"         Vou may deploy [this] exhausted.         Loyalty towards your country? We've already done that.         Exhaust [this] → → → +1         It [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  | 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,<br>[this] is discarded at the end of that turn.         © 2010 Ardight inc.       Art: Nogami Takeshi         1448         Italian Infantry Regiment<br>Army (infantry)         You may deploy [this] exhausted.         Who said that we could cook pasta in the desert!?         Exhaust [this] → 🐼 +1         If [this] is discarded at the end of that turn.         © 2010 Ardight inc.         Art: Nogami Takeshi         1448  | 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 Ardight inc.       Art: Fujisawa Takashi         16/48 <b>Exhaust [this]</b> with the end of that turn.         © 2010 Ardight inc.       Art: Fujisawa Takashi         16/48 <b>Exhaust</b> [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 Ardight inc.       Art: Fujisawa Takashi       16/48 <b>Exhaust</b> [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 Ardight inc.       Art: Fujisawa Takashi       16/48 <b>Latian Tank Regiment</b> Army (tank)       16/48  |
| 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.         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 eiscarded at the end of that turn.         © 2010 Arclight Inc.       Art. Nogami Takeshi         13/48       Italian Infantry Regiment         Kithis] is eiscarded at the end of that turn.       13/48         Italian Infantry Regiment       13/48         Italian Infantry Regiment       13/48         Italian Infantry Regiment       13/48         Italian Infantry Regiment       Army (infantry)         You may deploy [this] exhausted.       13/48         Loyalty towards your country? We've already done that.       Loyalty towards your country? We've already done that.         Exhaust [this] → → +1       11         If [this] is exhausted after a battle in which you participated,   | 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,<br>[this] is discarded at the end of that turn.         ☞ 2010 Ardight inc.       Art: Nogami Takeshi         14/48         Italian Infantry Regiment<br>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,<br>[this] is discarded at the end of that turn.         ☞ 2010 Ardight inc.       Art: Nogami Takeshi         Uho said that we could cook pasta in the desert!?         Exhaust [this] → ▲ +1         If [this] is exhausted after a battle in which you participated,<br>[this] is discarded at the end of that turn.         ☞ 2010 Ardight inc.       Art: Nogami Takeshi         Italian Infantry Regiment<br>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,         If [this] is exhausted after a battle in which you participated,  | Army (tank)         You may deploy [this] exhausted.<br>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         0 2010 Arclight inc.       Art: Fujisawa Takashi         16/48 <b>Exhaust</b> [this] is returned to the War Zone at the end of that turn.         © 2010 Arclight inc.       Art: Fujisawa Takashi         You may deploy [this] exhausted.<br>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         Ø 20  |
| Army (infantry)         You may deploy [this] exhausted.         Loyalty towards your country? We've already done that.         Exhaust [this] → 2 +1         If [this] is exhausted after a battle in which you participated, [this] is discarded at the end of that turn.         e 2010 Arclight Inc.         Art. Nogami Takeshi         13/48         Interfamily Regiment         Art. Nogami Takeshi         Interfamily Regiment         Art. Nogami Takeshi       Interfamily Regiment      <   | Army (infantry)         You may deploy [this] exhausted.         Who said that we could cook pasta in the desert!?         Exhaust [this] → ① +1         If [this] is exhausted after a battle in which you participated, [this] is discarded at the end of that turn.         © 2010 Ardight inc.       Art. Nogami Takeshi         1448         Italian Infantry Regiment Army (infantry)         You may deploy [this] exhausted.         Who said that we could cook pasta in the desert!?         Exhaust [this] → ② +1         If [this] is exhausted after a battle in which you participated, [this] is discarded at the end of that turn.         © 2010 Ardight inc.       Art. Nogami Takeshi         If [this] is exhausted after a battle in which you participated, [this] is discarded at the end of that turn.         © 2010 Ardight inc.       