

WORLD OF TANKS: THE CARD GAME

TWINFIRE - CARD LIST

RARITY



STANDARD BASE



COMMON



UNCOMMON



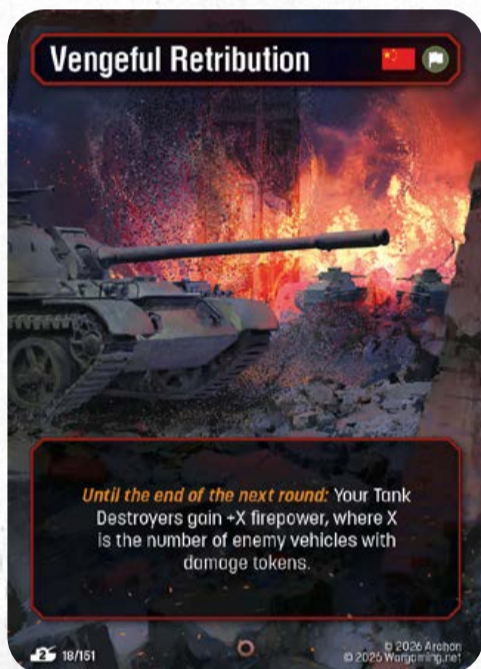
RARE



LEGENDARY



PREMIUM



WZ-111-1G FT 



5  2

1  **After Attack:** If this vehicle destroyed an enemy vehicle, **Repair (1)** this vehicle.

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WZ-120 



2  3

1  **Repair (X)** this vehicle, where X is the number of types of vehicles you have on the battlefield.

During Scoring: +3 VP if you have every type of vehicle on the battlefield (Tank Destroyer, Light Tank, Medium Tank, Heavy Tank, and SPG).

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BZ-68 



3  2

1  **Reposition** this vehicle to an empty position when you deploy a type of vehicle that you do not yet have on the battlefield.

∞ +1 hit point for every type of vehicle you have on the battlefield.

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BZ-68 



3  2

1  You may **Reposition** this vehicle to an empty position when you deploy a type of vehicle that you do not yet have on the battlefield.

∞ +1 hit point for every type of vehicle you have on the battlefield.

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Intelligence Intercept 




Immediately after reveal: Reveal the top card of the opponent's deck. Deal up to 2 damage to a vehicle of the same type as the card revealed.

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Vz. 71 Tesák 



1  1

2  Remove one of the opponent's ammo tokens.

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LPT-67 Šelma 



2  1

1  Draw a card. Then, the opponent must distribute three VP tokens among their vehicles (*one per vehicle*), if possible.

When Deployed: **Reposition** this vehicle to an empty position. If you cannot, destroy one of your vehicles instead.

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Konštrukta T-34/100 



2  2

1  **Before Scoring:** Reveal the top card of your deck. If its vehicle type is the same as this one, give this vehicle one VP token.

During Scoring: If you have more bases face-up than the opponent, this vehicle has +2 VP.

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TNH 105/1000 





2  4

1  Remove one of the enemy vehicles without a crew from the battlefield. Then the opponent deploys it to the battlefield.

∞ When this vehicle attacks a Light or Medium Tank, it has +2 firepower.

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Tactical Inspection 



At the start of each round: Reveal the top card of your deck. You may **Repair (X)** a vehicle, where X is equal to the VP value of the card revealed.

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Vz. 64 Blesk 



1  1

1  Attack with this vehicle. For this attack, the attack cost is increased by 1.

∞ You may attack with this vehicle after one of your vehicles attacks.

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LT vz. 38 



1  1

2  **At the start of each round:** Each player discards a random card from their hand.

∞ This vehicle cannot attack the same target twice during a single turn.

Double Shot (1)

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TNH T Vz. 51 



4  4

1  Look at the top card of any player's deck.

When Destroyed: The opponent draws a card.

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SDT-58 Vlkodav 



2  3

2  Reveal a random card from the opponent's hand. If its vehicle type is the same as this one, discard the revealed card.

Double Shot (1)

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SZDV Vz. 50 



6  2

1  Remove all tokens from your vehicles and destroy all of their crews. Then take all of your vehicles from the battlefield and randomly deploy them to empty positions.

