

**Unit Infantry** Grenadiere  
+1

**Unit Infantry** Grenadiere  
+1

**Unit Artillery** Panzerabwehrkanonen  
+3

**Unit Reserve** Militärpolizei  
+2   
If you discard X cards from your hand, gain +X

**Unit Support** Pioniere  
+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.

**Unit Armor** Autonomes schweres Panzer-Bataillon   
+7   
This Unit does not refresh in phase I unless you pay 3

**Tactics** Lufttransport  
+3 +1

**Supply** Transportzug

**Unit Artillery** Panzerabwehrkanonen  
+3

**Unit Reserve** Militärpolizei  
+2   
If you discard X cards from your hand, gain +X

**Unit Support** Pioniere  
+2   
You may trash one card from your hand.  
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**Unit Armor** Autonomes schweres Panzer-Bataillon   
+7   
This Unit does not refresh in phase I unless you pay 3

**Tactics** Lufttransport  
+3 +1

**Unit Reserve** Nachschub-Bataillon  
+1 +1

**Unit Reserve** Nachschub-Bataillon  
+1 +1

**Unit Infantry** Panzergrenadiere  
+1 +1

**Unit Artillery** Artillerie-Bataillon  
+1 +4

**Unit Command** Divisionsstab  
+1 +1 +1

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

**Tactics** In deiner Tren' liegt deines Glückes Pfand.  
+1   
You may look through your deck and choose one card to add to your hand. Shuffle your deck afterwards.

**Target Objective** Hügelstellung  
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

**Unit Infantry** Panzergrenadiere  
+1 +1

**Unit Artillery** Artillerie-Bataillon  
+1 +4

**Unit Command** Divisionsstab  
+1 +1 +1

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

**Tactics** In deiner Tren' liegt deines Glückes Pfand.  
+1   
You may look through your deck and choose one card to add to your hand. Shuffle your deck afterwards.

**Unit Special** Stoßstrupp  
+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.

**Unit Special** Stoßstrupp  
+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.

**Unit Command** Meldertafel  
+2   
or refresh one of your **Units** in your army.

**Unit Support** Gepanzerte Spähfahrzeuge  
+2 +2

**Unit Artillery** Sturmgeschütze  
+2 +2   
+2   
**Infantry**

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

**Tactics** Strategische Angriffsplanung  
+4

**Target Objective** Befestigte Stellung   
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

**Unit Command** Meldertafel  
+2   
or refresh one of your **Units** in your army.

**Unit Support** Gepanzerte Spähfahrzeuge  
+2 +2

**Unit Artillery** Sturmgeschütze  
+2 +2   
+2   
**Infantry**

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

**Tactics** Strategische Angriffsplanung  
+4

**Minsk**  **Target City**

After the battle you must choose **one Armor Unit**, or if you have none, **2 other Units** to discard. If you win, place this card in your army.

34

**Odeffa**  **Target City**

After the battle you must choose **one Armor Unit**, or if you have none, **2 other Units** to discard. If you win, place this card in your army.

37

**Sevastopol**  **Target City**

After the battle you must choose **one Armor Unit**, or if you have none, **2 other Units** to discard. If you win, place this card in your army.

40

**Leningrad**  **Target City**

After the battle you must discard **all Armor Units**, or if you have none, **all other Units**. If you win, place this card in your army.

43

**Eisenbahnausbau**  **Placement Add-On**

+1   
or trash this card to gain +3 

26

**Feldreparaturwerkstatt** **Placement Add-On**

When you discard **Armor Units** 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.

25

**IV. Fräulein Guderian**  **Placement Commander Add-On**

+X   
X is the number of **Armor Units** you have in your army.

22

**II. Fräulein Kleist**  **Placement Commander Add-On**

+X   
X is the number of **Armor Units** you have in your army. You may attack twice.

P01

**Wer sich nicht zu freuen vermag, den schlägt tot!** **Event Disturbance**

Choose one card in another player's army (not **Armor**, **City** or **Event**) and trash it, together with this card.

27

**Russische Scharfschützen**  **Event Enemy**

X is the number of **Units** in the attacking player's army. You may trash this card to take the top card of your draw pile. If it is a **Unit** place it directly in your army (any play effects are not resolved).

30

**Schwere russische Panzerverbände**  **Event Enemy**

You may trash this card to gain one **Regiment Armor Unit** from the battlefield.

31

**Schlamm** **Event Disturbance**

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 **Armor** or **Artillery Units**. You may pay 2  at any time to trash this card.

28

**Luftwagenkolonne** **Supply**

02

**Nowosibirsk**  **Target City**

After the battle you must choose **one Armor Unit**, or if you have none, **2 other Units** to discard. If you win, place this card in your army.