Art. Nogami Takeshi         If alian Infantry Regiment Army (infantry)         You may deploy [this] exhausted.         Who said that we could cook pasta in the desert!?         You may deploy [this] exhausted.         Who said that we could cook pasta in the desert!?         Exhaust [this] → ① +1  | Army (tank)         You may deploy [this] exhausted.         British tanks? No, I haven't seen any.         Exhaust [this] → 42         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 tum.         © 2010 Ardight Inc.       Art. Fujisawa Takashi         1648 <b>Italian Tank Regiment</b> Army (tank)         You may deploy [this] exhausted.         British tanks? No, I haven't seen any.         Exhaust [this] → 42         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 tum.         © 2010 Ardight Inc.       Art: Fujisawa Takashi         If [this] is exhausted.       British tanks? No, I haven't seen any.         Exhaust [this] → 42       I         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 tum.  |
| 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.         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.         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         Loyalty towards your country? We've already done that.         Loyalty towards your country? We ve already done that.         Loyalty towards your country? We ve already done that.         Exhaust [this] → ↓ 1   | 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,<br>[this] is discarded at the end of that turn.         © 2010 Ardightinc.         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,<br>[this] is discarded at the end of that turn.         @ 2010 Ardight Inc.       Art. Nogami Takeshi         If alian Infantry Regiment<br>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,<br>[this] is discarded at the end of that turn.         @ 2010 Ardight Inc.       Art. Nogami Takeshi         Un may deploy [this] exhausted.         Who said that we could cook pasta in the desert!?         Exhaust [this] → → +1         If [this] is discarded after a battle in which you participated,<br>[this] is discarded at the end of that turn.         @ 2010 Ardight inc.       Art. Nogami Takeshi         If [this] is exhausted after a battle in which you participated,<br>[this] is discarded at the end of that turn.   | Army (tank)         You may deploy [this] exhausted.<br>British tanks? No, I haven't seen any.         Exhaust [this] → 42         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 Ardight Inc.       Art. Fujisawa Takashi         1648 <b>Italian Tank Regiment</b><br>Army (tank)         You may deploy [this] exhausted.<br>British tanks? No, I haven't seen any.         Exhaust [this] → 42         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 Ardight Inc.       Art. Fujisawa Takashi         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 Ardight Inc.       Art. Fujisawa Takashi         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 Ardight Inc.       Art. Fujisawa Takashi         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 Ardight Inc.       Art. Fujisawa Takashi         If [this] is exhausted after a battle in which you participated and which included enemy tanks, [this] is returned to the |
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| Army (infantry)         You may deploy [this] exhausted.         Loyalty towards your country? We've already done that.         Exhaust [this] → 2 +1         If [this] is exhausted after a battle in which you participated, [this] is discarded at the end of that turn.         e 2010 Arclight Inc.         Art Nogami Takeshi         1348         Infantry Regiment         Army (infantry)         You may deploy [this] exhausted.         Loyalty towards your country? We've already done that.         Exhaust [this] → 2 +1         If [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhausted after a battle in which you participated, [this] is exhaus | 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 Ardightinc.         Art: Nogami Takeshi         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 after a battle in which you participated, [t | Army (tank)         You may deploy [this] exhausted.<br>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 Ardight inc.       Art: Fujisawa Takashi         0 Ardight inc.       Art: Fujisawa Takashi         0 You may deploy [this] exhausted.<br>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 Ardight inc.       Art: Fujisawa Takashi         0 You may deploy [this] exhausted.<br>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 Ardight inc.       Art: Fujisawa Takashi         You may deploy [this] exhausted.<br>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 Ardight inc.       Art: Fujisawa Takashi       16/48         Exhaust [this] → +2       If (this] is exhausted.<br>British tanks? No, I haven't seen any. <td< td=""></td<>     |
