

WORLD OF TANKS: THE CARD GAME

FIRST STRIKE - CARD LIST

RARITY



STANDARD BASE



COMMON



UNCOMMON



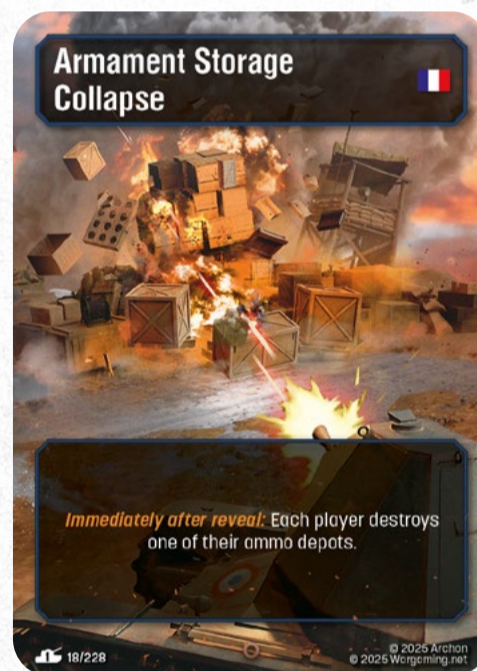
RARE



LEGENDARY



PREMIUM



T3 HMC 



2 2

1 **After Attack:** You may **Reposition** this vehicle into an empty position.

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SDP 40 Zadymka 



2 2

1 **Each player cannot deploy their vehicles from anywhere other than their hands.**

1 **After any vehicle Repositions,** deal 1 damage to it.

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Type 5 Ke-Ho 





1 2

Blitz (May attack immediately after it is deployed.)

2 **Until the end of your opponent's next turn,** your vehicles cannot take damage.

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Char Futur 4 



2 3

Thick Armor Triple Shot (3)

1 **Look at the top two cards of your deck.** Put any number of them on the bottom of your deck and the rest back on top.

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S35 CA 



3 2

When Destroyed: You may pay one ammo. If you do, place this vehicle on top of your deck instead of in the junkyard.

1 **Draw a card, then discard a card from your hand.**

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Progetto M40 mod. 65 



2 3

Blitz Explosive Ammo
When destroyed: The opponent draws a card and gains one ammo token.

1 **Choose up to one of your vehicles with 0 baseline firepower and attack with it.** Do not unsupply the chosen vehicle.


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Emergency Ammunition Supply 



Immediately after reveal: Gain X ammo tokens, where X is the VP difference during scoring (to a max of 4).

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Do or Die 



Until the end of the game: At the start of each round, choose one effect that hasn't been chosen yet:

1. Draw a card and gain one ammo token.
2. Destroy an enemy vehicle.
3. You lose the game.

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SU-152 



3 2

When Destroyed: If this vehicle has no VP tokens, you may return it to the battlefield with one VP token.

0 **Destroy one of your vehicles.** Then, choose a vehicle and give it VP tokens equal to the firepower of the destroyed vehicle.

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D1 



1 1

This vehicle does not receive damage from Tank Destroyers.

3 **Your opponent chooses one of your supplied vehicles.** Unsupply it.

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IS-2 



2 4

Explosive Ammo (If the target already has a damage token when you attack it, you may destroy that target.)

1 **Deal 1 damage to any of your vehicles.**
During Scoring: +3 VP

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Carro d'assalto P.88 



2 4

Thick Armor (Takes 1 less damage from attacks by Light Tanks.)

1 **Each player discards a random card from their hand.**

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Manticore 



2 1

Before Scoring: Deal up to 1 damage to any vehicle.

1 **If you have no cards in your hand,** draw a card.

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60TP Lewandowskiego 



3 5

After this vehicle Repositions, you may attack with it. Its Attack cost is reduced to 1 for this attack.

1 **You may Reposition two of your vehicles,** each into an empty position.

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WZ-131 




1 2

When Destroyed: Your opponent gains one ammo token.

4 **Return one of your vehicles from the battlefield to the top of your deck.**

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Iron Rebirth 



Immediately after reveal: You may return one card from your junkyard to the battlefield and attach it as a crew.

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Unbreakable Spirit 



Until the end of the game: Whenever one of your vehicles other than a Light Tank or Tank Destroyer is destroyed, choose up to one of your vehicles and give it one VP token.

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Kolohousenka 



1 1

3 ⚡ Your opponent deals 2 damage to any vehicle.

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Ho-Ri 2 



3 1

When Destroyed: Deal 2 damage to one of your vehicles.

1 ⚡ *During Scoring:* +3 VP if you have four or more Tank Destroyers on the battlefield.

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Type 4 Chi-To 



2 3

∞ You cannot attach crew to this vehicle.

3 ⚡ Choose up to one ammo depot. Supply it.

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T-26G FT 



2 2

During Scoring: +3 VP if you have a vehicle in each of your positions on the battlefield.

0 ⚡ Return any of your vehicles to its owner's hand. The opponent gains one ammo token.

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WZ-131G FT 



4 4

After Attack: If this vehicle destroyed an enemy vehicle, gain one ammo token.