35

**Kharkov**  **Target City**

After the battle you must choose **one Armor Unit**, or if you have none, **2 other Units** to discard. If you win, place this card in your army.

38

**Smolensk**  **Target City**

After the battle you must choose **one Armor Unit**, or if you have none, **2 other Units** to discard. If you win, place this card in your army.

41

**Stalingrad**  **Target City**

After the battle you must discard **all Armor Units**, or if you have none, **all other Units**. If you win, place this card in your army.

44

**Eisenbahnausbau**  **Placement Add-On**

+1   
or trash this card to gain +3 

26

**Feldreparaturwerkstatt** **Placement Add-On**

When you discard **Armor Units** 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.

25

**III. Fräulein Paulus**  **Placement Commander Add-On**

During phase III, you may discard one of your **Infantry Units** from your army. If you do, you may choose one **Armor Unit** from your deck and add it to your army. Shuffle your deck afterwards.

23

**Schnee** **Event Disturbance**

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 **Unit** you want to refresh. You may trash 2 **Supply** cards from your hand to trash this card.

29

**Wer sich nicht zu freuen vermag, den schlägt tot!** **Event Disturbance**

Choose one card in another player's army (not **Armor**, **City** or **Event**) and trash it, together with this card.

27

**Russische Scharfschützen**  **Event Enemy**

X is the number of **Units** in the attacking player's army. You may trash this card to take the top card of your draw pile. If it is a **Unit** place it directly in your army (any play effects are not resolved).

30

**Schwere russische Panzerverbände**  **Event Enemy**

You may trash this card to gain one **Regiment Armor Unit** from the battlefield.

31

**Schlamm** **Event Disturbance**

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 **Armor** or **Artillery Units**. You may pay 2  at any time to trash this card.

28

**Luftwagenkolonne** **Supply**

02

**Riga**  **Target City**

After the battle you must choose **one Armor Unit**, or if you have none, **2 other Units** to discard. If you win, place this card in your army.

36

**Voronezh**  **Target City**

After the battle you must choose **one Armor Unit**, or if you have none, **2 other Units** to discard. If you win, place this card in your army.

39

**Kiew**  **Target City**

After the battle you must choose **one Armor Unit**, or if you have none, **2 other Units** to discard. If you win, place this card in your army.

42

**Moskau**  **Target City**

After the battle you must discard **all Units**. If you win, place this card in your army and the game ends immediately.

45

**Eisenbahnausbau**  **Placement Add-On**

+1   
or trash this card to gain +3 

26

**Feldreparaturwerkstatt** **Placement Add-On**

When you discard **Armor Units** 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.

25

**II. Fräulein Manstein**  **Placement Commander Add-On**

+1 

24

**Schnee** **Event Disturbance**

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 **Unit** you want to refresh. You may trash 2 **Supply** cards from your hand to trash this card.

29

**Wer sich nicht zu freuen vermag, den schlägt tot!** **Event Disturbance**

Choose one card in another player's army (not **Armor**, **City** or **Event**) and trash it, together with this card.

27

**Russische Scharfschützen**  **Event Enemy**

X is the number of **Units** in the attacking player's army. You may trash this card to take the top card of your draw pile. If it is a **Unit** place it directly in your army (any play effects are not resolved).

30

**Schwere russische Panzerverbände**  **Event Enemy**

You may trash this card to gain one **Regiment Armor Unit** from the battlefield.

31

**Fräulein Mundstedt**  **Placement Commander Add-On**

+X   
X is the number of **Armor Units** and **Commander Placements** you have in your army (including this one).

P03

**Luftwagenkolonne** **Supply**

02

Laftwagenkolonne



02

Nichtmotorisierter Transport



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Nichtmotorisierter Transport



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Nichtmotorisierter Transport



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Nichtmotorisierter Transport



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Nichtmotorisierter Transport



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Laftwagenkolonne



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Nichtmotorisierter Transport



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Unit Infantry	<p><b>Grenadiere</b></p> <p>+1 </p> <p> +1   +1  04</p>	Unit Infantry	<p><b>Grenadiere</b></p> <p>+1 </p> <p> +1   +1  04</p>	Unit Infantry	<p><b>Grenadiere</b></p> <p>+1 </p> <p> +1   +1  04</p>
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Target Objective	<p><b>Hügelstellung</b></p> <p>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</p>	Target Objective	<p><b>Befestigte Stellung</b> </p> <p>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</p>	Target Objective	<p><b>Befestigte Stellung</b> </p> <p>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</p>
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