∞ When this vehicle destroys an enemy vehicle, give one VP to an adjacent vehicle.

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SDT-58 Vlkodav 



2  3

2  Reveal a random card from your opponent's hand. If its vehicle type is the same as this one, discard the revealed card.

Double Shot (1)

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SZDV Vz. 50 



6  2

∞ When this vehicle destroys an enemy vehicle, give one VP to an adjacent vehicle.

1  Remove all tokens from your vehicles and destroy all of their crews. Then take all of your vehicles from the battlefield and randomly deploy them to empty positions.

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Ammunition Scavenge 



Immediately after reveal: You may destroy one of your vehicles. If you do, gain the number of ammo tokens equal to the vehicle's attack cost.

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Tactical Retreat 



At the start of the next round: Starting with the opponent, each player chooses one of their vehicles and returns it to their hand. For every crew destroyed this way, you gain one ammo token.

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AMX 13 90 



1  1

After Attack: You may return this vehicle to your hand.

3  The opponent gains one ammo token.

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FCM 36 




0  2

∞ +1 firepower for each FCM 36 on the battlefield.

1  Shuffle an FCM 36 from your junkyard into your deck.

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Bat.-Châtillon 25 t 



3  3

When Deployed: Unsupply this vehicle.

2  Unsupply one of your vehicles and Repair (2) that vehicle.

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BDR G1 B 



4  3

Thick Armor

1  You may Reposition this vehicle to an empty position.

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AMX AC mle. 46 



2  2

Triple Shot (3)

1  ∞ This vehicle takes 1 less damage from attacks by the vehicle positioned directly opposite.

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AMX ELC bis 



1  1

∞ This vehicle ignores Thick Armor.

3  ∞ -1 hit point.

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AMX 30 1er prototype 



3  1

After Attack: You may Reposition this vehicle to an empty position.

2  Return this vehicle to your hand.

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AMX 50 100 



3  3

∞ When you use Double Shot (X) or Triple Shot (X), this vehicle gains one VP token.

1  Destroy one of your vehicles on the battlefield. Then, gain the number of ammo tokens equal to the number of VP tokens on that vehicle.

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ARL V39 



2  2

∞ Instead of dealing damage during this vehicle's attack, you may destroy the crew of the attacked vehicle.

1  ∞ This vehicle can attack like Medium Tanks (can attack either the position directly opposite its own or one of the two positions adjacent to that one).

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Lorraine 155 mle. 50 




1  1

After Attack: Deal 1 damage to one enemy vehicle farthest from this vehicle's position.


1  You may shuffle one random card from your hand into your deck to draw one card.

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Enhanced Combat Protocols 




Until the end of the next round: The value of every Double Shot (X), Triple Shot (X), and Repair (X) is reduced by 1.

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AMX 40 



1  2

When Deployed: Repair (1) any vehicle.

2  When Destroyed: You may pay one ammo to shuffle this vehicle into your deck instead of placing it in the junkyard.

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AS-XX 40 t 



1  2

Blitz
After Attack: You may pay one ammo token to supply this vehicle.

1  ∞ +1 attack cost for the enemy vehicle positioned directly opposite.

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ARL 44

4 3

∞ This vehicle cannot attack unless it is your only supplied vehicle.

1 ∞ The enemy vehicle positioned directly opposite must attack like a Tank Destroyer (can only attack the enemy position directly opposite its own).

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Somua S35

2 3

When Deployed: You may **Reposition** a vehicle to an empty position.

1 ∞ This vehicle does not take damage from enemy vehicle attacks.
Before Scoring: Destroy this crew.

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Somua S35

2 3

When Deployed: You may **Reposition** a vehicle to an empty position.

1 ∞ This vehicle does not take damage from enemy vehicle attacks.
Before Scoring: Destroy this crew.

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Supply Chain Sabotage

At the start of each round: You may unsupply your ammo depot. If you do, gain one ammo token.

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Post-Blitz Reclamation

Until the end of the game: When a vehicle with **Blitz** is added to your junkyard, you may **Repair (1)** one of your vehicles.

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Pz.Kpfw. 35 (t)

1 1

After Attack: Remove one of the opponent's ammo tokens.

