

# WUNDERWAFFEN

## JET AVANZATI (ADVANCED JETS)

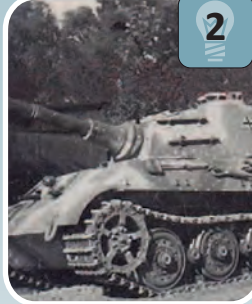
If you have an available Aircraft among your three counters, allies cannot use Aircraft counters.



1

## KING TIGER

At the start of the second phase, all allied tanks go to or stay in the discard pile.



2

## GOTHA BOMBER

When using an Aircraft, eliminate a standing ally counter.



1

## V1

When you use an Artillery counter, the morale of an ally of your choice goes down by 1 and German morale goes up by 1.



1

## V2

When you use an Artillery counter, an ally Politics value drops by 1 and you gain 2VP.



2

## ACQUA PESANTE (HEAVY WATER)

You have achieved an important goal for the creation of the atomic bomb..



1

## SCIENZIATI (SCIENTISTS)

German scientists were persuaded to stay in Germany to serve their country.



1

## RETE DI SPIE (NETWORK OF SPIES)

Whenever an ally uses a Politics counter, you must look at all of the allies counters and decide which of them to flip to their backs (they will be played on this side).



1

## RICERCA ORGANIZZATA (ORGANIZED RESEARCH)

The Research marker always resets one position to the right (and you get 1VP).

2VP



2

## SUPER U-BOOTE (SUPER U-BOOTS)

On each of your turns, you choose a counter from the three chosen by an ally and discard it.



2

## SOSTITUZIONE DI GENERALI (REPLACEMENT OF GENERALS)

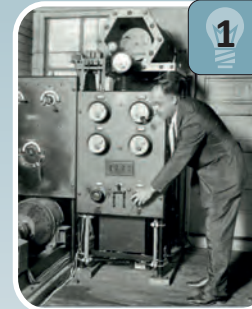
Draw two counters from the discard pile and replace them with two from your reserve.



1

## RICERCA FINALIZZATA (SPECIALIZED RESEARCH)

Choose and discard the cards you want from those available, and choose which cards to replace them with.



1

# RESEARCH CARDS

# WUNDERWAFFEN

## PROGR. BOMBA ATOMICA (ATOMIC BOMB PROGRAM)

You must have at least one card from HEAVY WATER, SCIENTISTS, and ORGANIZED RESEARCH.

4VP +  



## BOMBA ATOMICA (ATOMIC BOMB)

You must have the ATOMIC BOMB PROGRAM card. All allies lose 1 Morale and 1 Policy.

8VP +  



## PROPAGANDA

Each ally discards a Political or Faction Symbol counter. Each time an ally plays a Politics counter you get 2VP.

4VP +  



## ECONOMIA DI GUERRA (WAR ECONOMY)

On your turn, you can backtrack on the Morale Track to get 3VP for each backtrack.



## LANGER GUSTAV



Eliminate one counter to each ally from a space of an Unconquered Territory or from its starting zone.

4VP + 



## MOTIVAZIONE (MOTIVATION)

Score 6 VP, or raise 3 Morale/Policy points as you like (eg +2 Morale and +1 Politics).

4VP +  



## TRUPPE MECCANIZZATE (MECHANIZED TROOPS)

Soldier tokens are equivalent to Tanks. Fortresses cannot be conquered.

+ 



## BOMBARDIERI STRATEGICI (STRATEGIC BOMBERS)

Each time you use an Artillery counter, the Morale of an ally of your choice decreases by 1 and yours increases by 1.

+  



## DIFESA ORGANIZZATA (ORGANIZED DEFENSE)

Every time you build a Stronghold you get an additional 3VP.

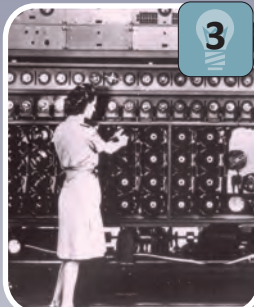
4VP + 



## ENIGMA G31

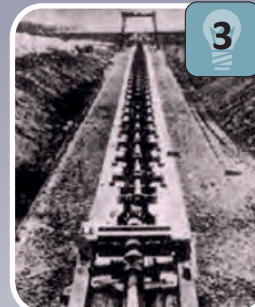
Each time an ally plays a Faction Symbol counter, you score 3VP.

4VP



V3  
Each time you use an Artillery counter you subtract one Morale point and one Political point from two different opponents. Alternatively, you gain 4VP.

+ 



## WERNER VON BRAUN

All V-bombs cost one research point less. Instantly get a 1 card.



# RESEARCH CARDS