

Tactical Cards

<p>ESPRIT DE CORPS</p> <p>[Timing]use as your impulse [Action]* [Function]May perform one extra action additionaly by one group executeing action durezza this impulse.</p> <p>May perform other type action as each action. Selected group is flipped over to spent side after all actions is over. This card function could not apply to Event action card.</p>	<p>ESPRIT DE CORPS</p> <p>[Timing]use as your impulse [Action]* [Function]May perform one extra action additionaly by one group executeing action durezza this impulse.</p> <p>May perform other type action as each action. Selected group is flipped over to spent side after all actions is over. This card function could not apply to Event action card.</p>	<p>COORDINATION</p> <p>[Timing]use as your impulse [Action]* [Function]May act one extra group additionaly with the group executeing action normally durezza this impulse.</p> <p>Select two group at the first of impulse, then act two group in order.</p> <p>May perform other type action as each group. May select the Event action card as the action of one group.</p>	<p>COORDINATION</p> <p>[Timing]use as your impulse [Action]* [Function]May act one extra group additionaly with the group executeing action normally durezza this impulse.</p> <p>Select two group at the first of impulse, then act two group in order.</p> <p>May perform other type action as each group. May select the Event action card as the action of one group.</p>
<p>Battlefield Recovery</p> <p>[Timing]use as your impulse [Action]Movement [Function]Select any one group executeing an action durezza this impulse. Selected group is flipped up to fresh side.</p> <p>The group applied this card is treated as perform one movement action. This card may apply to the group at out of communication.</p>	<p>Battlefield Recovery</p> <p>[Timing]use as your impulse [Action]Movement [Function]Select any one group executeing an action durezza this impulse. Selected group is flipped up to fresh side.</p> <p>The group applied this card is treated as perform one movement action. This card may apply to the group at out of communication.</p>	<p>Independant Intiative</p> <p>[Timing]use as your impulse [Action]Movement/Attack [Function]May act any 4 units separately as an action of one group durezza this impulse.</p> <p>Select any 4 units at the first of impulse then act each 4 unit in order. May choose even when those units exist in different areas. May perform other type action as each unit.</p>	<p>Independant Intiative</p> <p>[Timing]use as your impulse [Action]Movement/Attack [Function]May act any 4 units separately as an action of one group durezza this impulse.</p> <p>Select any 4 units at the first of impulse then act each 4 unit in order. May choose even when those units exist in different areas. May perform other type action as each unit.</p>
<p>STEEL RAIN</p> <p>[Timing]use as your impulse [Action]Attack [Function]Select any one area with communication line of friendly controlled or adjacent.</p> <p>Attack each enemy unit in that area with a 3 fire power without using any units as an action of a group durezza this impulse.</p> <p>(The attack by this card is treated as a special attack by one group non-using units)</p>	<p>STEEL RAIN</p> <p>[Timing]use as your impulse [Action]Attack [Function]Select any one area with communication line of friendly controlled or adjacent.</p> <p>Attack each enemy unit in that area with a 3 fire power without using any units as an action of a group durezza this impulse.</p> <p>(The attack by this card is treated as a special attack by one group non-using units)</p>	<p>MACHINE GUNS!</p> <p>[Timing]reaction May use when enemy group attack friendly unit or enter any area occupied friendly unit. [Function]May attack that enemy group by the group of friendly fresh unit in the area immediatery.</p> <p>The damage point by this attack is doubled and you may assign the damage at your option. All enemy unit is assigned the damage with the spent side even when it is on the way of action by the <i>Esprit de Corps</i> card. The firing units by this attack is not flipped over to spent side and remain as the fresh side. The firing group may attack other group durezza this impulse over and over again as long as satisfying the condition but</p>	<p>MACHINE GUNS!</p> <p>[Timing]reaction May use when enemy group attack friendly unit or enter any area occupied friendly unit. [Function]May attack that enemy group by the group of friendly fresh unit in the area immediatery.</p> <p>The damage point by this attack is doubled and you may assign the damage at your option. All enemy unit is assigned the damage with the spent side even when it is on the way of action by the <i>Esprit de Corps</i> card. The firing units by this attack is not flipped over to spent side and remain as the fresh side. The firing group may attack other group durezza this impulse over and over again as long as satisfying the condition but</p>
<p>RAIL ROAD</p> <p>[Timing]use as your impulse [Action]Movement [Function]Select any one group in an area of friendly controlled and not occupied enemy unit. Selected group may include up to 4 units then move to any an area with no limitation of moving length keeping fresh side as an action of a group durezza this impulse. This group may not enter an area of enemy controlled nor occupied enemy unit.</p> <p>UK and French unit may enter</p>	<p>Allied REINFORCEMENT</p> <p>[Timing]use as your impulse [Action]Event [Function]Draw 4 units from UK/FR or IT Reserve Box at randomly, and place into any one area on the map with spent side as following restriction. A. Friendly controlled B. Not occupied by any enemy unit C. May trace communication line to communication source of the nation.</p>	<p>RU REINFORCEMENT</p> <p>[Timing]use as your impulse [Action]Event [Function]Draw 4 units from RU Reserve Box at randomly, and place into any one area on the map with spent side as following restriction. A. Friendly controlled RU area B. Not occupied by any enemy unit C. May trace communication line to communication source of the nation.</p>	<p>RU REINFORCEMENT</p> <p>[Timing]use as your impulse [Action]Event [Function]Draw 4 units from RU Reserve Box at randomly, and place into any one area on the map with spent side as following restriction. A. Friendly controlled RU area B. Not occupied by any enemy unit C. May trace communication line to communication source of the nation.</p>

