

**WWII: Barbarossa To Berlin Allied Card Manifest**

	Ops	Name	Prereq	Desc	Rep		
					BR	US	SU
1	4	Torch* (I)	US Build-Up. May not play after Sledgehammer	Beachheads: Allied/US K-L,S. [BR1A], 2xUS Corps.	2	2	4
2	4	Soviet Reinf*		Place Don, Stalingrad, Steppe, & Voronezh Fronts. Place 4x Armies ==> RB	2	2	4
3	2	Stavka		Cancels any Soviet Orders for this turn	1	1	2
4	4	Soviet Reinf*	Play 4 or more turns after Industrial Evacuation	Place 1st-6th Tank Armies ==> RB.	2	2	4
5	4	British Reinf*		Place Desert Army ==> Alexandria, Cairo, or Basra. Place 1 CW Corps ==> RB. Allows play of Br8A(21) on any following turn.	2	2	4
6	4	FDR Declares War*		Maybe played after Summer 41. US Enters the war. Allow play of US Build-Up.	2	2	4
7	5	Industrial Evacuation	May not be played if Moscow has ever been occupied by an Axis unit.	Also add 1 card to the Allied hand starting 8 turns later(?) Allow play of Soviet Tank Armies Reinf(4) 4 turns later.	2	3	5
8	2	Fortified Boxes		" +1 DRM" for Allied Units defending a desert space.	1	1	2
9	4	US Build-Up*	May play any turn after the turn of US Entry.	Allows play of Allied Invasions, US 8th Air Force, US Reinf, BR8A(21) on any following turns.	2	2	4
10	2	NKVD Boosts Morale		" +1 DRM" for defending Soviet Units.	1	1	2
11	3	Sorge*		May place move/combat marker on 2 Soviet spaces. Allow play of Siberians	1	2	3
12	3	Bomber Command	Prior to Fall 44 maybe played as an event in Allied action rounds 1-5 only.	Axis hand cap reduce by 2 for the next draw phase.	1	2	3
13	3	Siberians* (Su reinf)	Play after Sorge.	Place 1st-5th Shock Armies on the map as if they were LCUs	1	2	3
14	5	Lend-Lease*		Allow play of Su Mech Fronts (31,37,39) on any later turn.	2	3	5
15	3	Casablanca*	May play if Allies control Oran & Algiers or Syracuse, & there are no Axis controlled spaces in Libya or Egypt.	Treat all Neutral spaces as Allied for VP purposes.	1	2	3
16	5	Sledgehammer* (I)	Play after US Build-Up. May not play after Torch.	Beach head: Allied A-B,D. [Br1A], 2x US Corps.	2	3	5
17	2	Zhukov		" +1 DRM" for Su Offensive or Def fire.	1	1	2
18	2	T-34		" +1 DRM" for Su Offensive or Def fire w Mech unit.	1	1	2
19	3	Partizans*		Allow placement of Partizan markers in the Su, Greece, Albania, & Yugoslavia. May immediately play 1 Partizan marker.	1	2	3
20	2	Paradrop		" +1 DRM" for Offensive fire. Maybe used once per turn only.	1	1	2
21	4	British Reinf*	Play any turn following the turn US Build up is played. Desert Army (5) must be in play	Replace Desert Army (must be on map in full supply) w 8th Army. Remove Desert Army from play.	2	2	4
22	5	Operation Uranus*	May NOT play during Spring Thaw	" +1 DRM" for all Su attack this round.	2	3	5
23	4	Clearing the Scheldt*	May play if the Allies control Antwerp.	Allows Allied use of Antwerp supply	2	2	4
24	3	Soviet Reinf*		Place Brynsk, Kalinin, & Volkhov Fronts. Place 3x Armies ==> RB.	1	2	3
25	5	Enigma	May not be played if Allies control any space in Greater Germany. May not play during Spring Thaw.	The Axis player must show the Allied player his hand.	2	3	5
26	5	British Reinf*		Place 1st Canadian Army. Place 1 CW corps ==> RB.	2	3	5
27	2	Italy Defects*	May play after the Allies control at least spaces in Italy and/or Sicily.	Remove all IT units from the game. All spaces in Italy/Sicily not occupied by an Axis unit become Allied.	1	1	2
28	2	US 8th Air Force	Play after US Build-Up. Prior to play of F 51 Mustang maybe played as an event in Allied action rounds 1-5 only.	Axis hand size reduced by 2 for the next Draw Phase. If cancelled by FW-190 add 1VP.	1	1	2

