

German tactical card 1 of 16
Heavy artillery support

Timing: Own army turn / use once as turn.

Firepower: 10

Perform a firepower 10 attack against 1 area of your choice that your army controls or an adjacent area.

German tactical card 2 of 16
Heavy artillery support

Timing: Own army turn / use once as turn.

Firepower: 10

Perform a firepower 10 attack against 1 area of your choice that your army controls or an adjacent area.

German tactical card 3 of 16
Heavy artillery support

Timing: Own army turn / use once as turn.

Firepower: 10

Perform a firepower 10 attack against 1 area of your choice that your army controls or an adjacent area.

German tactical card 4 of 16
Heavy artillery support

Timing: Own army turn / use once as turn.

Firepower: 10

Perform a firepower 10 attack against 1 area of your choice that your army controls or an adjacent area.

German tactical card 5 of 16
Heavy artillery support

Timing: Own army turn / use once as turn.

Firepower: 10

Perform a firepower 10 attack against 1 area of your choice that your army controls or an adjacent area.

German tactical card 6 of 16
Naval bombardment

Timing: Own army turn / use once as turn.

Firepower: 8

Perform a firepower 8 attack against 1 area of your choice.

You (the German army player) assign the damage points that are dealt to the units of your choice. The Soviet army player chooses how to apply the points to assigned to their units.

German tactical card 7 of 16
Naval bombardment

Timing: Own army turn / use once as turn.

Firepower: 8

Perform a firepower 8 attack against 1 area of your choice.

You (the German army player) assign the damage points that are dealt to the units of your choice. The Soviet army player chooses how to apply the points to assigned to their units.

German tactical card 8 of 16
Naval bombardment

Timing: Own army turn / use once as turn.

Firepower: 8

Perform a firepower 8 attack against 1 area of your choice.

You (the German army player) assign the damage points that are dealt to the units of your choice. The Soviet army player chooses how to apply the points to assigned to their units.

German tactical card 9 of 16
Dive bombing

Use conditions: Anytime during your own action turn. This does not count as your action turn.

Firepower: 6

Perform a firepower 6 attack against 1 area of your choice.

You (the German army player) assign the damage points that are dealt to the units of your choice. The Soviet army player chooses how to apply the points to assigned to their units.

German tactical card 10 of 16
Dive bombing

Use conditions: Anytime during your own action turn. This does not count as your action turn.

Firepower: 6

Perform a firepower 6 attack against 1 area of your choice.

You (the German army player) assign the damage points that are dealt to the units of your choice. The Soviet army player chooses how to apply the points to assigned to their units.

German tactical card 11 of 16
Overrun attack

Timing: Own army turn / use once as turn, perform one of the following:

1) Fire with your own army units as normal. Any/all firing units may then choose to move up to 1 area.

- OR -

2) Move your own army units as normal. The moving units may all fire into the area they are entering. Terrain effects, if applicable, are applied as normal. If the moving units are targeted by 'Defensive fire', the 'Defensive fire' is resolved first.

German tactical card 12 of 16
Overrun attack

Timing: Own army turn / use once as turn, perform one of the following:

1) Fire with your own army units as normal. Any/all firing units may then choose to move up to 1 area.

- OR -

2) Move your own army units as normal. The moving units may all fire into the area they are entering. Terrain effects, if applicable, are applied as normal. If the moving units are targeted by 'Defensive fire', the 'Defensive fire' is resolved first.

German tactical card 13 of 16
Overrun attack

Timing: Own army turn / use once as turn, perform one of the following:

1) Fire with your own army units as normal. Any/all firing units may then choose to move up to 1 area.

- OR -

2) Move your own army units as normal. The moving units may all fire into the area they are entering. Terrain effects, if applicable, are applied as normal. If the moving units are targeted by 'Defensive fire', the 'Defensive fire' is resolved first.

German tactical card 14 of 16
Engineer support

1) Trench construction

Use conditions: When receiving an attack during an enemy action turn.

Add +4 to your defense value. Use before rolling dice.

- OR -

2) Remove land mines

Use conditions: When your enemy uses 'Land mines'.

The land mines have no effect.

German tactical card 15 of 16
Engineer support

1) Trench construction

Use conditions: When receiving an attack during an enemy action turn.

Add +4 to your defense value. Use before rolling dice.

- OR -

2) Remove land mines

Use conditions: When your enemy uses 'Land mines'.

The land mines have no effect.

German tactical card 16 of 16
Engineer support

1) Trench construction

Use conditions: When receiving an attack during an enemy action turn.