1 ⚡ **Repair (1)** this vehicle.

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Pz.Kpfw. III Ausf. E

1 1

Blitz (May attack immediately after it is deployed.)

0 ⚡ You may destroy one of your ammo depots to deal 2 damage to an enemy vehicle.

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Spähpanzer Ru 251

0 1

∞ This vehicle gains +2 firepower when it attacks an enemy vehicle that has a crew attached.

1 ⚡ Each player removes one of their ammo tokens.

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VK 30.01 (D)

2 3

After Attack: Unsupply one enemy ammo depot.

1 ⚡ Each player unsupplies one of their ammo depots.

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Pz.Sfl. IVc

2 1

3 ⚡ Discard a card from your hand or destroy this vehicle.

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Wespe

1 1

After Attack: Remove all of your ammo tokens.

2 ⚡ Remove one of the opponent's ammo tokens.

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Counter-Deployment

Until the end of the game: When the opponent plays a vehicle directly opposite to your unsupplied vehicle, you may supply it.

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Spähpanzer SP I C

2 1

1 ∞ +1 firepower.

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VK 30.02 (M)

2 3

Explosive Ammo
Thick Armor

0 Can only be attached to a vehicle with 1 baseline VP.
∞ +2 firepower.

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Durchbruchswagen 2

3 3

After Attack: The opponent discards a card from their hand at random.

1 When Destroyed: Steal one ammo token.

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Marder II

2 2

Blitz (May attack immediately after it is deployed.)

1 ⚡ Each player gains two ammo tokens.

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Panther 



1  3

After Attack: The opponent may **Reposition** the attacked vehicle to an empty position. If the vehicle does not **Reposition**, it takes 2 damage.

1  When your vehicle with **Blitz** attacks, you may deal 1 additional damage to the target. If you do, deal 1 damage to this vehicle.

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Panther mit 8,8 cm L/71 



2  3

∞ When the opponent discards from their hand, you may supply one of your ammo depots.

2  ⚡ Steal one ammo token.

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Tiger II 



3  4

Thick Armor
When Destroyed: The opponent draws a card.

1  ⚡ Each player gains one ammo token for every unsupplied ammo depot they have.

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Ferdinand 



6  3

∞ If this vehicle destroys an enemy vehicle, **Repair (I)** one of your vehicles.

1  ⚡ Choose two vehicles positioned directly opposite. Deal 3 damage to each of them.

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Panther mit 8,8 cm L/71 



2  3

∞ When the opponent discards from their hand, you may supply one of your ammo depots.

2  ⚡ Steal one ammo token.

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Ferdinand 





6  3

∞ If this vehicle destroys an enemy vehicle, **Repair (I)** one of your vehicles.


1  ⚡ Choose two vehicles positioned directly opposite. Deal 3 damage to each of them.


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Logistical Trade-off 




At the start of each round: You may discard one card from your hand to gain two ammo tokens.

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Operational Readiness 



Until another of your bases is revealed: Unless the opponent has at least three vehicles on the battlefield, they cannot attach crews.

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M15/42 



1  1

After Attack: The opponent may **Reposition** the attacked vehicle to an empty position.

3  ⚡ Discard the top two cards of your deck.

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Progetto CC55 mod. 54 





2  4


∞ When this vehicle takes damage, supply it.

0  ∞ +1 firepower and attack cost for each crew you have.


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Progetto C50 mod. 66 



2  4

Blitz
∞ After you „Open fire,” supply this vehicle.

1  ⚡ You may pay one ammo. If you do, the opponent discards the top card of their deck.

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SMV CC-67 



3  2

∞ If this vehicle has a crew, it has **Explosive Ammo**.

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

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P.43 



0  2

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

2  ∞ This vehicle has **Explosive Ammo**.

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Prototipo Standard B 



2  2

During Scoring: For each crew you have, this vehicle has +1 VP.

0  **Before Scoring:** Remove all VP tokens from a vehicle.

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Semovente M43 Bassotto 



4  1

∞ When you attach a crew to this vehicle, you may **Reposition** this vehicle by swapping it with any of your other vehicles.

2  ⚡ Gain two ammo tokens and deal 1 damage to this vehicle.