29	3	Romania Defects*	May be played if the Su control at least space in Romania.	Remove all RO units from the game. All spaces in Romania not occupied by an Axis unit become Allied. Place 1 Su Army ==> RB. Allow play of Bulgaria Defects.	1	2	3
30	2	Bulgaria Defects*	Play after Romania Defects.	Remove all BU units from the game. All spaces in Bugaria not occupied by an Axis unit become Allied. Place 1 Su Army ==> RB.	1	1	2
31	4	Soviet Reinf*	Play after Lend-Lease. May not play during Spring Thaw.	Replace any 4 2-step 3-3-3 Fronts in Full Supply w the 1st-4th Ukranian Fronts. Replaced Fronts are removed from the game. OPS are expended after replacement.	2	2	4
32	5	IX Tac-Air	Play Spring/Summer only, after P-51 Mustang	"+1DRM" for all BR/US attacks this round.	2	3	5
33	5	Overlord* (I)	Play after US Build-Up. May not play before turn 13 or after Round-Up.	Beach Heads: BR & US, or 1 Allied Beaches: A-I. Br2A, US1A, place 1xBr Corps, 2xUS Corps==>RB	2	3	5
34	5	Husky* (I)	Play after US Build-Up.	Beach Heads: BR & US, or 1 Allied Beaches: N-S, U. [Br8A], [US7A], place 1xUS Corps==>RB	2	3	5
35	5	Bagration*	May not play during Spring Thaw.	"+1DRM" for all Su attacks & cancels all Axis No retreat options this round.	2	3	5
36	3	ASW Victory*		Cancels future play of Wolfpacks. Subtract 1 VP.	1	2	3
37	4	Soviet Reinf*	Play after Lend-Lease. May not play during Spring Thaw.	Replace any 3 2-step 3-3-3 Fronts in Full Supply w the 1st-3rd Baltic Fronts. Replaced Fronts are removed from the game. OPS are expended after replacement.	2	2	4
38	3	US Reinf*		Place US 15A. Place 1x US Corps==>RB	1	2	3
39	5	Soviet Reinf*	Play after Lend-Lease. May not play during Spring Thaw.	Replace any 3 2-step 3-3-3 Fronts in Full Supply w the 1st-3rd Belorussian Fronts. Replaced Fronts are removed from the game. OPS are expended after replacement.	2	3	5
40	3	US Reinf*		Place US 3A. Place 1x US Corps==>RB	1	2	3
41	3	US Reinf*		Place US 9A. Place 1x US Corps==>RB	1	2	3
42	3	Tito*	Need a Partisan marker in Yugoslavia	Place YPA LCU in any space in Yugoslavia w a Partisan marker & No Axis units.	1	2	3
43	3	Operation Strangle*	Play after P-51 Mustang	Axis units in France are in Limited Supply & No Axis SR in France thereafter.	1	2	3
44	2	Thunderclap*	Play after Yalta	Randomly discard 1 Axis card from current hand.	1	1	2
45	4	Avalanche* (I)	US Build-Up. May not play if US7A is on the map.	Beachheads: Allied N-S, U. [US5A], 1xBr Corps==>RB	2	2	4
46	3	Shingle* (I)	US Build-Up. May not play if US7A is on the map.	Beachheads: Allied K-U. [US5A], 1xBr Corps, 1xUS Corps.	1	2	3
47	2	The Big Three*	Play after Casablanca if there are no Axis controlled spaces in Africa, Syria, Persia, or Iraq.	Subtract 1 VP.	1	1	2
48	2	Bomb Plot*		Axis player must randomly discard 1 card from his current hand. Axis must now pay 1 VP per unit (not space) to ignore Hitler Orders.	1	1	2
49	2	Maquis*		Partisan marker may be placed in France, Holland, Belgium, Denmark, Norway, & Italy (After Italy Defects). May immediately play 1 Partisan marker.	1	1	2
50	4	Round-Up* (I)	US Build-Up. May not play after Overlord.	Beachheads: BR/US A-B, D-E. [BR2A], [US1A], 1xBr Corps & 2xUS Corps ==>RB	2	2	4
51	2	Yalta*	Play if Allied control all VP spaces in Su & 1 or more in Greater Germany.	Subtract 1 VP. Allow play of Thunderclap.	1	1	2
52	4	Anvil-Dragoon* (I)	US Build-Up. May not play after Round-Up or Overlord.	Beachheads: Allied J. [FF1A], [US7A], 1xUS Corps & 1xFF Corps ==>RB	2	2	4
53	4	P-51 Mustang*		Cancels future play of FW-190. Allow play of Operation Strangle & IX Tac-Air	2	2	4