| 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 <b>Italian Infantry Regiment</b> 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         0 2010 Arclight inc.       Art. Nogami Takeshi         Italian Infantry Regiment         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 <b>Loyalty towards your country? We've already done that.</b> Exhaust [this] → ↓ +1       If [this] is exhausted after a battle in which you participated, [  | 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 Ardight inc.         Art: Nogami Takeshi         1448         Italian Infantry Regiment<br>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 Ardight inc.         Art: Nogami Takeshi         1448         Italian Infantry Regiment<br>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 Ardight inc.       Art: Nogami Takeshi         1448         Italian Infantry Regiment<br>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 partici   | Army (tank)         You may deploy [this] exhausted.<br>British tanks? No, I haven't seen any.         Exhaust [this] → 42         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         1648 <b>Lalian Tank Regiment</b><br>Army (tank)         You may deploy [this] exhausted.<br>British tanks? No, I haven't seen any.         Exhaust [this] → 42         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         @ 2010 Arclight Inc.       Art: Fujisawa Takash  |

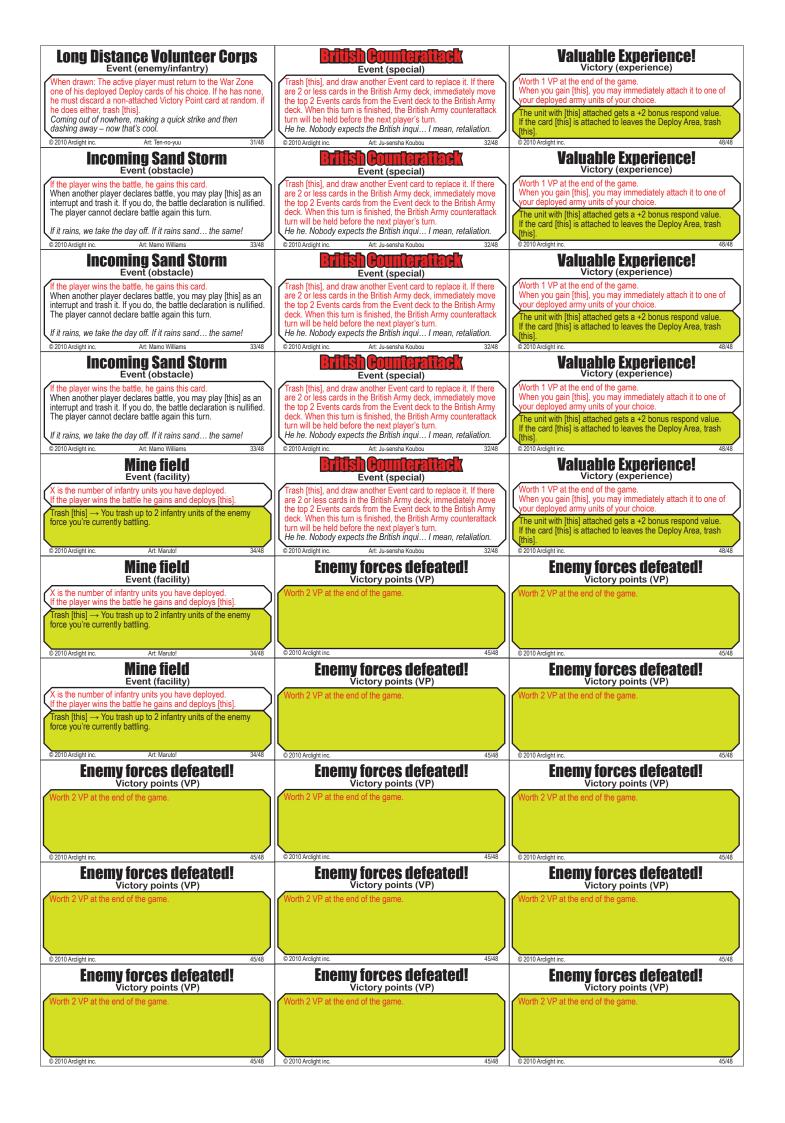
| Italian Tank Regiment<br>Army (tank)   | Self-propelled Anti-tank Battalion<br>Army (artillery)  | Self-propelled Anti-tank Battalion<br>Army (artillery)   |
|--|---|--|
| You may deploy [this] exhausted.<br>British tanks? No, I haven't seen any.   | You may deploy [this] exhausted.  | You may deploy [this] exhausted.   |
| Exhaust [this] → 🐼 +2<br>If [this] is exhausted after a battle in which you participated and<br>which included enemy tanks, [this] is returned to the War Zone<br>at the end of that turn.   | With the infantry assisting, we are unbeatable!<br>Exhaust [this] and return 1 deployed infantry unit $\rightarrow \infty + X$<br>X is the number of infantry units you have deployed.<br>Exhaust [this] $\rightarrow \infty + 2$   | With the infantry assisting, we are unbeatable!<br>Exhaust [this] and return 1 deployed infantry unit $\rightarrow \mathbb{O} + X$<br>X is the number of infantry units you have deployed.<br>Exhaust [this] $\rightarrow \mathbb{O} + 2$  |
| © 2010 Arclight inc. Art: Fujisawa Takashi 16/48<br>Italian Tank Regiment  | © 2010 Ardight inc. Art: itou 17/48 Self-propelled Anti-tank Battalion  | © 2010 Ardight inc. Art. itou 17/48<br>Self-propelled Anti-tank Battalion<br>Army (artillery)  |
| Army (tank)<br>You may deploy [this] exhausted.<br>British tanks? No, I haven't seen any.  | Army (artillery)<br>You may deploy [this] exhausted.  | You may deploy [this] exhausted.   |
| Exhaust [this] $\rightarrow$ $\infty$ +2<br>If [this] is exhausted after a battle in which you participated and  | With the infantry assisting, we are unbeatable!<br>Exhaust [this] and return 1 deployed infantry unit → 🐼 + X   | With the infantry assisting, we are unbeatable!<br>Exhaust [this] and return 1 deployed infantry unit → 100 + X  |
| which included enemy tanks, [this] is returned to the War Zone at the end of that turn.  | X is the number of infantry units you have deployed.<br>Exhaust [this] $\rightarrow t \gtrsim +2$   | X is the number of infantry units you have deployed. Exhaust [this] $\rightarrow t \times +2$  |
| © 2010 Arclight inc. Art: Fujisswa Takashi 16/48<br>Italian Tank Regiment<br>Army (tank)   | © 2010 Ardight inc. Art: itou 17/48<br>Self-propelled Anti-tank Battalion<br>Army (artillery)   | © 2010 Ardight inc. Art. itou 17/48<br>Self-propelled Anti-tank Battalion<br>Army (artillery)  |
| You may deploy [this] exhausted.<br>British tanks? No, I haven't seen any.   | You may deploy [this] exhausted.  | You may deploy [this] exhausted.   |
| Exhaust [this] $\rightarrow \infty$ +2<br>If [this] is exhausted after a battle in which you participated and  | With the infantry assisting, we are unbeatable!<br>Exhaust [this] and return 1 deployed infantry unit → 🐼 + X   | With the infantry assisting, we are unbeatable!<br>Exhaust [this] and return 1 deployed infantry unit → 100 + X  |
