

# OPERATION OVERLORD

## COMMAND CARDS:

The Commander-in-Chief may only give a Field General two cards **if both cards are section cards**. He may not give a Field General a Section card and a Tactic card, or two tactic cards.

## SECTION CARDS:

Recon, Probe, Attack, Assault cards are played in one of the receiving Field General's sections **of his choice**.

A field general receiving a **Recon in Force**, **General Advance**, or **Pincer Move** cannot play more than one command cards.

**Recon in Force**, **General Advance** cards are played in both of the receiving Field General's sections. **Pincer Move** card is played in one section of the receiving Field General's choice.

## TACTIC CARDS:

Tactic cards are given to Field Generals and played as usual, except as follows:

**When a tactic card refers to a specific number of units (e.g. armor assault) or all units of a given type (e.g. artillery bombard) these units can be selected from either or both of the sections under the command of the receiving Field General.**

### **Air Power** **CNC**

The Air Power is played by the Commander-in-chief.

### **Ambush** **FG**

This card is given to the Field General when his opponent declares a close assault combat. The CNC draws one replacement card after the ambush is completed.

### **Barrage** **CNC**

This card is played by the Commander-in-Chief.

### **Counter Attack** **CNC/FG**

The Commander-in-Chief may play a Counter-Attack card himself, in reaction to an Air Power or Barrage card played by the opposing Commander-in-Chief, in this case, the counter attack may be made in any section of the battlefield. If played by a Field General, the CNC make sure that the card is played directly opposite the one his opponent just played on using his section or tactic card.

### **Infantry Assault** **FG**

The receiving Field General may only order all Infantry units in one section, not both.

### **Medic & Mechanics** **FG**

The Field General selects a unit he wants to heal or repair, and rolls four battle dice. The card is then played normally.

### **Their Finest Hour** **CNC**

This card is played by the Commander-in-Chief. No other cards can be played this turn. Each Field General rolls four battle dice. For each unit symbol, one unit activated, Star is Choice. Cards are reshuffled at the end of play.