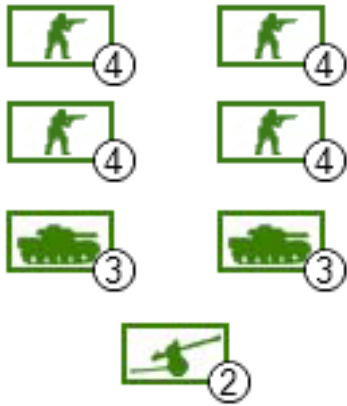


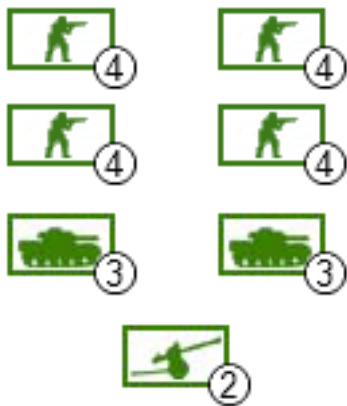
Mixed Army Division

Deploy:



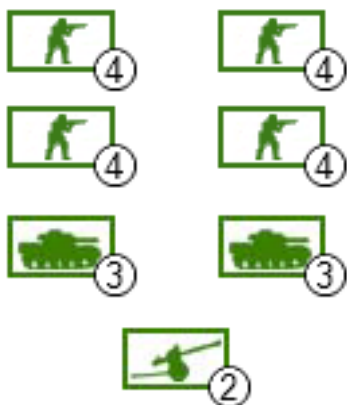
Mixed Army Division

Deploy:



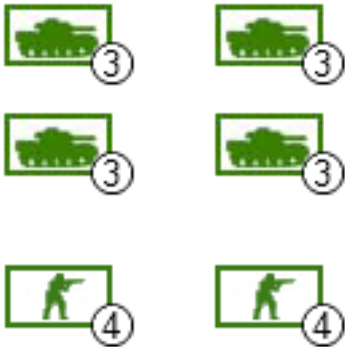
Mixed Army Division

Deploy:



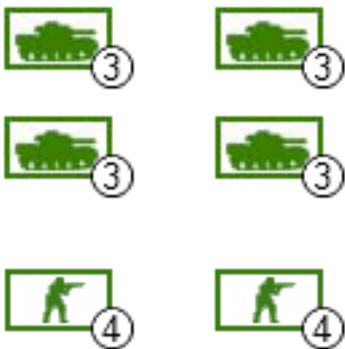
Armored Division

Deploy:



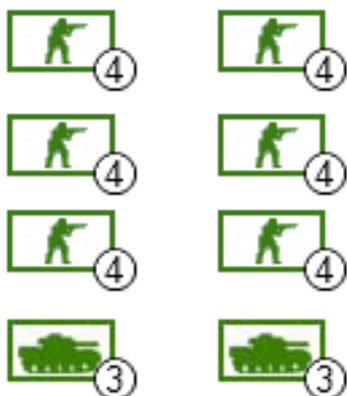
Armored Division

Deploy:



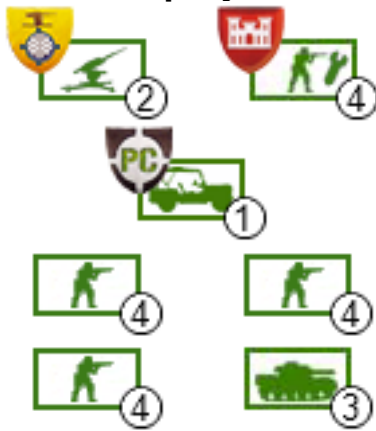
Infantry Division

Deploy:



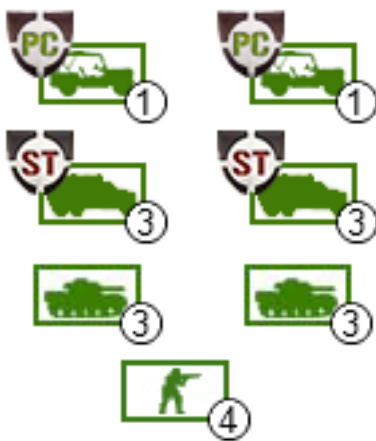
Specialized Division 1

Deploy:



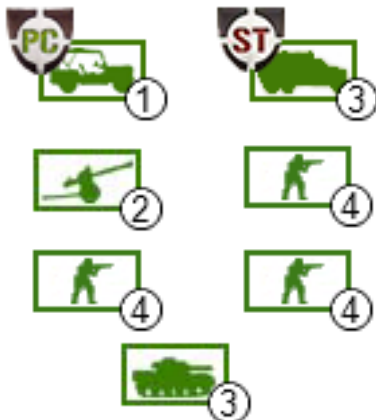
Specialized Division 2

Deploy:



Specialized Division 3

Deploy:



Infantry Battalion

Deploy:



Infantry Battalion

Deploy:



Infantry Battalion

Deploy:



Armored Battalion

Deploy:



Armored Battalion

Deploy:



Artillery Battalion

Deploy:



Elite infantry

Upgrade:



Elite infantry

Upgrade:



Elite infantry

Upgrade:



Engineers

Upgrade:



Engineers

Upgrade:



Elite armor

Upgrade:



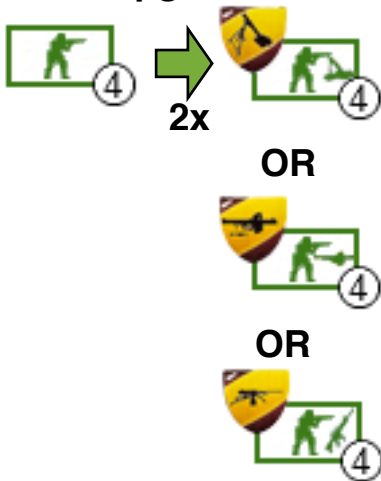
Elite armor

Upgrade:



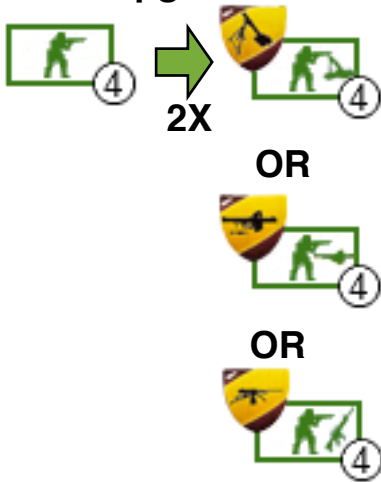
Special Weapon Assets

Upgrade:



Special Weapon Assets

Upgrade:



Tank Destroyers

Upgrade:



Flame Thrower Tanks

Upgrade:



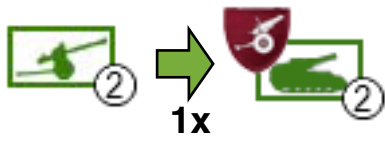
Sniper

Upgrade:



Mobile artillery

Upgrade:



OR



Big Guns

Upgrade:



OR

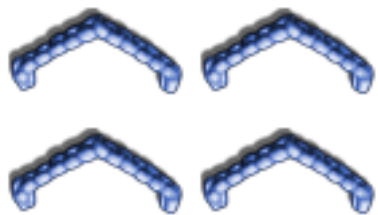


Discard 1 unused
upgrade card to use
this.



Sandbags

Deploy:

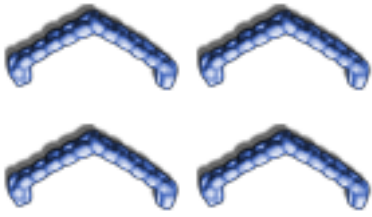


On hexes occupied by
your units.



Sandbags

Deploy:

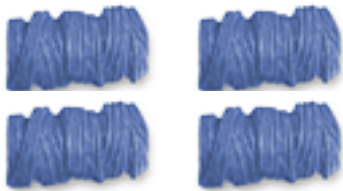


On hexes occupied by
your units.



Wire

Deploy:

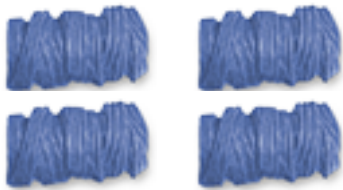


In or up to 2 hexes in
front of your
deployment zone.



Wire

Deploy:



In or up to 2 hexes in
front of your
deployment zone.



Hedgehogs Deploy:



In or up to 2 hexes in front of your deployment zone.

If deployed on a hex with an armor, artillery or vehicle, that unit is redeployed in it's baseline in the same section or removed from the game.



Hedgehogs Deploy:



In or up to 2 hexes in front of your deployment zone.

If deployed on a hex with an armor, artillery or vehicle, that unit is redeployed in it's baseline in the same section or removed from the game.



Minefields

Deploy:



In or up to 2 hexes in front of your deployment zone.

If deployed on a hex with an enemy unit, that unit is redeployed in it's baseline in the same section or removed from the game.
(use values 0,1,2,3,4)



Camouflage

Place:



On any 3 of your units



Air support
Take:



In overlord, take:



If air rules are used, these tokens can be played as an air sortie card.

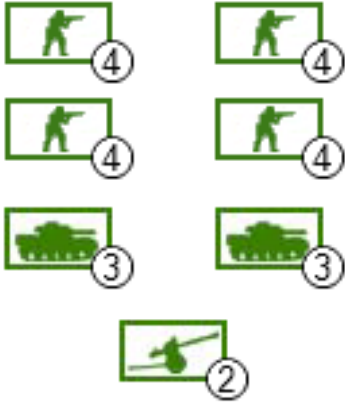
If air rules are not used, these tokens can be used as an air power card. You draw one less card at the end of your turn when you used one.