| which included enemy tanks, [this] is returned to the War Zone at the end of that turn.  | X is the number of infantry units you have deployed. Exhaust [this] $\rightarrow \mathbb{R}^{3}$ +2   | X is the number of infantry units you have deployed. Exhaust [this] $\rightarrow t \otimes +2$   |
| © 2010 Arclight inc. Art: Fujisewa Takashi 16/48<br>Italian Tank Regiment<br>Army (tank)   | © 2010 Ardight inc. Art: itou 17/48<br>Self-propelled Anti-tank Battalion<br>Army (artillery)   | © 2010 Arclight inc. Art: itou 17/48<br>Self-propelled Anti-tank Battalion<br>Army (artillery)   |
| You may deploy [this] exhausted.<br>British tanks? No, I haven't seen any.   | You may deploy [this] exhausted.  | You may deploy [this] exhausted.   |
| Exhaust [this] $\rightarrow \overline{\otimes}$ +2<br>If [this] is exhausted after a battle in which you participated and  | With the infantry assisting, we are unbeatable!<br>Exhaust [this] and return 1 deployed infantry unit → 🐼+X   | With the infantry assisting, we are unbeatable!<br>Exhaust [this] and return 1 deployed infantry unit → ∞+X  |
| which included enemy tanks, [this] is returned to the War Zone<br>at the end of that turn.<br>© 2010 Arclight inc. Art: Fujisawa Takashi 16/48   | X is the number of infantry units you have deployed.<br>Exhaust [this] → ★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★  | X is the number of infantry units you have deployed.<br>Exhaust [this] →   |
| Italian Tank Regiment  | Self-propelled Anti-tank Battalion<br>Army (artillery)  | Self-propelled Anti-tank Battalion<br>Army (artillery)   |
| You may deploy [this] exhausted.<br>British tanks? No, I haven't seen any.   | You may deploy [this] exhausted.  | You may deploy [this] exhausted.   |
| Exhaust [this] $\rightarrow \infty$ +2 If [this] is exhausted after a battle in which you participated and   | With the infantry assisting, we are unbeatable!<br>Exhaust [this] and return 1 deployed infantry unit → 🐼 + X   | With the infantry assisting, we are unbeatable!<br>Exhaust [this] and return 1 deployed infantry unit → ⊗+X  |
| which included enemy tanks, [this] is returned to the War Zone<br>at the end of that turn.<br>© 2010 Arclicht inc. Art: Fuijsawa Takashi 16/48   | X is the number of infantry units you have deployed.<br>Exhaust [this] → +++++++++++++++++++++++++++++++++++  | X is the number of infantry units you have deployed.<br>Exhaust [this] → ☆ +2<br>© 2010 Arclight inc. Art: itou 17/48  |
|  |   |  |
| Italian Tank Regiment<br>Army (tank)   | Armoured Recon Battalion<br>Army (assist)   | Armoured Recon Battalion<br>Army (assist)  |
| Army (tank)<br>You may deploy [this] exhausted.<br>British tanks? No, I haven't seen any.  | Army (assist) Play Bonus: ⊕+1, ⊗+2 Return [this] to the War Zone → Select a card from your draw   | Army (assist) Play Bonus: ⊕+1, ⊗+2 Return [this] to the War Zone → Select a card from your draw  |
| Army (tank)<br>You may deploy [this] exhausted.  | 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.  | Army (assist)<br>Play Bonus: ⊕+1, ⊗+2<br>Return [this] to the War Zone → Select a card from your draw<br>deck, add it to your hand. Then discard your deck.<br>Discard [this] → Look at the top 3 cards of the Event deck, and<br>put all at the top or bottom of the deck, you choose order.  |
| 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   | Army (assist)         Play Bonus: ④+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   | 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   |
| 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.         is 2010 Arclight inc.       Art: Fujisawa Takashi       16/48         Italian Tank Regiment Army (tank)  | Army (assist)         Play Bonus: ③+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         Army (assist)   | 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 line.       Art. Takashi Akira         Barmoured Recon Battalion         Army (assist)  |