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Controcarro 1 Mk. 2 



4  3

After Attack: You may put a random card from your junkyard on top of your deck.

1  ⚡ For every two crews you have, deal 1 damage to a vehicle.

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Mars 



2  3

After Attack: You may deal 1 damage to this vehicle to **Reposition** it to an empty position.

1  At the start of their every turn, each player may pay one ammo. If they do not, during that turn, they can only „Open fire“ or „Pass“.

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Mars 



2  3

After Attack: You may deal 1 damage to this vehicle to **Reposition** it to an empty position.

1  At the start of their every turn, each player may pay one ammo. If they do not, during that turn, they can only „Open fire“ or „Pass“.

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Leading the Charge 



At the start of each round: If you are the first player, gain one ammo token.

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STA-1 



3  3

 When the opponent pays the attack cost with an ammo depot, this vehicle takes 1 damage.

2  Shuffle a random card from any junkyard into its owner's deck.

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O-I Experimental 



2  4

Double Shot (2) (Pay the Double Shot value to attack a second time.)

1  You may **Reposition** any other of your vehicles into an empty position.

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Type 57 



3  4

Double Shot (1)
 Deal 1 damage to this vehicle when it uses its **Double Shot (X)**.

1  Deal 1 damage to this vehicle, then give it one VP token and gain one ammo token.

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Type 3 Ho-Ni III 



2  1

After Attack: If the target was not destroyed by the attack, deal 2 damage to an enemy vehicle adjacent to the target.

1  You may **Reposition** this vehicle to an empty position.

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Fixed Artillery Position 



Until the end of the game: Enemy vehicles with damage tokens can only attack enemy positions directly opposite their own (just like Tank Destroyers).

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Type 98 Ke-Ni 



2  1

1  Discard a card from your hand, then draw a card.

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Type 4 Heavy 



3  5

 This vehicle cannot attack unless it has a crew attached. The crew attached to this vehicle provides no effect or VP.

0  The crew positioned directly opposite provides no effect or VP.

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Ho-Ri 1 



4  2

 When you supply this vehicle, you may also supply another one of your vehicles.

1  You may supply one ammo depot.

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Type 97 Te-Ke 



2  1

After Attack: **Repair (2)** the attacked enemy vehicle.

2  **Before Scoring:** Gain two ammo tokens.

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Ho-Ri 3 



0  3

Blitz
After Attack: Deal the attacked vehicle the amount of damage to leave it with one hit point.

2  **After Attack:** Gain one VP token. If the target of the attack was not destroyed, gain two ammo tokens instead.

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Type 97 Te-Ke 



2  1

After Attack: **Repair (2)** the attacked enemy vehicle.

2  **Before Scoring:** Gain two ammo tokens.

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Ho-Ri 3 



0  3

Blitz
After Attack: Deal the attacked vehicle the amount of damage to leave it with one hit point.

2  **After Attack:** Gain one VP token. If the target of the attack was not destroyed, gain two ammo tokens instead.

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Aggressive Flanking Maneuver 



Until the end of the game: When your vehicle **Repositions**, it may attack. The cost of the attack is increased by 1.

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Specialized Orders  



Immediately after reveal: Resolve the ⚡ effect of an attached crew.

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14TP  



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

2 ⚡ You may **Reposition** this vehicle by swapping it with any of your other vehicles.

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CS-44  



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

0 ⚡ You may remove one VP token from any of your vehicles. If you do, **Repair (2)** that vehicle.

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45TP Habicha  



After Attack: Gain one ammo token.

0 ⚡ **Repair (2)** this vehicle.

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SDP 57 Gowika  



∞ This vehicle gains two VP tokens when it destroys an enemy SPG.

1 ⚡ You may pay one ammo to unsupply one enemy SPG.

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SDP 60 Gonkiewicza  



∞ When this vehicle attacks, you may pay one ammo token to gain +1 firepower.

2 ⚡ Shuffle up to two random cards from your junkyard into your deck.

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25TP KSUST II  



After Attack: Destroy this vehicle.

2 ⚡ Destroy one of your vehicles. Gain two ammo tokens.

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CS-59  



∞ When this card leaves your junkyard, gain one ammo token.

