

Mixed Army Division

Deploy:



Mixed Army Division

Deploy:



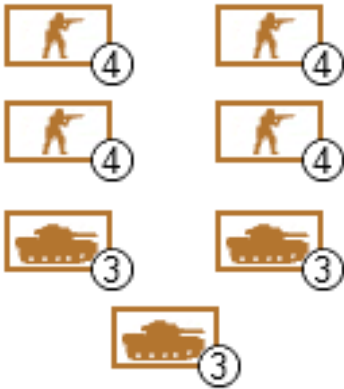
Mixed Army Division

Deploy:



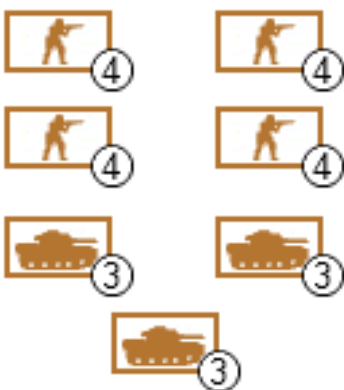
Armored Division

Deploy:



Armored Division

Deploy:



Infantry Division

Deploy:



**Russian Command Rules
(nations 2) are in effect.**

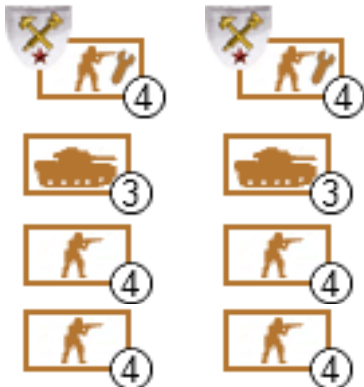
Specialized Division 1

Deploy:



Specialized Division 2

Deploy:

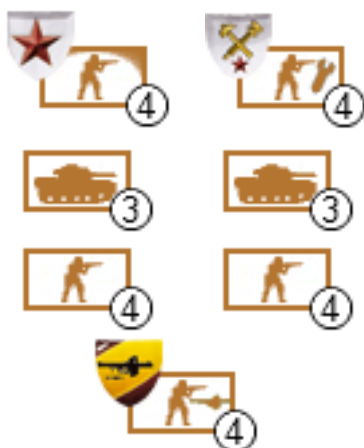


Russian Command Rules (nations 2) are in effect.



Specialized Division 3

Deploy:



Infantry Battalion

Deploy:



Infantry Battalion

Deploy:



Infantry Battalion

Deploy:



Armored Battalion

Deploy:



Armored Battalion

Deploy:



Artillery Battalion

Deploy:



Cavalry

Upgrade:



Cavalry

Upgrade:



Elite infantry

Upgrade:



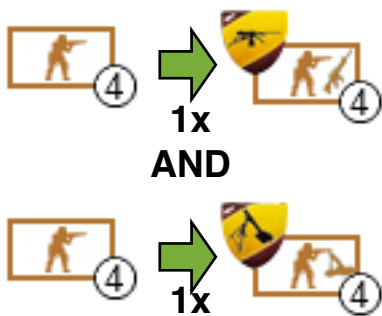
Engineers

Upgrade:



Special Weapon Assets

Upgrade:



Elite armor

Upgrade:



Tank Destroyers

Upgrade:



Tank Destroyers

Upgrade:



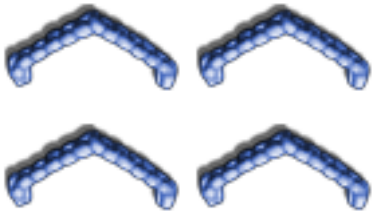
Sniper

Upgrade:



Sandbags

Deploy:

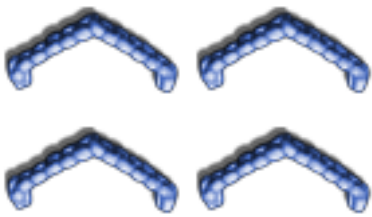


On hexes occupied by your units.