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That's not brave, that's just stupid!         © 2010 Ardight inc.       Art. Takashi Akira         B48         Aremourced Recons Battalions         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.         Attrakashi Akira       1848         Catter in this is to the War Zone → Select a card from your draw deck, add it to your hand. Then discard your deck.         D</td> <td>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? 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Art Takashi Akira         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] → Lo</td> | 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 Ardight inc.       Art. Takashi Akira         1848         Armourced Recons 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 Ardight inc.       Art. Takashi Akira         B48         Aremourced Recons Battalions         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.         Attrakashi Akira       1848         Catter in this is to the War Zone → Select a card from your draw deck, add it to your hand. Then discard your deck.         D   | 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         Braun (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 <b>Armourect Recon Battalion</b> Array (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         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] → Lo  |
| Army (tank)         You may deploy [this] exhausted.<br>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 <b>Italian Tank Regiment</b><br>Army (tank)         You may deploy [this] exhausted.<br>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         You may deploy [this] exhausted.<br>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         You may deploy [this] exhausted.<br>British tanks? No, I haven't seen any.         Exhaust [this] → *2       16/48  | 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 Ardightinc.       Art. Takashi Akira         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 Ardightinc.       Art. Takashi Akira         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 Ardightinc.       Art. Takashi Akira         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 Ardight inc.       Art. Takashi Akira | 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 Ardight inc.       Art Takashi Akira         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 Ardight inc.       Art Takashi Akira         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 Ardight inc.       Art Takashi Akira         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 Ardight inc.       Art Takashi Akira                               |

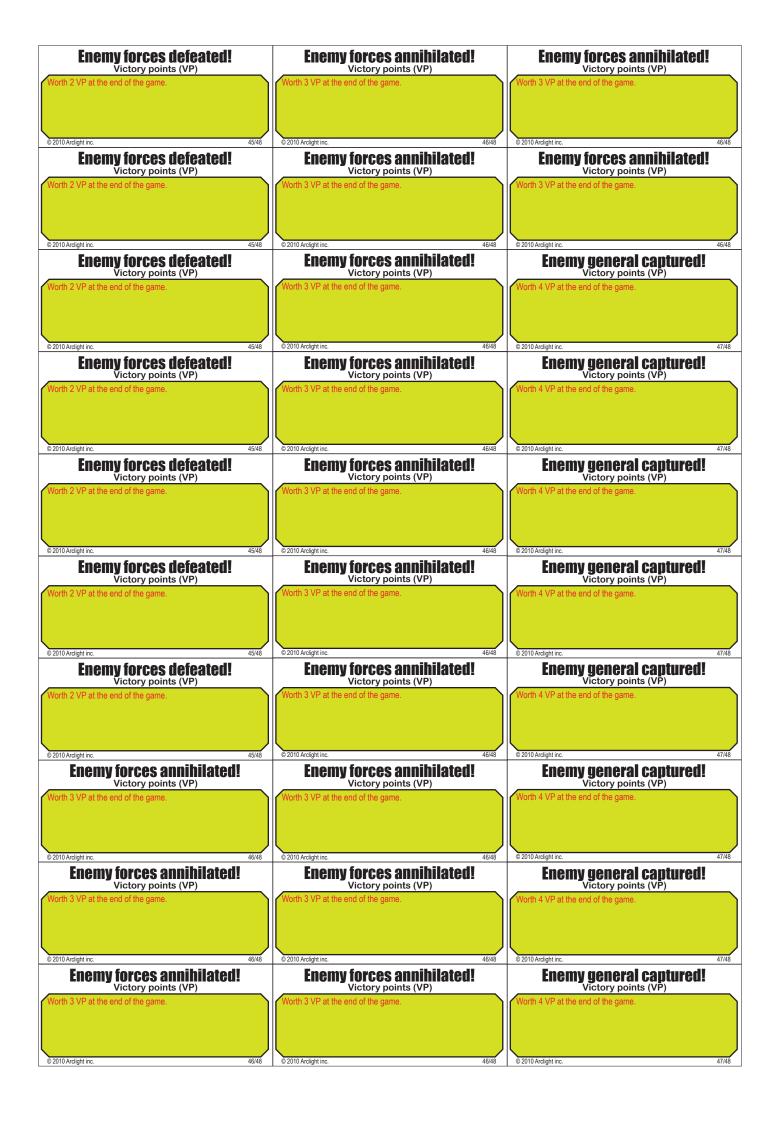
| Italian Army Headquarters<br>Army (headquarters)   | Italian Army Headquarters<br>Army (headquarters)   | Li'l Rommel<br>Tactic (legend)  |
|--|--|---|
| Play Bonus: 0 +1, 0 +1<br>During this turn, the play cost for Italian infantry and Italian<br>tanks is reduced to 0 .  | Play Bonus: •+1, •+1<br>During this turn, the play cost for Italian infantry and Italian<br>tanks is reduced to 0 •  | <ul> <li><unique> <battle></battle></unique></li> <li>Return [this] to the War Zone → Destroy one of the Event cards that are drawn during battle.</li> <li>Return [this] to the War Zone → □+3, ⊕+2</li> </ul>   |
| We MUST be first into Kairo. You promise me that!<br>—Li'l Mussolini.<br>© 2010 Arclight inc. Art: Takayama Toshiaki 19/48   | We MUST be first into Kairo. You promise me that!<br>—Li'l Mussolini.<br>© 2010 Arclight inc. Art: Takayama Toshiaki 19/48   | © 2010 Arclight inc. Art: Nogami Takeshi 21/48  |
| Italian Army Headquarters<br>Army (headquarters)   | Italian Army Headquarters<br>Army (headquarters)   | Li'I Rommel<br>Tactic (legend)  |
| Play Bonus: 0+1, 0+1<br>During this turn, the play cost for Italian infantry and Italian<br>tanks is reduced to 0 0  | Play Bonus: •+1, •+1<br>During this turn, the play cost for Italian infantry and Italian<br>tanks is reduced to 0 •  | <b><unique> <battle></battle></unique></b><br>Return [this] to the War Zone → Destroy one of the Event<br>cards that are drawn during battle.   |
| We MUST be first into Kairo. You promise me that!<br>_Li'l Mussolini.<br>© 2010 Arclicht inc. Art: Takavama Toshiaki 19/48   | We MUST be first into Kairo. You promise me that!<br>—Li'l Mussolini.<br>© 2010 Ardioht inc. Art: Takavama Toshiaki 1948   | Return [this] to the War Zone $\rightarrow$ $\bigcirc$ +3, $\bigcirc$ +2  |
| © 2010 Ardight inc. Art: Takayama Toshiaki 19/48<br>Italian Army Headquarters<br>Army (headquarters)   | © 2010 Ardight inc. Art: Takayama Toshiaki 19/48 Italian Army Headquarters Army (headquarters)   | © 2010 Ardight inc. Art: Nogami Takeshi 21/48 Li'I Rommel Tactic (legend)   |
| Play Bonus: 0 +1, 0+1<br>During this turn, the play cost for Italian infantry and Italian<br>tanks is reduced to 0 0   | Play Bonus: • +1, • +1<br>During this turn, the play cost for Italian infantry and Italian<br>tanks is reduced to 0 •  | <b>Cunique&gt; <battle></battle></b><br>Return [this] to the War Zone → Destroy one of the Event cards that are drawn during battle.<br>Return [this] to the War Zone → $[1+3, [3]+2]$  |
