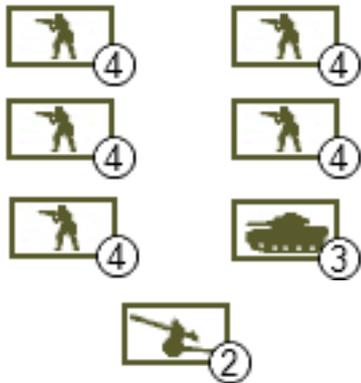


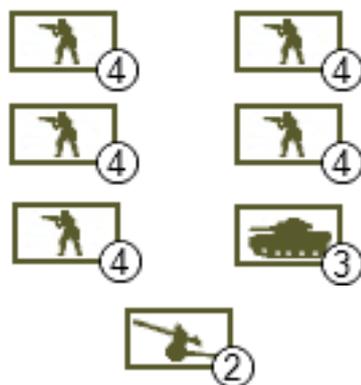
### Mixed Army Division

Deploy:



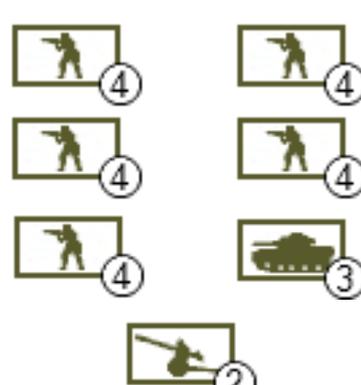
### Mixed Army Division

Deploy:



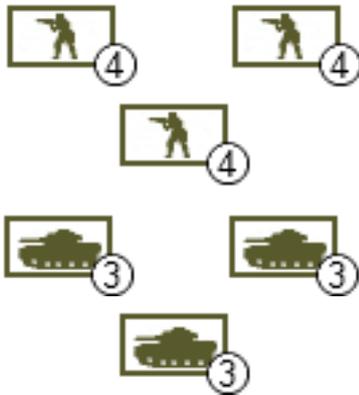
### Mixed Army Division

Deploy:



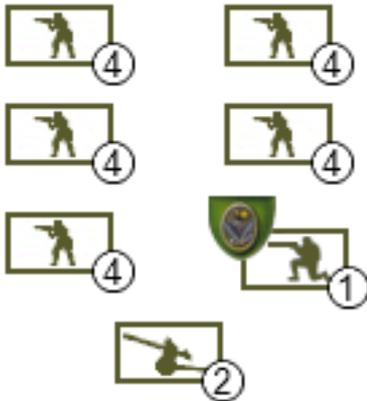
### Armored Division

Deploy:



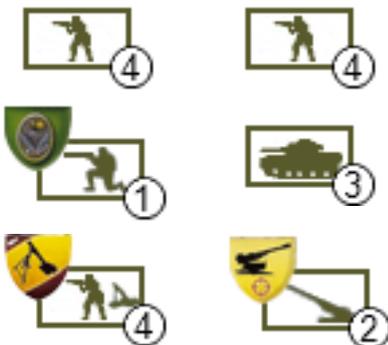
### Infantry Division

Deploy:



### Specialized Division

Deploy:



**Infantry battalion**

**Deploy:**



**“Gung-Ho!” rules (nations 4) are in effect for the Allied forces.**



**Infantry battalion**

**Deploy:**



**“Gung-Ho!” rules (nations 4) are in effect for the Allied forces.**



**Infantry battalion**

**Deploy:**



**“Gung-Ho!” rules (nations 4) are in effect for the Allied forces.**



**Armor battalion**

**Deploy:**



**Artillery battalion**

**Deploy:**



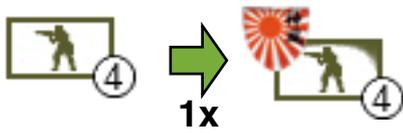
**Artillery battalion**

**Deploy:**



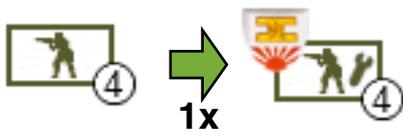
**Elite infantry**

**Upgrade:**



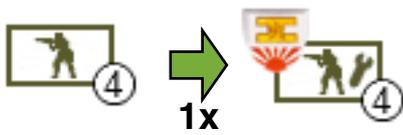
**Engineers**

**Upgrade:**



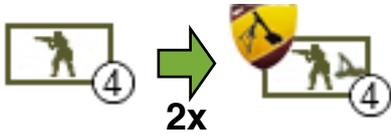
**Engineers**

**Upgrade:**



**Special Weapon Assets**

**Upgrade:**



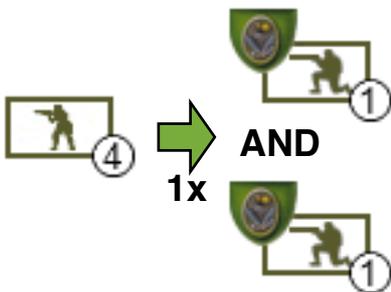
**Special Weapon Assets**

**Upgrade:**



**Sniper**

**Upgrade:**

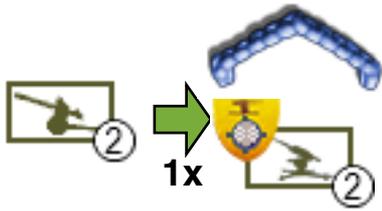


**Place the second sniper unit on a free hex on your baseline.**



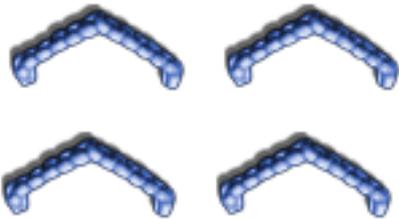
### Heavy AT gun

Upgrade:



### Sandbags

Deploy:

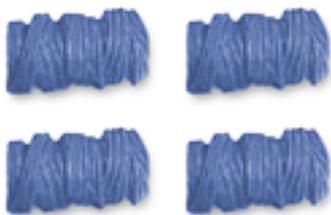


On hexes occupied by your units.



### 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)



## Camouflage

Place:



**On any 3 of your units**



## Anti aircraft

**Keep this card next to the board during the game.**

**If air rules are used, Allied airplanes roll one extra die for their air check.**

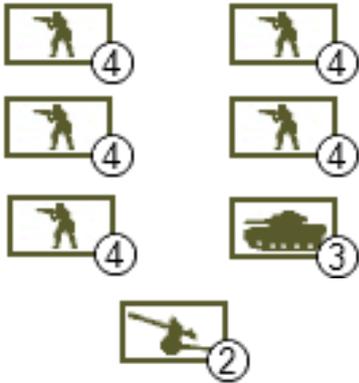
**If air rules are not used, the allied player only rolls one die per target on the air power card.**



**OVERLORD**

### Mixed Army Division

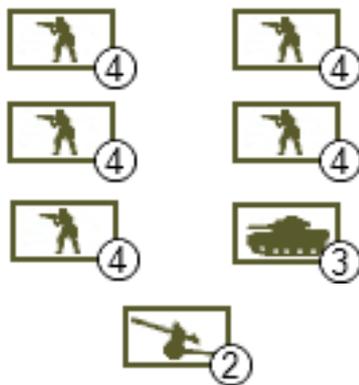
Deploy:



**OVERLORD**

### Mixed Army Division

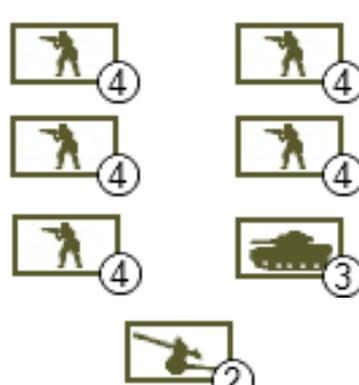
Deploy:



**OVERLORD**

### Mixed Army Division

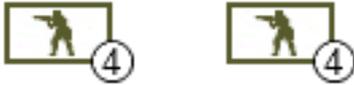
Deploy:



**OVERLORD**

### Infantry battalion

Deploy:



“Gung-Ho!” rules (nations 4) are in effect for the Allied forces.



**OVERLORD**

### Infantry battalion

Deploy:



“Gung-Ho!” rules (nations 4) are in effect for the Allied forces.



**OVERLORD**

### Infantry battalion

Deploy:



“Gung-Ho!” rules (nations 4) are in effect for the Allied forces.



**OVERLORD**

### Armor battalion

Deploy:



**OVERLORD**

### Artillery battalion

Deploy:



**OVERLORD**

### Artillery battalion

Deploy:



**OVERLORD**

### Special Weapon Assets

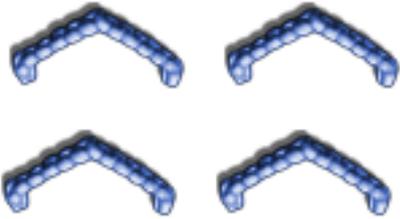
Upgrade:



**OVERLORD**

### Sandbags

Deploy:



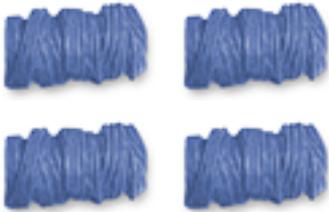
On hexes occupied by your units.



**OVERLORD**

### Wire

Deploy:



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



**OVERLORD**

## Minefields

**Deploy:**



**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)



**OVERLORD**

## Camouflage

**Place:**



**On any 3 of your units**