54	2	Finland Withdraws*	If Su control Leningrad, Tallinn, & Riga in Full Supply.	Subtract 1 VP.	1	1	2
55	5	Patton		US3A may make a 2nd attack after completing a 1st attack. May advance a max of 2 spaces after 2nd combat.	2	3	5

**WWII: Barbarossa To Berlin Axis Card Manifest**

	Ops	Name	Prereq	Desc	Rep	
					Ge	Ax
1	5	Barbarossa*	Play on Turn 1 only. May not play if Von Paulus Pause has been played.	Axis places 5 Combat markers in any axis occupied spaces (include. Multi-nationality spaces). +1 DRM for all Ge attack vs. Su this round. Cancels Su Trench No Retreat option & Def 1R effect for entire turn.	4	2
2	4	Von Paulus Pause*	Play on Turn 1 only. May not play if Barbarossa has been played.	Axis places 5 Combat markers in any axis occupied spaces (include. Multi-nationality spaces). Cancels Su Trench No Retreat option this round. Axis must take 2x 1 OPS rounds on Turn 2. Cancels Winter 42 effects.	3	1
3	2	OKH Conference*		Allow play of Taifun w/o VP penalty.	2	0
4	4	Taifun*		Axis places 4 Combat markers in any axis occupied spaces (include. Multi-nationality spaces). +1DRM for all attack vs. Su this round. Allows Axis attack on Moscow. -1VP unless OKH Conference has been played.	3	1
5	4	Panzergruppe Guderian	May not be played after Hitler takes command. May not be played during Spring Thaw.	2nd PzA may make a 2nd attack this round after all combat have been completed. It may advance only 1 space after this 2nd combat.	3	1
6	4	Panzer Refit*	May not be played during Spring Thaw.	Flip any 3 reduced strength Pz units (Army or corps) to their unreduced sides. No space containing an affected Pz unit may be activated this round.	3	1
7	5	Hedgehogs*		Place 3x lv1 Trench markers in Full Supply spaces w Ge Armies in Su. All GE units in Su may use no retreat option this turn.	4	2
8	2	Hitler Declares War*	May play after Summer 41.	Add 1 VP. US Enters the war. Allow play of Allied US Build-Up card.	2	0
9	4	Hitler Takes Command		Allow play of Totaler Krieg, Fall Blau, Zitadelle, Wacht am Rhein events. Prevents play of PzG Guderian. +2DRM to the Axis Order rolls.	3	1
10	2	Desert Fox		"+1 DRM" for any Ge Pz unit(s) attacking into or defending in a desert space.	2	0
11	3	Italian Naval Sortie		Axis unit may trace full supply across SR lines to Tripoli/Tunis this turn. May place 1 combat or Move marker.	2	1
12	3	Nordlicht*	May not be played during Spring Thaw.	Axis units may attack Leningrad. Axis unit may only attack Leningrad this round.	2	1
13	3	Krim*		Cancels Su fort combat effects for 1 attack vs. Sevastopol.	2	1
14	5	Fall Blau*	May play after Hitler Takes Command.	Axis places 5 Combat markers in any axis occupied spaces (include. Multi-nationality spaces). +1DRM for all attack vs. Su this round. Allows Axis attack Stalingrad, Maikop, Armavir.	4	2
15	3	Wolfpacks	May not be played after ASW Victory.	Allied hand size reduced by 2 for the next draw phase.	2	1
16	5	Speer*	May not play after Totaler Krieg.	Allow play of 5th Pz & 6th SS Pz A & Final Production Surge event.	4	2
17	2	Banzai*	Play after Fall 41.	Allied player removes 2x CW corps from the map, RB, or Elim unit box, in that order.	2	0
18	2	Devil's Gardens*		Treat desert space as a mountain space for 1 defensive combat.	2	0
19	3	Luftwaffe Supply		Place Luftwaffe supply marker on any OOS axis units in 1 space. Units in that space are in limited supply this turn for defensive & attrition only.	2	1
20	2	Kammhuber Line	May not be played after Turn 14	Cancels effect of Bomber Command played this turn.	2	0