| We MUST be first into Kairo. You promise me that!<br>—Li'l Mussolini.<br>© 2010 Arclight inc. Art: Takayama Toshiaki 19/48   | We MUST be first into Kairo. You promise me that!<br>-Li'l Mussolini.<br>© 2010 Arclight inc. Art: Takayama Toshiaki 19/48   | © 2010 Arclight inc. Art: Nogami Takeshi 21/48  |
| Italian Army Headquarters<br>Army (headquarters)   | Italian Army Headquarters<br>Army (headquarters)   | Li'I Rommel<br>Tactic (legend)  |
| Play Bonus: 0 +1, 0 +1<br>During this turn, the play cost for Italian infantry and Italian<br>tanks is reduced to 0 0  | Play Bonus: •+1, •+1<br>During this turn, the play cost for Italian infantry and Italian<br>tanks is reduced to 0 •  | <ul> <li><unique> <battle></battle></unique></li> <li>Return [this] to the War Zone → Destroy one of the Event cards that are drawn during battle.</li> <li>Return [this] to the War Zone → □+3, □+2</li> </ul>   |
| We MUST be first into Kairo. You promise me that!<br>—Li'l Mussolini.<br>© 2010 Arclight inc. Art: Takayama Toshiaki 19/48   | We MUST be first into Kairo. You promise me that!<br>—Li'l Mussolini.<br>© 2010 Arclight inc. Art: Takayama Toshiaki 19/48   | © 2010 Arclight inc. Art: Nogami Takeshi 21/48  |
| <b>Italian Army Headquarters</b><br>Army (headquarters)  | Italian Army Headquarters<br>Army (headquarters)   | Li'I Rommel<br>Tactic (legend)  |
| Play Bonus: •+1, •+1, +1<br>During this turn, the play cost for Italian infantry and Italian<br>tanks is reduced to 0  | Play Bonus: •+1, •+1<br>During this turn, the play cost for Italian infantry and Italian<br>tanks is reduced to 0 •  | <b>Cunique&gt; <battle></battle></b><br>Return [this] to the War Zone → Destroy one of the Event<br>cards that are drawn during battle.<br>Return [this] to the War Zone → $m+3$ , $m+2$  |
| We MUST be first into Kairo. You promise me that!<br>—Li'l Mussolini.<br>© 2010 Arclight inc. Art: Takayama Toshiaki 19/48   | We MUST be first into Kairo. You promise me that!<br>–Li'l Mussolini.<br>© 2010 Arclight inc. Art: Takayama Toshiaki 19/48   | © 2010 Arclight Inc. Art: Nogami Takeshi 21/48  |
| Detour Operation<br>Tactic   | Detour Operation<br>Tactic   | Li'l Rommel<br>Tactic (legend)  |
| $ \begin{array}{ c c } \hline \textbf{CUnique>} \\ \hline \textbf{Return [this] to the War Zone} \rightarrow 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. \\ \hline \textbf{Full frontal nu I mean attack isn't always the best way.} \end{array} $   | <b>Cunique&gt;</b><br>Return [this] to the War Zone $\rightarrow$ You may <i>either</i> take the top<br>3 city cards and put them back in the order of your choice, <i>or</i><br>take the top 3 cards of any other deck and put them back in the<br>order of your choice, top or bottom, card per card.<br><i>Full frontal nu I mean attack isn't always the best way.</i>   | <b>Currique&gt; Cattle&gt;</b><br>Return [this] to the War Zone $\rightarrow$ Destroy one of the Event cards that are drawn during battle.<br>Return [this] to the War Zone $\rightarrow$ $+3$ , $+3$ , $+2$  |
| © 2010 Arclight inc. Art. Tobashi Kolomi 20/48 Detour Operation  | © 2010 Arclight inc. Art. Tobashi Kotomi 20148   | © 2010 Arclight inc. Art: Nogami Takeshi 21/48<br>Li'I Rommel   |
| Tactic         Clinique>         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         20148  | Tactic          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   | Tactic (legend)         CUnique> <battle>         Return [this] to the War Zone → Destroy one of the Event cards that are drawn during battle.         Return [this] to the War Zone → (1+3) (2+2)         © 2010 Ardight inc.       Art. Nogami Takeshi       21/48</battle>   |
| Detour Operation<br>Tactic   | Detour Operation<br>Tactic   | Li'I Rommel<br>Tactic (legend)  |
| <b>Cunique&gt;</b><br>Return [this] to the War Zone $\rightarrow$ You may <i>either</i> take the top 3 city cards and put them back in the order of your choice, <i>or</i> take the top 3 cards of any other deck and put them back in the   | <b>Cunique</b><br>Return [this] to the War Zone $\rightarrow$ You may <i>either</i> take the top<br>3 city cards and put them back in the order of your choice, <i>or</i><br>take the top 3 cards of any other deck and put them back in the<br>order of your choice, top or bottom, card per card.<br><i>Full frontal nu I mean attack isn't always the best way.</i>   | $ \begin{array}{l} \textbf{ < Battle>} \\ Return [this] to the War Zone $\rightarrow$ Destroy one of the Event cards that are drawn during battle. \\ \text{Return [this] to the War Zone $\rightarrow$ $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$  |
