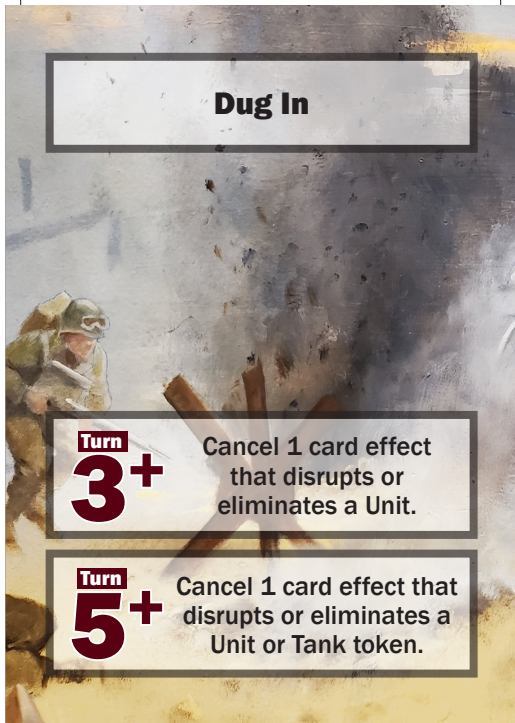


Dug In

Turn 3+ Cancel 1 card effect that disrupts or eliminates a Unit.

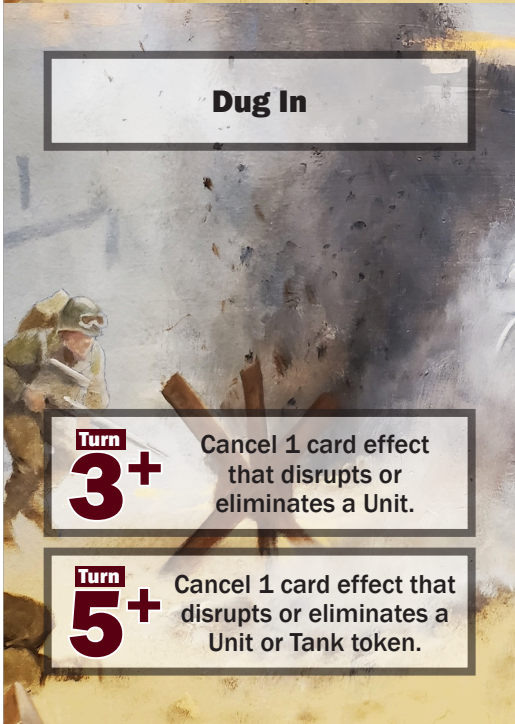
Turn 5+ Cancel 1 card effect that disrupts or eliminates a Unit or Tank token.



Dug In

Turn 3+ Cancel 1 card effect that disrupts or eliminates a Unit.

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Dug In

Turn 3+ Cancel 1 card effect that disrupts or eliminates a Unit.

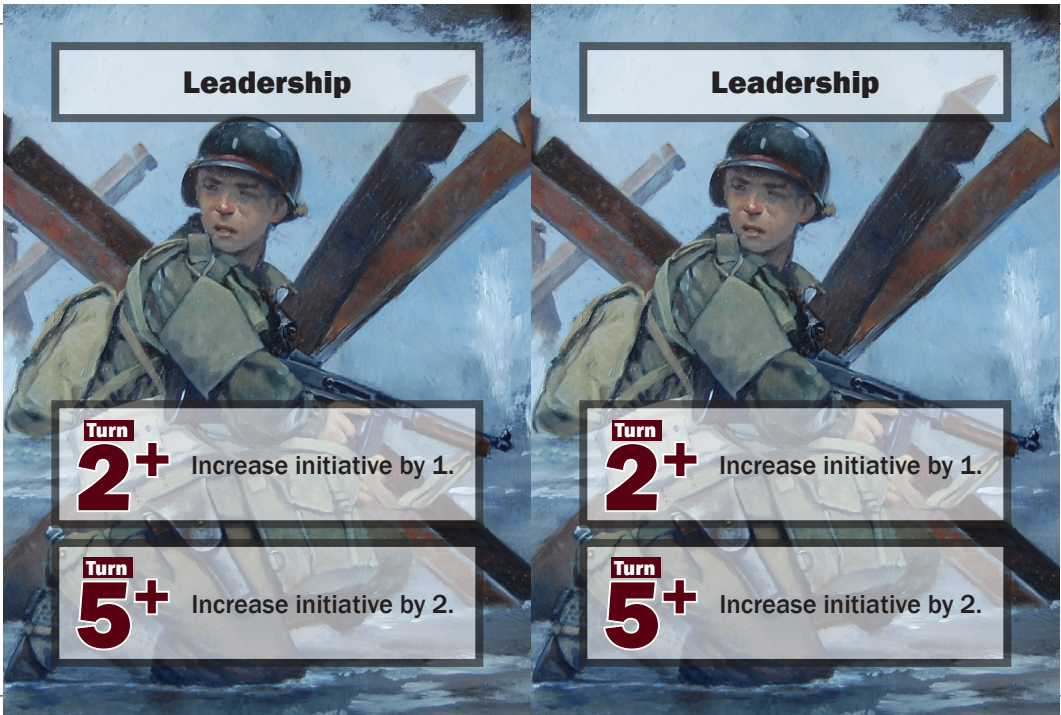
Turn 5+ Cancel 1 card effect that disrupts or eliminates a Unit or Tank token.