OVERLORD

Mixed Army Division

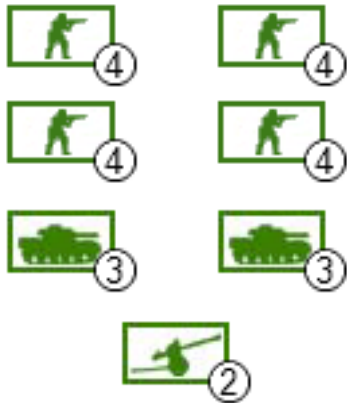
Deploy:



OVERLORD

Mixed Army Division

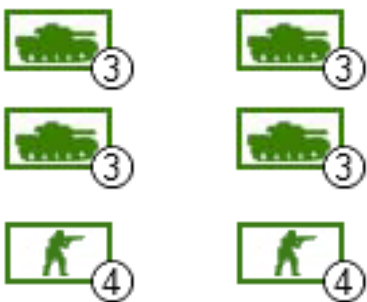
Deploy:



OVERLORD

Armored Division

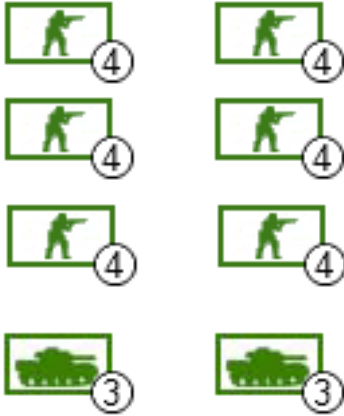
Deploy:



OVERLORD

Infantry Division

Deploy:



OVERLORD

Infantry Battalion

Deploy:



OVERLORD

Infantry Battalion

Deploy:



OVERLORD

Armored battalion

Deploy:



OVERLORD

Armored battalion

Deploy:



OVERLORD

Artillery Battalion

Deploy:



OVERLORD

Elite infantry

Upgrade:



OVERLORD

Elite infantry

Upgrade:



OVERLORD

Engineers

Upgrade:



OVERLORD

Elite armor

Upgrade:



OVERLORD

Elite armor

Upgrade:



OVERLORD

Special Weapon Assets

Upgrade:



OR



OR



OVERLORD

Tank Destroyers

Upgrade:



OVERLORD

Flame Thrower Tanks

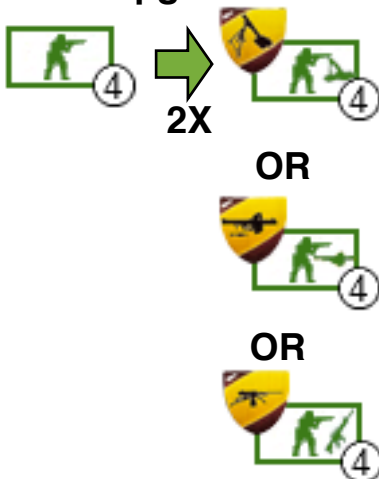
Upgrade:



OVERLORD

Special Weapon Assets

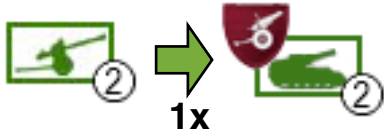
Upgrade:



OVERLORD

Mobile artillery

Upgrade:



OR



OVERLORD

Sniper

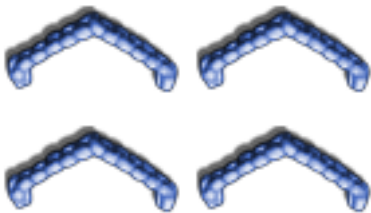
Upgrade:



OVERLORD

Sandbags

Deploy:



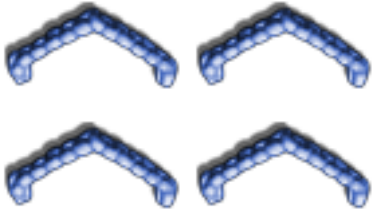
On hexes occupied by your units.



OVERLORD

Sandbags

Deploy:



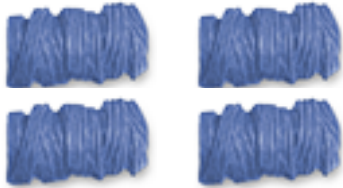
On hexes occupied by your units.



OVERLORD

Wire

Deploy:



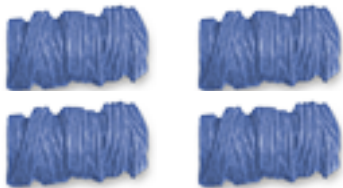
In or up to 2 hexes in front of your deployment zone.



OVERLORD

Wire

Deploy:



In or up to 2 hexes in front of your deployment zone.



OVERLORD

Camouflage

Place:



On any 3 of your units



OVERLORD

Minefields

Deploy:



In or up to 2 hexes in front of your deployment zone.

If deployed on a hex with an enemy unit, that unit is redeployed in its baseline in the same section or removed from the game.

(use values 0,1,2,3,4)

