

2/2 MOBILIZATION



VON FRANCOIS **CC**

A GE attack vs. RU units adds a +1 drm. May be used against spaces with RU and other nationalities.

GE: 1

2/2 MOBILIZATION

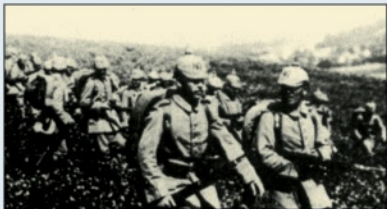


LANDWEHR*

CP player receives 2 extra RPs to immediately flip supplied reduced strength German units to their full strength side. They may not be spent to replace eliminated units. May not be played if Berlin is AP controlled or out of supply.

GE: 1

3/4 MOBILIZATION



RACE TO THE SEA*

CP units may now end movement in Ostend, Calais, and Amiens. Card may also be played as an event after CP WS is at 4 or higher.

AH: 1 GE: 2 TU: 1

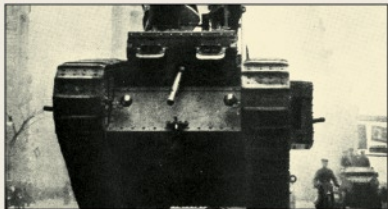
2/2**LIMITED WAR****LIMAN VON
SANDERS* CC**

A TU (SN unit does not count)
attack or defense adds a
+1 drm.

GE: 1

4/4

TOTAL WAR

**YANKS AND TANKS***

Allied player conducts
Operations using this card and
all Combats involving a US
unit during this Action Round
get a +2 drm.

A: 1 BR: 2 FR: 2 IT: 1 RU: 3