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<p>STEEL RAIN</p> <p>[Timing]use as your impulse [Action]Attack [Function]Select any one area with communication line of friendly controlled or adjacent.</p> <p>Attack each enemy unit in that area with a 3 fire power without using any units as an action of a group durezza this impulse.</p> <p>(The attack by this card is treated as a special attack by one group non-using units)</p>	<p>STEEL RAIN</p> <p>[Timing]use as your impulse [Action]Attack [Function]Select any one area with communication line of friendly controlled or adjacent.</p> <p>Attack each enemy unit in that area with a 3 fire power without using any units as an action of a group durezza this impulse.</p> <p>(The attack by this card is treated as a special attack by one group non-using units)</p>	<p>MACHINE GUNS!</p> <p>[Timing]reaction May use when enemy group attack friendly unit or enter any area occupied friendly unit. [Function]May attack that enemy group by the group of friendly fresh unit in the area immediatery.</p> <p>The damage point by this attack is doubled and you may assign the damage at your option. All enemy unit is assigned the damage with the spent side even when it is on the way of action by the <i>Esprit de Corps</i> card. The firing units by this attack is not flipped over to spent side and remain as the fresh side. The firing group may attack other group durezza this impulse over and over again as long as satisfying the condition but</p>	<p>MACHINE GUNS!</p> <p>[Timing]reaction May use when enemy group attack friendly unit or enter any area occupied friendly unit. [Function]May attack that enemy group by the group of friendly fresh unit in the area immediatery.</p> <p>The damage point by this attack is doubled and you may assign the damage at your option. All enemy unit is assigned the damage with the spent side even when it is on the way of action by the <i>Esprit de Corps</i> card. The firing units by this attack is not flipped over to spent side and remain as the fresh side. The firing group may attack other group durezza this impulse over and over again as long as satisfying the condition but</p>
<p>RAIL ROAD</p> <p>[Timing]use as your impulse [Action]Movement [Function]Select any one group in an area of friendly controlled and not occupied enemy unit. Selected group may include up to 4 units then move to any an area with no limitation of moving length keeping fresh side as an action of a group durezza this impulse. This group may not enter an area of enemy controlled nor occupied enemy unit.</p>	<p>GE REINFORCEMENT</p> <p>[Timing]use as your impulse [Action]Event [Function]Draw 4 units from GE Reserve Box at randomly, and place into any one area on the map with spent side as following restriction. A. Friendly controlled B. Not occupied by any enemy unit C. May trace communication line to communication source of the nation.</p>	<p>AH REINFORCEMENT</p> <p>[Timing]use as your impulse [Action]Event [Function]Draw 4 units from AH Reserve Box at randomly, and place into any one area on the map with spent side as following restriction. A. Friendly controlled AH area B. Not occupied by any enemy unit C. May trace communication line to communication source of the nation.</p>	<p>TK REINFORCEMENT</p> <p>[Timing]use as your impulse [Action]Event [Function]Draw 4 units from TK Reserve Box at randomly, and place into any one area on the map with spent side as following restriction. A. Friendly controlled TK area B. Not occupied by any enemy unit C. May trace communication line to communication source of the nation.</p>