1 ⚡ Deal 2 damage to all enemy vehicles on the battlefield. Then deal 4 damage to all of your vehicles.

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All-in-One Solution 



At the start of the next round: Gain one ammo token, give up to one VP token to any of your vehicles, and draw a card. Deal 2 damage to one of your vehicles.

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AMX 13 F3 AM 



2 2

When Deployed: Deal 1 damage to any vehicle.

2 ⚡ Shuffle up to two cards from your hand into your deck, then draw the same number of cards.

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SU-18 



1 1

Double Shot (1) (Pay the Double Shot value to attack a second time.)

2 ⚡ You may **Reposition** this vehicle into an empty position.

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Pz.Kpfw. II Luchs 



1 1

3 ⚡ Choose one of your vehicles and deal 2 damage to it.

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Semovente M41 



2 1

After Attack: Deal 1 damage to each enemy vehicle adjacent to the attack target.

2 ⚡ *When Destroyed:* The opponent gains two ammo tokens. ⚡ Choose an enemy vehicle. Unsupply it.

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Lago 



1 2

∞ When the opponent discards cards from their deck, give any of your vehicles one VP token.

1 ⚡ Each player draws a card.

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TVP VTU Koncept 



2 3

Blitz Explosive Ammo

0 ⚡ Draw two cards. Then the opponent chooses one of your face-down bases and flips it face up.

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Strv 103B 



5 3

∞ This vehicle cannot be the target of an attack from the directly opposite position.

0 ⚡ You may discard a card from your hand. If you do, your opponent discards the top two cards of their deck.

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Risky Firestorm 



Until the end of the next round: When any vehicle deals 3 or more damage from a single attack, they must also deal 1 damage to one adjacent vehicle if able.

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60TP Lewandowskiego 



3 5

∞ After this vehicle **Repositions**, you may attack with it. Its Attack cost is reduced to 1 for this attack.

1 ⚡ You may **Reposition** two of your vehicles, each into an empty position.

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ST vz. 39  



2  3

∞ When this vehicle attacks, the opponent chooses the attack target.

 **2** *During Scoring:* +4 VP if this crew is your only crew on the battlefield and you have exactly two cards in hand.

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P26/40  



2  1

∞ For each of your attached crew on the battlefield, this vehicle has +1 hit points.

 **2** ∞ This vehicle cannot take damage from any source other than the attack of an enemy vehicle.

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O-Ni  





3  5

∞ When an enemy vehicle deals damage to this vehicle with an attack, the attacking enemy vehicle gains one VP token.



 **1** ⚡ Draw a card for each of your vehicles with three or more VP tokens.

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Module Mastery 



Until the end of the next round: Each of your vehicles with an attached crew has +1 hit point. If there are eight or more crews on the battlefield, all your vehicles also have +1 firepower.

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T-70  



1  2

During Scoring: If all of the opponent's bases are face-down: +2 VP.

 **2** You may only play this card as a crew if two of your bases are face-up. ⚡ Gain two ammo tokens.

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WZ-131G FT  



4  4

After Attack: If this vehicle destroyed an enemy vehicle, gain one ammo token.

 **1** ⚡ Deal 2 damage to all enemy vehicles on the battlefield. Then deal 4 damage to all of your vehicles.

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L6/40  



0  1

∞ When this vehicle attacks a Tank Destroyer, it has +2 firepower.

 **4** ⚡ The opponent may destroy up to one of your other crew.

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TNH 105/1000  



3  4

After Attack: Until the end of your opponent's next turn, this vehicle cannot be the target of attacks.

 **0** ⚡ **Repair (1)** this vehicle and gain one ammo token.

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Strv 74  



2  3

∞ Cards of each player cannot leave the junkyard.

 **1** ⚡ Gain one ammo token. Choose up to one of your vehicles and give it one VP token.

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TVP VTU Koncept  



2  3

Blitz
Explosive Ammo

 **0** ⚡ Draw two cards. Then the opponent chooses one of your face-down bases and flips it face-up.

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Pudel  



2  3

∞ After you construct an ammo depot, gain one ammo token.

 **2** *When Destroyed:* Draw a card.

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P26/40  



2  1

∞ For each of your attached crew on the battlefield, this vehicle has +1 hit points.

 **2** ∞ This vehicle cannot take damage from any source other than the attack of an enemy vehicle.

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O-Ni  





3  5

∞ When an enemy vehicle deals damage to this vehicle with an attack, the attacking enemy vehicle gains one VP token.



 **1** ⚡ Draw a card for each of your vehicles with three or more VP tokens.

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Penetrating Strike  



Until the end of the game: If one of your vehicles deals more damage with its attack than is required to destroy an enemy vehicle, immediately deal the excess damage to an enemy vehicle adjacent to the target.

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Strv fm/21  



1  2

After Attack: The opponent discards the top three cards from their deck.

 **3** ∞ When the opponent pays an attack cost with at least one ammo depot, that opponent discards the top card of their deck.

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Type T-34  



1  2

Blitz (May attack immediately after it is deployed.)

 **2** *After Attack:* You may destroy this crew. If you do, supply all your ammo depots.

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MORE TO BE REVEALED SOON...