| order of your choice, top or bottom, card per card.<br>Full frontal nu I mean attack isn't always the best way.  |  |   |
| Full frontal nu I mean attack isn't always the best way.<br>© 2010 Arclight Inc. Art: Tobashi Kotomi 20148<br>Detour Operation   | © 2010 Arclight inc. Art: Tobashi Kotomi 20/48 Detour Operation  | © 2010 Ardight inc. Art: Nogami Takeshi 21/48 Supply Operation  |
| Full fronfal nu I mean attack isn't always the best way.         © 2010 Ardight inc.       Art. Tobashi Kotomi       20148         Detour Operation<br>Tactic         Clinical provides the state of the sta | © 2010 Ardight inc. Art: Tobashi Kotomi 2014<br>Detour Operation<br>Tactic<br>Constraints Constraints Constr   | Examply Operation<br>Tactic<br>Return [this] to the War Zone → Discard your deck. Then,<br>from your discard pile, select two deployable infantry units and<br>deploy them immediately.<br>Return [this] to the War Zone → • +3<br>Are you ready? Then go! Carry things like there's no tomorrow!   |
| Full frontal nu I mean attack isn't always the best way.         © 2010 Ardight inc.       Art. Tobashi Kotomi       20148         Detour Operation<br>Tactic         Variance         Vol may either take the top<br>3 city cards and put them back in the order of your choice, or<br>take the top 3 cards of any other deck and put them back in the<br>order of your choice, top or bottom, card per card.<br>Full frontal nu I mean attack isn't always the best way.         © 2010 Ardight inc.       Art. Tobashi Kotomi       20148   | © 2010 Ardight inc. Art: Tobashi Kotomi 2014<br>Detour Operation<br>Tactic<br>Continues Return [this] to the War Zone → You may either take the top<br>3 city cards and put them back in the order of your choice, or<br>take the top 3 cards of any other deck and put them back in the<br>order of your choice, top or bottom, card per card.<br>Full frontal nu I mean attack isn't always the best way. © 2010 Ardight inc. Art: Tobashi Kotomi 20148 Supply Operation   | Supply Operation<br>Tactic         Return [this] to the War Zone → Discard your deck. Then,<br>from your discard pile, select two deployable infantry units and<br>deploy them immediately.<br>Return [this] to the War Zone → • +3         Are you ready? Then go! Carry things like there's no tomorrow!<br>© 2010 Ardight inc.       Art. Tobashi Kotomi       22/48       |
| Full frontal nu I mean attack isn't always the best way.         © 2010 Ardight inc.       Art. Tobashi Kotomi       20148         Detour Operation<br>Tactic         Clinique>         Return [this] to the War Zone → You may either take the top<br>3 city cards and put them back in the order of your choice, or<br>take the top 3 cards of any other deck and put them back in the<br>order of your choice, top or bottom, card per card.<br>Full frontal nu I mean attack isn't always the best way.         © 2010 Ardight inc.       Art. Tobashi Kotomi       20148  | © 2010 Ardight inc. Art: Tobashi Kotomi 2014<br>Detour Operation<br>Tactic<br>Contemporation Contemporation Conte | Supply Operation<br>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<br>Event (enemy/tank)  | British Tank Brigade  | British Tank Brigade<br>Event (enemy/tank)   |   |
|---|---|--|---|
| Deploy [this] exhausted.  | Deploy [this] exhausted.  | Deploy [this] exhausted.   |   |
| Exhaust [this] →  | Exhaust [this] → ☆+3<br>When [this] is discarded, it is trashed.<br>[This] counts as an army unit.  | Exhaust [this] → ☆ +4<br>When [this] is discarded, it is trashed.<br>[This] counts as an army unit.  |   |
| © 2010 Arclight inc. Art: Takashi Akira 27/48<br>British Infantry Brigade<br>Event (enemy/infantry)   | © 2010 Ardight inc. Art: Takashi Akira 27/48<br>British Infantry Brigade<br>Event (enemy/infantry)  | © 2010 Ardight inc. Art: Fujisawa Takashi 28/48<br>British Tank Brigade<br>Event (enemy/tank)  |   |
|   |   | Deploy [this] exhausted.   |   |
| Don't just say "British Army" – we're from New Zealand, those<br>over there are from India, and those guys are from Australia!<br>© 2010 Ardiaht inc. Art. Ju-sensha Koubou 29/48   | Don't just say "British Army" – we're from New Zealand, those<br>over there are from India, and those guys are from Australia!<br>© 2010 Arclight inc. Art. Ju-sensha Koubou 29/48  | Exhaust [this] → ∞+4<br>When [this] is discarded, it is trashed.<br>[This] counts as an army unit.<br>2 2010 Arclight inc. Art: Fujisawa Takashi 28/48   |   |
| British Infantry Brigade<br>Event (enemy/infantry)  | British Infantry Brigade<br>Event (enemy/infantry)  | British Tank Brigade<br>Event (enemy/tank)   |   |