Sandbags

Deploy:

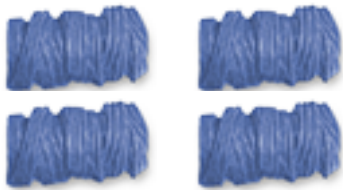


On hexes occupied by your units.



Wire

Deploy:



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



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)



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)



Air support Take:



In overlord, take:



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

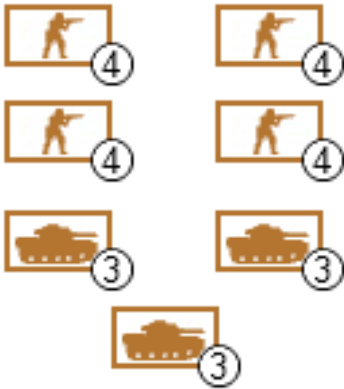
If air rules are not used, these tokens can be used as an air power card. You draw one less card at the end of your turn when you used one.



OVERLORD

Armored Division

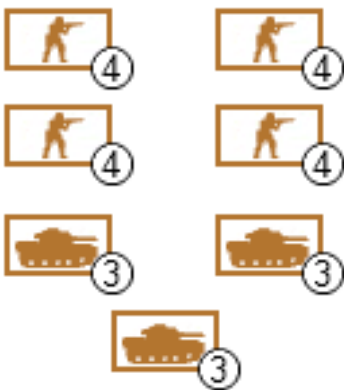
Deploy:



OVERLORD

Armored Division

Deploy:



OVERLORD

Infantry Division

Deploy:



Russian Command Rules
(nations 2) are in effect.

OVERLORD

Infantry Battalion

Deploy:



OVERLORD

Infantry Battalion

Deploy:



OVERLORD

Infantry Battalion

Deploy:



OVERLORD

Armored Battalion

Deploy:



OVERLORD

Artillery Battalion

Deploy:



OVERLORD

Artillery Battalion

Deploy:



OVERLORD

Elite armor

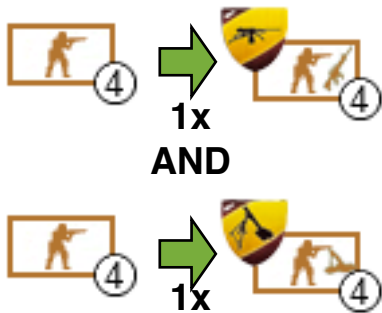
Upgrade:



OVERLORD

Special Weapon Assets

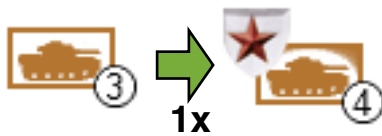
Upgrade:



OVERLORD

Elite armor

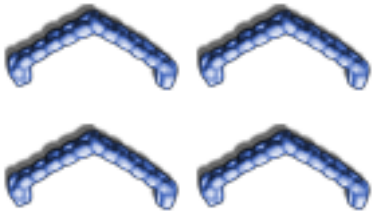
Upgrade:



OVERLORD

Sandbags

Deploy:



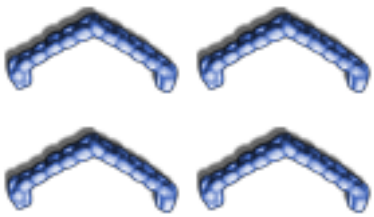
On hexes occupied by your units.



OVERLORD

Sandbags

Deploy:



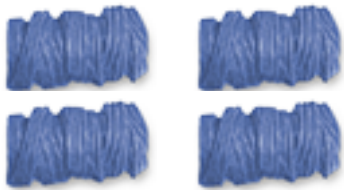
On hexes occupied by your units.



OVERLORD

Wire

Deploy:



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



OVERLORD

Minefields

Deploy:



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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.
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