1 ⚡ Deal 1 damage to an adjacent vehicle and give it two VP tokens.

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50TP Tyszkiewicza  



When Destroyed: Destroy the enemy vehicle positioned directly opposite.

1 ⚡ If no enemy vehicle is positioned directly opposite, you may **Reposition** one enemy vehicle to that position.

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Hurricane  



∞ When you **Reposition** this vehicle, give it one VP token. For each VP token on this vehicle, its attack cost is reduced by 1.

0 ∞ When you deploy a vehicle, the vehicle with this crew gains one VP token.

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Hurricane  



∞ When you **Reposition** this vehicle, give it one VP token. For each VP token on this vehicle, its attack cost is reduced by 1.

0 ∞ When you deploy a vehicle, the vehicle with this crew gains one VP token.

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Rummaging through the Scrapyard  



Immediately after reveal: Each player shuffles one random card from their junkyard into their deck. Then each player discards three cards from the top of their deck.

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UDES 14 Alt 5  



When Destroyed: The opponent gains one ammo token.

1 ⚡ The opponent may gain two ammo tokens. If they do, draw a card.

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Strv 103-0  



∞ +2 firepower for each VP token on this vehicle.

1 ∞ Every round, the opponent's first attack deals 1 less damage.

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Ikv 90 Typ B  



∞ When it receives any damage, unsupply this vehicle.

1 Can only be attached if the opponent has no more than two cards in their hand. ⚡ The opponent discards a card from their hand.

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UDES 03  



After Attack: Deal damage to the attacked vehicle equal to the damage it already has.

0 **During Scoring:** -1 VP for each damage token on this vehicle.

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Strv m/40L  



2  1

After Attack: Discard a random card from your hand.

 3 Can only be attached to a supplied vehicle.
⚡ Unsupply this vehicle.

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Emil II  



4  4

∞ When this vehicle gains any VP tokens, deal 1 damage to it.

 1 ⚡ Place up to two VP tokens on this vehicle. Then deal 1 damage to it.

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Ikv 72  



3  1

∞ This vehicle has a +X attack cost, where X is the number of enemy vehicles with damage tokens.

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

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Strv m/42  



2  3

When Deployed: If the opponent has at least two more cards in their hand than you do, draw a card.

 1 ∞ At the start of the round, you may return one of your vehicles to your hand.

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UDES 16  



2  4

Before Scoring: Repair (3) this vehicle.

 1 ⚡ The opponent may pay two ammo. If they do not, this vehicle gains two VP tokens.

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Mercenary Contract  



You may only use this card if your entire deck does not have any main faction vehicles.
At the start of the next round: You may return one of your vehicles and its attached crew from the battlefield to your hand.

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UDES 16  



2  4

Before Scoring: Repair (3) this vehicle.

 1 ⚡ The opponent may pay two ammo. If they do not, this vehicle gains two VP tokens.

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Overstocked Depot  



Until the end of the next round: When you unsupply your ammo depot to pay for a vehicle attack, you may destroy the ammo depot to gain two ammo instead of one.

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On-Board Loader  



Immediately after reveal: You may flip one of your ammo depots and attach it as a crew. If that crew has an ⚡ effect, resolve it twice.

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M2  



1  1

When Destroyed: Gain one ammo token.

 3 **Before Scoring:** The opponent Repairs (2) each of their vehicles.

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LHMTV  



1  1

After Attack: You may **Reposition** one adjacent vehicle to an empty position.

 1 ⚡ Choose up to two of your vehicles, and **Repair (1)** each of them.

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Vickers Medium Mk. II  



1  2

Before Scoring: Repair (1) one of your vehicles.

 2 ⚡ Deal 1 damage to this vehicle, then gain one ammo token.

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FV229 Contender  



3  5

∞ The value of the **Repair (X)** keyword for this vehicle is increased by 1.

 0 ⚡ Gain two ammo tokens. The opponent gains one ammo token.

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Crusader 5.5-in. SP  



2  2

∞ This vehicle can attack only those enemy vehicles that are the closest to its position.

 1 **When Destroyed:** Deal 1 damage to a vehicle.