|   |   | Deploy [this] exhausted.   |   |
| Don't just say "British Army" – we're from New Zealand, those<br>over there are from India, and those guys are from Australia!<br>© 2010 Ardight inc. Art: Ju-sensha Koubou 29/48   | Don't just say "British Army" – we're from New Zealand, those<br>over there are from India, and those guys are from Australia!<br>© 2010 Arclight inc. Art: Ju-sensha Koubou 29/48  | Exhaust (this) → ∞+4<br>When (this) is discarded, it is trashed.<br>[This] counts as an army unit.<br>© 2010 Arclight inc. Art: Fujisawa Takashi 28/48   |   |
| British Infantry Brigade<br>Event (enemy/infantry)  | British Infantry Brigade<br>Event (enemy/infantry)  | British Tank Brigade<br>Event (enemy/tank)   |   |
|   |   | Deploy [this] exhausted.   |   |
| Don't just say "British Army" – we're from New Zealand, those<br>over there are from India, and those guys are from Australia!<br>© 2010 Ardight inc. Art: Ju-sensha Koubou 29/48   | Don't just say "British Army" – we're from New Zealand, those<br>over there are from India, and those guys are from Australial<br>© 2010 Arclight inc. Art. Ju-sensha Koubou 29/48  | Exhaust (this) = 0 +4<br>When (this) is discarded, it is trashed.<br>[This] counts as an army unit.<br>© 2010 Arclight inc. Art: Fujisawa Takashi 28/48  |   |
| British Infantry Brigade<br>Event (enemy/infantry)  | British Infantry Brigade<br>Event (enemy/infantry)  | British Tank Brigade<br>Event (enemy/tank)   |   |
|   |   | Deploy [this] exhausted.   |   |
| Don't just say "British Army" – we're from New Zealand, those<br>over there are from India, and those guys are from Australia!<br>© 2010 Ardiaht inc. Art. Ju-sensha Koubou 29/48   | Don't just say "British Army" – we're from New Zealand, those<br>over there are from India, and those guys are from Australia!<br>© 2010 Arclight inc. Art. Ju-sensha Koubou 29/48  | Exhaust [this] → ★ +4<br>When [this] is discarded, it is trashed.<br>[This] counts as an army unit.<br>© 2010 Arclight inc. Art: Fujisawa Takashi 28/48  |   |
| British Infantry Brigade<br>Event (enemy/infantry)  | British Infantry Brigade<br>Event (enemy/infantry)  | British Artillery Regiment<br>Event (enemy/artillery)  |   |
|   |   | When drawn: The active player must discard one of his deployed units of his choice.  |   |
|   |   |  |   |
| Don't just say "British Army" – we're from New Zealand, those<br>over there are from India, and those guys are from Australia!  | Don't just say "British Army" – we're from New Zealand, those over there are from India, and those guys are from Australial   | We've carried these shells so far it feels bad letting go of them.   |   |
|   |   |  |   |
| © 2010 Arclight inc. Art: Ju-sensha Koubou 29/48 British Infantry Brigade   | e 2010 Ardight inc. Art: Ju-sensha Koubou 2948 British Infantry Brigade   | them.<br>© 2010 Arclight inc. Art: Maruto! 30/48<br>British Artillerv Regiment   |   |
| © over there are from India, and those guys are from Australia!<br>© 2010 Arclight inc. Art: Ju-sensha Koubou 29/48<br>British Infantry Brigade   | e 2010 Ardight inc. Art: Ju-sensha Koubou 2948 British Infantry Brigade   | them.<br>© 2010 Arclight inc. Art: Marutol 30/48<br>British Artillery Regiment<br>Event (enemy/artillery)<br>When drawn: The active player must discard one of his   |   |
| over there are from India, and those guys are from Australia!<br>© 2010 Arclight inc. Art: Ju-sensha Koubou 29/48<br>British Infantry Brigade<br>Event (enemy/infantry)<br>Don't just say "British Army" – we're from New Zealand, those<br>over there are from India, and those guys are from Australia!   | over there are from India, and those guys are from Australia!<br>© 2010 Arclight inc. Art. Ju-sensha Koubou 2948<br>British Infantry Brigade<br>Event (enemy/infantry)<br>Don't just say "British Army" – we're from New Zealand, those<br>over there are from India, and those guys are from Australia!  | them.<br>© 2010 Arclight inc. Art: Maruto! 30/48<br><b>British Artillery Regiment</b><br>Event (enemy/artillery)<br>When drawn: The active player must discard one of his<br>deployed units of his choice.<br>We've carried these shells so far it feels bad letting go of<br>them.  |   |
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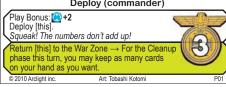






## **Promo cards:**









 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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 Art: Nogani Takeshi
 P02



Deploy [this] and attach to another unit in your Deploy Area. *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. <sup>©</sup> Arclight inc. Art: Kusaka Souji P05