21	5	Herkules*	May not be played if Allied units are in Benghazi or Algiers.	Place an Axis control marker on Malta. May trace full supply by sea to Tripoli/Tunis.	4	2
22	4	German Rein*		Place PzAA at Tripoli. Remove 1 supplied Pz Corps in Libya/Egypt to RB.	3	1

23	4	Axis Satellites*	May play if Axis controls Kiev & Odessa in Supply.	IT8A ==> Odessa, HU 2A ==> Kiev.	3	1
24	3	German Reinf*		Place 1 PzC & 1 SS PzC ==> RB	2	1
25	4	Stuka	Maybe played in Summer/Fall 1941-43 only.	All Ge attack vs. Su get +1 DRM this round.	3	1
26	5	Totaler Krieg!*	Play after Hitler Takes Command.	If Axis VP 11+ add 20 VP. Axis may no longer win an Auto victory. Pz Rep limit increase to 3.	4	2
27	3	Fall Zitadelle*	Play after Hitler Takes Command.	Axis places 2 combat markers in any Axis occupied spaces. Su gets +2 DRM for def fire. Add 1VP if Ge PzA adv to capture any space in Su occupied by 2 or more LCU this round. Subtract 1VP if no such adv is made.	2	1
28	2	Skorzeny*	Play after Asche or Allies control Rome.	Add 1 VP.	2	0
29	2	FW-190	May not be played after P-51 Mustang.	Cancels effect of 8th Air Force played this turn. Add 1VP.	2	0
30	2	Kesselring		"+1 DRM" for def fire for Ge units in Italy/Scily.	2	0
31	4	Achse*	Play after Allies controls Messina or invade at beaches M, O, R, T.	German LCU may now operate in Italy/Sicily south of Bologna/La Spaza. Allows Skorzeny.	3	1
32	5	German Reinf*		Place [10thA] & [14thA]. Place 2x corps ==> RB.	4	2
33	5	German Reinf*		Place [15thA] & [19thA]. Place 2x corps ==> RB.	4	2
34	5	German Reinf*		Place 8thA. Place 1x corps ==> RB.	4	2
35	5	German Reinf*	Play after Speer	Place [5th PzA]. Place 1x Pz corps ==> RB.	4	2
36	5	German Reinf*	Play after Speer	Place 6th SS PzA. Place 1x SS Pz corps ==> RB.	4	2
37	4	German Reinf*		Place 1st FJ Army	3	1
38	3	Atlantic Wall*		Place a Ivl-1 Atlantic Wall trench in any 2 spaces connected to Beaches A-I.	2	1
39	5	East Wall*		Place 3x Ivl-1 trenches in any spaces in Su containing a Ge Army in Full Supply.	4	2
40	3	Anti-Partisan Sweep		Remove 2x partisan markers	2	1
41	3	Panther		"+1 DRM" off or Def fire w Ge Pz units.	2	1
42	3	Tiger		"+1 DRM" Def fire w Ge Pz units.	2	1
43	3	Panzerfaust*		1 attacking Su mech unit takes a step loss before resolving combat.	2	1
44	2	Volkssturm*		"+1 DRM" Def fire in any space in Greater Germany.	2	0
45	4	Vergeltungswaffe*		Add 1 VP.	3	1
46	3	Manstein*		Cancels any Axis orders this turn.	2	1
47	2	Model		"+1 DRM" Def fire any Ge unit.	2	0
48	2	Heinrici		"+1 DRM" Def fire any Ge unit vs. Su attackers.	2	0
49	2	Weichs*		"+1 DRM" Off fire any Ge unit vs. Su units.	2	0
50	4	Foreign Armies East*	May not be played during Spring Thaw.	Allied player must reveal any of cards 2-4,13,17,24,31,37,39. in his hand. At end of turn he must reveal any unplayed cards.	3	1
51	2	Anti-Partisan Sweep		Remove 2x partisan markers	2	0
52	4	Final Production Surge*	Play after Speer & before Turn 15.	Flip any 3 reduced strength Pz Armies to their unreduced sides. Axis gets an automatic 7 card hand next turn. Beginning next turn, elim Pz units may not be rebuild.	3	1
53	4	Wacht Am Rhein*	Play in Fall/Winter turn after Hitler Takes Command.	Axis places 4 Combat markers in any axis occupied spaces (include. Multi-nationality spaces). Any attacks by 5th PzA & 6th SS PzA get +2 DRM vs. Non Su units.	3	1
54	2	The Bunker*	May not be player after National Redoubt	Place a Ivl-1 Trench on Berlin	2	0
55	3	National Redoubt*	May not be played after the Bunker	Place the National Redoubt supply marker in Munich. It now counts as a normal Axis Supply Center for ALL purposes.	2	1