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Battlefield Repair Crew  



Until the end of the next round: When your vehicle receives damage and survives, immediately **Repair (1)** that vehicle.

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Covenanter  



2  2

∞ This vehicle has a -X attack cost, where X is the number of enemy vehicles with damage tokens.

 1 **After Attack:** Repair (1) a vehicle.

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Cromwell  



2  3

When Deployed: You may pay up to three ammo tokens. For each ammo token spent, this vehicle gains one VP token.

 ∞ When this vehicle takes damage from an attack, deal 1 damage to the attacking vehicle.

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Centurion Mk. I  



2  3

Each player can place the top card of their deck as a supplied ammo depot.

 ⚡ Each player can place the top card of their deck as a supplied ammo depot.

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FV224 Chopper  



4  4

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

 ⚡ Unsupply up to two of your ammo depots to gain that many ammo tokens.

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Charioteer  



4  3

∞ This vehicle can attack only if there is a damage token on it.

 ⚡ If this vehicle is damaged, it has +1 firepower.

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Cruiser Mk. III  



1  1

∞ +1 firepower, +1 hit point, +1 VP, and +1 attack cost for as long as this vehicle has a crew attached.

 ⚡ The first player gains one ammo token and chooses up to one of their vehicles to give it one VP token. The second player draws a card.

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Sherman III  



2  3

∞ After you „Open fire“, you can still play a card as an ammo depot.

 ⚡ The opponent may discard the top two cards of their deck. If they do not, gain two ammo tokens.

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FV230 Canopener  



2  4

Double Shot (0)
∞ If this vehicle is damaged, it has **Explosive Ammo**.

 ∞ Gain one ammo token. If this vehicle has a damage token, gain two ammo tokens instead.

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Tortoise  



5  3

∞ Takes 1 less damage from all attacks.

 **Before Scoring: Repair (2)** this vehicle.

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Sherman III  



2  3

∞ After you „Open fire“, you can still play a card as an ammo depot.

 ⚡ The opponent may discard the top two cards of their deck. If they do not, gain 2 ammo tokens.

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Collateral Damage  



Immediately after reveal: You may deal one damage to up to two vehicles and give them each one VP token.

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Forward Supply Depot  



Until the end of the next round: When a vehicle gains any VP tokens, supply it.

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T71 DA  



1  1

Double Shot (3)
∞ The value of this vehicle's Double Shot is reduced by 1 for every VP token this vehicle has (to a minimum of 0).

 ⚡ You may give one of your vehicles a VP token.

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T20  



3  2

After Attack: Discard the top card of your deck.

 ⚡ This vehicle gains two VP tokens. The opponent gains one ammo token.

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T29  



3  4

Before Scoring: You may attack with this vehicle, even if it is unsupplied.

 **When Destroyed:** Discard the top card of your deck. Deal 3 damage to the vehicle positioned directly opposite.

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

M6  





4  4

 ⚡ You may unsupply one of your ammo depots. If you do, this vehicle gains two VP tokens.


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T18 HMC  



1  1

When Destroyed: Gain one ammo token.

 ⚡ Supply this vehicle.

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M2 Light  



1  2

∞ When this vehicle gains a third VP token, draw a card.

 You may **Reposition** this vehicle by swapping it with another of your vehicles that has a VP token.

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M2 Medium Tank  






2  2

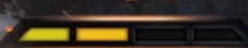
Blitz (May attack immediately after it is deployed.)

 Discard the top three cards of your deck. Then, if your deck is empty, deal 3 damage to any vehicle.


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XM69 Hacker  



2  3

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

 **Repair (2)** this vehicle. ∞ This vehicle has **Thick Armor**.

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M36 Jackson  



5  3

∞ Vehicles with damage tokens cannot attack this vehicle.

 **Repair (X)** all of your vehicles, where X is the number of VP tokens on this vehicle. Then remove all VP tokens from this vehicle.

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M37  



1  1

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

 ∞ Your vehicles with at least two VP tokens have **Explosive Ammo**.

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Long-Range Barrage  



Until the end of the game: When your SPG destroys an enemy vehicle farthest from its position, gain two ammo tokens.

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T42  



3  3

After Attack: You may move up to two VP tokens from this vehicle onto another vehicle.

