

**Unit Infantry** Grenadiers +1

+1 +1 +1 +1 04

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**Unit Artillery** Anti-Tank Guns +3

07

**Unit Reserve** Military Police +2

If you discard X cards from your hand, gain +X 10

**Unit Support** Pioneers +2

You may trash one card from your hand. If it was a **Supply** or **Unit** card, recruit a card of the same type costing up to 2 more than the trashed card. 13

**Unit Armor** Autonomous Heavy Tank Battalion +7

This Unit does not refresh in phase I unless you pay 3 16

**Tactics** Air Transport +3 +1

19

**Supply** Supply Train

03

**Unit Artillery** Anti-Tank Guns +3

07

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**Tactics** Air Transport +3 +1

19

**Unit Reserve** Field Supply Battalion +1 +1

05

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05

**Unit Infantry** Panzergrenadiers +1 +1

+2 +2 08

**Unit Artillery** Artillery-Battalion +1 +4

11

**Unit Command** Division Headquarters Company +1 +1 +1

During phase II, you may add any number of **Infantry** or **Armor Units** from your hand to your army. This does not count as playing the cards (any play effects are not resolved). 14

**Unit Armor** Panzer-Regiment +4 +2

17

**Tactics** The Führer's Interest +1

You may look through your deck and choose one card to add to your hand. Shuffle your deck afterwards. 20

**Target Objective** High Ground

If you win, place this card in your army. Return this card to the battlefield to lower the defence of the current **Target** by 1 32

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+2 +2 08

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You may look through your deck and choose one card to add to your hand. Shuffle your deck afterwards. 20

**Unit Special** Commando Squad +1 +1

When you gain or play this card, you choose one deck or draw pile, look at the top card of that deck or draw pile and decide whether to put the card back on top or but it at the bottom of the stack. 06

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**Unit Command** Courier +2

or refresh one of your **Units** in your army. 09

**Unit Support** Armored Reconnaissance +2 +2

12

**Unit Artillery** Assault Guns +2 +2 +2

**Infantry** 15

**Unit Armor** Panzer-Elite-Regiment +6 +2

18

**Tactics** Strategic Planning +4

21

**Target Objective** Entrenched Position

If you win, place this card in your army. Return this card to the battlefield to lower the defence of the current **Target** by 2 33

**Unit Command** Courier +2

or refresh one of your **Units** in your army. 09

**Unit Support** Armored Reconnaissance +2 +2

12

**Unit Artillery** Assault Guns +2 +2 +2










**Infantry** 15

**Unit Armor** Panzer-Elite-Regiment +6 +2

































































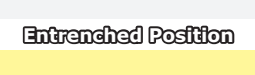
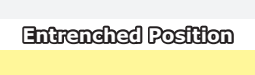