Strategic Cards

<p>LANDING OPERATION</p> <p>[Timing]use as your impulse [Action]Movement [Function]Select any one group executeing an action durezza this impulse. Selected group may include up to 2 units of UK or FR units then move to any area adjust to Ionian sea or Aegean sea.</p>	<p>AH EMPEROR EXIT</p> <p>[Timing]use as your impulse May use only after when RU REVOLUTION card is played or Turn7. [Action]Event [Function]All spent AH units with communication line may not turn back to fresh side automatically at the procedure of turn end.</p>	<p>IT ENTERS WAR</p> <p>[Timing]use as your impulse [Action]Event [Function]Italy enters war.</p>	<p>RO ENTERS WAR</p> <p>[Timing]use as your impulse [Action]Event [Function]Romania enters war.</p>
<p>WINTER OFFENSIVE</p> <p>[Timing]use as your impulse [Action]Event [Function]Select any two card from played Tactical card of this Turn then may back to hand cards.</p>	<p>SUMMER OFFENSIVE</p> <p>[Timing]use as your impulse [Action]Event [Function]Select any two card from played Tactical card of this Turn then may back to hand cards.</p>	<p>POISON GUS</p> <p>[Timing]use as your impulse [Action]Event [Function]Select any one area of friendly controlled or adjacent then apply one of following two result. A. Apply one damage against all units of selected area. B. Both player may not apply RECOVERY card against this area durezza this Turn from now.</p>	<p>MILITARY AID FOR RU</p> <p>[Timing]use as your impulse May use when GALLIPOLI is controlled by Allied. [Action]Event [Function]When GALLIPOLI is controlled by Allied, all spent RU units with communication line may turn back to fresh side automatically at the procedure of turn end from now.</p>

<p>RU REVOLUTION</p> <p>[Timing]use as your impulse May use only when two spaces of Warsaw or Minsk or SERVIA is controlled by CP player. [Action]Event [Function]RU REINFORCEMENT card may not play after now.</p>	<p>TREATY OF BREST-RITVSK</p> <p>[Timing]use as your impulse May use only after when RU REVOLUTION card is played. [Action]Event [Function]All RU units outside of Russian area is tlanferred to RU reserve BOX. All RU units may not enter CP controlled area and All CP unit may not enter RU area controlled by Allies after now.</p>	<p>TK ENTERS WAR</p> <p>[Timing]use as your impulse [Action]Event [Function]Turkey enters war.</p>	<p>BG ENTERS WAR</p> <p>[Timing]use as your impulse [Action]Event [Function]Bulgalia enters war.</p>
<p>FALKENHAYN OFFENSIVE</p> <p>[Timing]use as your impulse [Action]Event [Function]Select any two card from played Tactical card of this Turn then may back to hand cards.</p>	<p>HINDENBURGOFFENSIVE</p> <p>[Timing]use as your impulse [Action]Event [Function]Select any two card from played Tactical card of this Turn then may back to hand cards.</p>	<p>POISON GUS</p> <p>[Timing]use as your impulse [Action]Event [Function]Select any one area of friendly controlled or adjacent then apply one of following two result. A. Apply one damage against all units of selected area. B. Both player may not apply RECOVERY card against this area durezza this Turn from now.</p>	<p>POISON GUS</p> <p>[Timing]use as your impulse [Action]Event [Function]Select any one area of friendly controlled or adjacent then apply one of following two result. A. Apply one damage against all units of selected area. B. Both player may not apply RECOVERY card against this area durezza this Turn from now.</p>

For Allied

For Central Power

Eastern Front