 ∞ As long as this crew is in play, all your vehicles have **Thick Armor**.

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M-II-Y  



1  4

Thick Armor
Explosive Ammo
Double Shot (0)

 Deal 3 damage to a vehicle with a damage token.

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T92 HMC  



2  1

∞ Instead of being supplied in the preparation phase, this vehicle is supplied when it gains VP tokens.

 Remove up to three of your ammo tokens. Then, for each ammo token removed, deal 1 damage to any vehicle.

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M5 Stuart  



2  2

When Destroyed: If this vehicle has no VP tokens, discard the top two cards of your deck.

 **When Destroyed:** If this vehicle has any VP tokens, you may return this crew to your hand.

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M5 Stuart  



2  2

When Destroyed: If this vehicle has no VP tokens, discard the top two cards of your deck.

 **When Destroyed:** If this vehicle has any VP tokens, you may return this crew to your hand.

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T42  



3  3

After Attack: You may move up to two VP tokens from this vehicle onto another vehicle.

 ∞ As long as this crew is in play, all your vehicles have **Thick Armor**.

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Tactical Maneuver  



At the start of each round: You may **Reposition** one of your vehicles to an empty position.

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Mobilization of the Reserves  



Immediately after reveal: If all of the opponent's bases are face-down, you may return up to two cards from your junkyard to the battlefield as vehicles.

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T-50  



1  2

Double Shot (2) (Pay the Double Shot value to attack a second time.)

 **Before Scoring:** Shuffle any player's deck.

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T-54 lwt.  



1  1

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

 Look at the top card of your deck.

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Object 416  



2  2

∞ When this vehicle leaves the junkyard, you may shuffle all other copies of this card from your junkyard into your deck.

1  ∞ +2 firepower if all of the opponent's bases are face-down.

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KV-1  



3  3

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

1  ⚡ **Repair (2)** this vehicle. (Remove damage tokens from the vehicle equal to the repair value.)

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KV-4  



3  4

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

1  ⚡ You may **Reposition** this vehicle by swapping it with any other of your Heavy Tanks.

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SU-85  



2  2

∞ This vehicle gains +2 firepower when attacking Medium Tanks.

1  ⚡ You may shuffle one random card from your junkyard into your deck.

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Logistical Support  



Immediately after reveal: Gain the number of ammo tokens equal to the number of the current round.

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T-46  



1  1

∞ When a Heavy Tank is deployed from the junkyard as a vehicle, this vehicle gains a VP token.

2  ∞ This vehicle has **Double Shot (3)**.

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A-43  



0  2

Blitz
∞ This vehicle gains +1 firepower when attacking vehicles not positioned directly opposite.

1  ⚡ Deal 1 damage to a vehicle not positioned directly opposite.

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K-91  



2  2

∞ Do not supply this vehicle in the preparation phase. Whenever any card leaves any junkyard, supply this vehicle.

0  You may play this card as a crew only if two of your bases are face-up.
⚡ Supply two of your vehicles.

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T-150  



4  3

∞ When this vehicle is **Repositioned**, deal it 1 damage.

2  ⚡ You may **Reposition** three of your vehicles, each to an empty position. Then destroy the vehicle with this crew.

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SU-5  



1  1

Before Scoring: This vehicle destroys itself.

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

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T-26  



1  1

4  *At the start of round:* Deal 2 damage to this vehicle.

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SU-100Y  



2  2

∞ +1 firepower for each enemy Heavy Tank on the battlefield.

2  ⚡ Deal 1 damage to the vehicle positioned directly opposite.

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T-54  



2  4

∞ -1 firepower for the vehicle positioned directly opposite.

1  ⚡ Choose one of your Heavy Tanks from the junkyard and return it to your hand. Then deal 1 damage to the vehicle with this crew.

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T-54  



2  4

∞ -1 firepower for the vehicle positioned directly opposite.

1  ⚡ Choose one of your Heavy Tanks from the junkyard and return it to your hand. Then deal 1 damage to the vehicle with this crew.

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SU-100Y  



2  2

∞ +1 firepower for each enemy Heavy Tank on the battlefield.

2  ⚡ Deal 1 damage to the vehicle positioned directly opposite.

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