18

**Tactics** Strategic Planning +4

21

<p><b>Minsk</b> </p> <p><b>Target City</b> After the battle you must choose <b>one Armor Unit</b>, or if you have none, <b>2 other Units</b> to discard. If you win, place this card in your army.</p> <p>34</p>	<p><b>Rostov</b> </p> <p><b>Target City</b> After the battle you must choose <b>one Armor Unit</b>, or if you have none, <b>2 other Units</b> to discard. If you win, place this card in your army.</p> <p>35</p>	<p><b>Riga</b> </p> <p><b>Target City</b> After the battle you must choose <b>one Armor Unit</b>, or if you have none, <b>2 other Units</b> to discard. If you win, place this card in your army.</p> <p>36</p>
<p><b>Odessa</b> </p> <p><b>Target City</b> After the battle you must choose <b>one Armor Unit</b>, or if you have none, <b>2 other Units</b> to discard. If you win, place this card in your army.</p> <p>37</p>	<p><b>Kharkov</b> </p> <p><b>Target City</b> After the battle you must choose <b>one Armor Unit</b>, or if you have none, <b>2 other Units</b> to discard. If you win, place this card in your army.</p> <p>38</p>	<p><b>Voronezh</b> </p> <p><b>Target City</b> After the battle you must choose <b>one Armor Unit</b>, or if you have none, <b>2 other Units</b> to discard. If you win, place this card in your army.</p> <p>39</p>
<p><b>Sevastopol</b> </p> <p><b>Target City</b> After the battle you must choose <b>one Armor Unit</b>, or if you have none, <b>2 other Units</b> to discard. If you win, place this card in your army.</p> <p>40</p>	<p><b>Smolensk</b> </p> <p><b>Target City</b> After the battle you must choose <b>one Armor Unit</b>, or if you have none, <b>2 other Units</b> to discard. If you win, place this card in your army.</p> <p>41</p>	<p><b>Kiev</b> </p> <p><b>Target City</b> After the battle you must choose <b>one Armor Unit</b>, or if you have none, <b>2 other Units</b> to discard. If you win, place this card in your army.</p> <p>42</p>
<p><b>Leningrad</b> </p> <p><b>Target City</b> After the battle you must discard <b>all Armor Units</b>, or if you have none, <b>all other Units</b>. If you win, place this card in your army.</p> <p>43</p>	<p><b>Stalingrad</b> </p> <p><b>Target City</b> After the battle you must discard <b>all Armor Units</b>, or if you have none, <b>all other Units</b>. If you win, place this card in your army.</p> <p>44</p>	<p><b>Moscow</b> </p> <p><b>Target City</b> After the battle you must discard <b>all Units</b>. If you win, place this card in your army and the game ends immediately.</p> <p>45</p>
<p><b>Railway Construction</b> </p> <p><b>Placement Add-On</b> +1  or trash this card to gain +3 </p> <p>26</p>	<p><b>Railway Construction</b> </p> <p><b>Placement Add-On</b> +1  or trash this card to gain +3 </p> <p>26</p>	<p><b>Railway Construction</b> </p> <p><b>Placement Add-On</b> +1  or trash this card to gain +3 </p> <p>26</p>
<p><b>Field Repair Workshop</b></p> <p>When you discard <b>Armor Units</b> from your army, you place them onto this card instead. In phase IV that turn, choose one of them to put on top of your deck, and discard the rest.</p> <p>25</p>	<p><b>Field Repair Workshop</b></p> <p>When you discard <b>Armor Units</b> from your army, you place them onto this card instead. In phase IV that turn, choose one of them to put on top of your deck, and discard the rest.</p> <p>25</p>	<p><b>Field Repair Workshop</b></p> <p>When you discard <b>Armor Units</b> from your army, you place them onto this card instead. In phase IV that turn, choose one of them to put on top of your deck, and discard the rest.</p> <p>25</p>
<p><b>IV. LFM Guderian</b> </p> <p><b>Placement Commander</b> +X </p> <p>X is the number of <b>Armor Units</b> you have in your army.</p> <p>22</p>	<p><b>III. LFM Paulus</b> </p> <p><b>Placement Commander</b> During phase III, you may discard one of your <b>Infantry Units</b> from your army. If you do, you may choose one <b>Armor Unit</b> from your deck and add it to your army. Shuffle your deck afterwards.</p> <p>23</p>	<p><b>II. LFM Manstein</b> </p> <p><b>Placement Commander</b> +1 </p> <p>24</p>
<p><b>II. LFM Kleist</b> </p> <p><b>Placement Commander</b> +X </p> <p>X is the number of <b>Armor Units</b> you have in your army. You may attack twice.</p> <p>P01</p>	<p><b>Snow</b></p> <p>If you win this battle, immediately place this card in another player's army. If you have this card in your army you must pay 1  per <b>Unit</b> you want to refresh. You may trash 2 <b>Supply</b> cards from your hand to trash this card.</p> <p>29</p>	<p><b>Snow</b></p> <p>If you win this battle, immediately place this card in another player's army. If you have this card in your army you must pay 1  per <b>Unit</b> you want to refresh. You may trash 2 <b>Supply</b> cards from your hand to trash this card.</p> <p>29</p>
<p><b>The Führer's Irritation</b></p> <p>Choose one card in another player's army (not <b>Armor</b>, <b>City</b> or <b>Event</b>) and trash it, together with this card.</p> <p>27</p>	<p><b>The Führer's Irritation</b></p> <p>Choose one card in another player's army (not <b>Armor</b>, <b>City</b> or <b>Event</b>) and trash it, together with this card.</p> <p>27</p>	<p><b>The Führer's Irritation</b></p> <p>Choose one card in another player's army (not <b>Armor</b>, <b>City</b> or <b>Event</b>) and trash it, together with this card.</p> <p>27</p>
<p><b>Russian Snipers</b> </p> <p><b>Event Enemy</b> X is the number of <b>Units</b> in the attacking player's army. You may trash this card to take the top card of your draw pile. If it is a <b>Unit</b> place it directly in your army (any play effects are not resolved).</p> <p>30</p>	<p><b>Russian Snipers</b> </p> <p><b>Event Enemy</b> X is the number of <b>Units</b> in the attacking player's army. You may trash this card to take the top card of your draw pile. If it is a <b>Unit</b> place it directly in your army (any play effects are not resolved).</p> <p>30</p>	<p><b>Russian Snipers</b> </p> <p><b>Event Enemy</b> X is the number of <b>Units</b> in the attacking player's army. You may trash this card to take the top card of your draw pile. If it is a <b>Unit</b> place it directly in your army (any play effects are not resolved).</p> <p>30</p>
<p><b>Russian Heavy Tanks</b> </p> <p><b>Event Enemy</b> You may trash this card to gain one <b>Regiment Armor Unit</b> from the battlefield.</p> <p>31</p>	<p><b>Russian Heavy Tanks</b> </p> <p><b>Event Enemy</b> You may trash this card to gain one <b>Regiment Armor Unit</b> from the battlefield.</p> <p>31</p>	<p><b>Russian Heavy Tanks</b> </p> <p><b>Event Enemy</b> You may trash this card to gain one <b>Regiment Armor Unit</b> from the battlefield.</p> <p>31</p>
<p><b>Mud</b></p> <p>If you win this battle, immediately place this card in another player's army. If you have this card in your army you cannot gain any  from your deployed <b>Armor</b> or <b>Artillery Units</b>. You may pay 2  at any time to trash this card.</p> <p>28</p>	<p><b>Mud</b></p> <p>If you win this battle, immediately place this card in another player's army. If you have this card in your army you cannot gain any  from your deployed <b>Armor</b> or <b>Artillery Units</b>. You may pay 2  at any time to trash this card.</p> <p>28</p>	<p><b>LFM Rundstedt</b> </p> <p><b>Placement Commander</b> +X </p> <p>X is the number of <b>Armor Units</b> and <b>Commander Placements</b> you have in your army (including this one).</p> <p>P03</p>
<p><b>Truck Convoy</b></p> <p><b>Supply</b>  </p> <p>02</p>	<p><b>Truck Convoy</b></p> <p><b>Supply</b>  </p> <p>02</p>	<p><b>Truck Convoy</b></p> <p><b>Supply</b>  </p> <p>02</p>