Add +4 to your defense value. Use before rolling dice.

- OR -

2) Remove land mines

Use conditions: When your enemy uses 'Land mines'.

The land mines have no effect.

Soviet tactical card 1 of 16
Defensive fire

1) Timing: Own army turn / use once as turn.

Perform 1 fire attack as normal for your action turn. The firing units do not become spent.

- OR -

2) Use conditions: When enemy unit(s) enter an area containing your own army unit(s)

Some or all of your units in the area being entered may fire. The firing units do not become spent. The only targets are the moving units, which receive attacks based on their spent values.

Soviet tactical card 2 of 16
Defensive fire

1) Timing: Own army turn / use once as turn.

Perform 1 fire attack as normal for your action turn. The firing units do not become spent.

- OR -

2) Use conditions: When enemy unit(s) enter an area containing your own army unit(s)

Some or all of your units in the area being entered may fire. The firing units do not become spent. The only targets are the moving units, which receive attacks based on their spent values.

Soviet tactical card 3 of 16
Defensive fire

1) Timing: Own army turn / use once as turn.
Perform 1 fire attack as normal for your action turn. The firing units do not become spent.

- OR -

2) Use conditions: When enemy unit(s) enter an area containing your own army unit(s)
Some or all of your units in the area being entered may fire. The firing units do not become spent. The only targets are the moving units, which receive attacks based on their spent values.

Soviet tactical card 4 of 16
Defensive fire

1) Timing: Own army turn / use once as turn.
Perform 1 fire attack as normal for your action turn. The firing units do not become spent.

- OR -

2) Use conditions: When enemy unit(s) enter an area containing your own army unit(s)
Some or all of your units in the area being entered may fire. The firing units do not become spent. The only targets are the moving units, which receive attacks based on their spent values.

Soviet tactical card 5 of 16
Heavy artillery support

Timing: Own army turn / use once as turn.

Firepower: 6

Perform a firepower 6 attack against 1 area of your choice that your army controls or an adjacent area.

Soviet tactical card 6 of 16
Heavy artillery support

Timing: Own army turn / use once as turn.

Firepower: 6

Perform a firepower 6 attack against 1 area of your choice that your army controls or an adjacent area.

Soviet tactical card 7 of 16
Rocket launcher support

Timing: Own army turn / use once as turn.

Firepower: 8

Perform a firepower 8 attack against 1 area of your choice that your army controls or an adjacent area.

Terrain (defensive level) effects are always applied against this fire.

Soviet tactical card 8 of 16
Land mines

Use conditions: When enemy unit(s) enter an area your army controls.

Only the moving units are affected. After movement, roll 2 dice, and subtract 4 (zero or less means no effect). The moving units receive that many points of damage.

Soviet tactical card 9 of 16
Land mines

Use conditions: When enemy unit(s) enter an area your army controls.

Only the moving units are affected. After movement, roll 2 dice, and subtract 4 (zero or less means no effect). The moving units receive that many points of damage.

Soviet tactical card 10 of 16
Anti-tank guns

Use conditions: When your own army units are firing.

The firepower of your army's ready units is increased by +3 (total, not each).

Ready units with 0 firepower can fire using this card.

Must be used before rolling the dice.

Soviet tactical card 11 of 16
Anti-tank guns

Use conditions: When your own army units are firing.

The firepower of your army's ready units is increased by +3 (total, not each).

Ready units with 0 firepower can fire using this card.

Must be used before rolling the dice.

Soviet tactical card 12 of 16

Anti-tank guns

Use conditions: When your own army units are firing.

The firepower of your army's ready units is increased by +3 (total, not each).

Ready units with 0 firepower can fire using this card.

Must be used before rolling the dice.

Soviet tactical card 13 of 16

Anti-aircraft guns

Use conditions: When 'Naval bombardment' or 'Dive bombing' is being played

The 'Naval bombardment' / 'Dive bombing' has no effect.

Soviet tactical card 14 of 16

Molotov cocktails

Use conditions: When damage points are being dealt

You (the Soviet army player) assign the damage points that are dealt to the units of your choice. The German army player chooses how to apply the points to assigned to their units.

Soviet tactical card 15 of 16

Heroes of the Red Army

Use conditions: When calculating damage points (used after seeing die results). Can be used during either player's action turn.

Reroll both dice.

Soviet tactical card 16 of 16

Chuikov's command

Timing: Own army turn / use once as turn

Choose any 1 area.

Roll 1 die, and return that number of your spent units in that area to ready status.