Supply	Truck Convoy 	02	Supply	Truck Convoy 	02	Supply	Truck Convoy 	02
Supply	Truck Convoy 	02	Supply	Truck Convoy 	02	Supply	Truck Convoy 	02
Supply	Truck Convoy 	02	Supply	Truck Convoy 	02	Supply	Truck Convoy 	02
Unit: Infantry	Grenadiers +1 		Unit: Infantry	Grenadiers +1 		Unit: Infantry	Grenadiers +1 	
Unit: Infantry	 +1   +1 	04	Unit: Infantry	 +1   +1 	04	Unit: Infantry	 +1   +1 	04
Unit: Infantry	Grenadiers +1 		Unit: Infantry	Grenadiers +1 		Unit: Infantry	Grenadiers +1 	
Unit: Infantry	 +1   +1 	04	Unit: Infantry	 +1   +1 	04	Unit: Infantry	 +1   +1 	04
Unit: Infantry	Grenadiers +1 		Unit: Infantry	Grenadiers +1 		Unit: Infantry	Grenadiers +1 	
Unit: Infantry	 +1   +1 	04	Unit: Infantry	 +1   +1 	04	Unit: Infantry	 +1   +1 	04
Unit: Infantry	Grenadiers +1 		Supply	Supply Train 	03	Supply	Supply Train 	03
Unit: Infantry	 +1   +1 	04	Supply	Supply Train 	03	Supply	Supply Train 	03
Supply	Supply Train 	03	Supply	Supply Train 	03	Supply	Supply Train 	03
Target: Objective	High Ground If you win, place this card in your army. Return this card to the battlefield to lower the defence of the current <b>Target</b> by 1 	32	Target: Objective	Entrenched Position  If you win, place this card in your army. Return this card to the battlefield to lower the defence of the current <b>Target</b> by 2 	33	Target: Objective	Entrenched Position  If you win, place this card in your army. Return this card to the battlefield to lower the defence of the current <b>Target</b> by 2 	33
Target: Objective	High Ground If you win, place this card in your army. Return this card to the battlefield to lower the defence of the current <b>Target</b> by 1 	32	Target: Objective	Entrenched Position  If you win, place this card in your army. Return this card to the battlefield to lower the defence of the current <b>Target</b> by 2 	33	Target: Objective	High Ground If you win, place this card in your army. Return this card to the battlefield to lower the defence of the current <b>Target</b> by 1 	32
Target: Objective	High Ground If you win, place this card in your army. Return this card to the battlefield to lower the defence of the current <b>Target</b> by 1 	32	Target: Objective	Entrenched Position  If you win, place this card in your army. Return this card to the battlefield to lower the defence of the current <b>Target</b> by 2 	33	Target: Objective	High Ground If you win, place this card in your army. Return this card to the battlefield to lower the defence of the current <b>Target</b> by 1 	32
			Target: Objective	Entrenched Position  If you win, place this card in your army. Return this card to the battlefield to lower the defence of the current <b>Target</b> by 2 	33			