Osttruppen Morale

Turn 2+ Remove 1 revealed numbered Encounter token on a Hedgerow square.

Turn 5+ Remove 1 revealed Strongpoint token.



Leadership

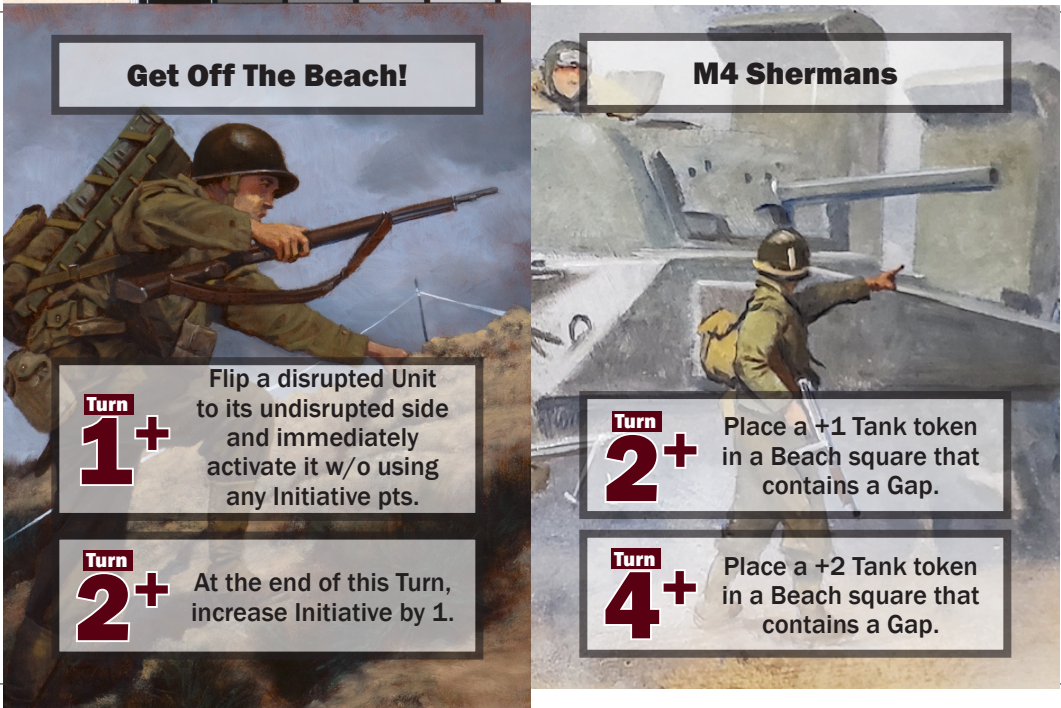
Leadership

Turn 2+ Increase initiative by 1.

Turn 2+ Increase initiative by 1.

Turn 5+ Increase initiative by 2.

Turn 5+ Increase initiative by 2.



Get Off The Beach!

M4 Shermans

Turn 1+ Flip a disrupted Unit to its undisrupted side and immediately activate it w/o using any Initiative pts.

Turn 2+ Place a +1 Tank token in a Beach square that contains a Gap.

Turn 2+ At the end of this Turn, increase Initiative by 1.

Turn 4+ Place a +2 Tank token in a Beach square that contains a Gap.





**320th Barrage
Balloon Battalion**

**Turn
1+**

Flip a Unit to its
undisrupted side.

**Turn
3+**

Cancel a
Luftwaffe Sortie RE.



Medic!

**Turn
1+**

Flip a Unit to its
undisrupted side.

**Turn
4+**

Return a previously
eliminated Unit to play
on a Beach square.



Medic!

**Turn
1+**

Flip a Unit to its
undisrupted side.

**Turn
4+**

Return a previously
eliminated Unit to play
on a Beach square.



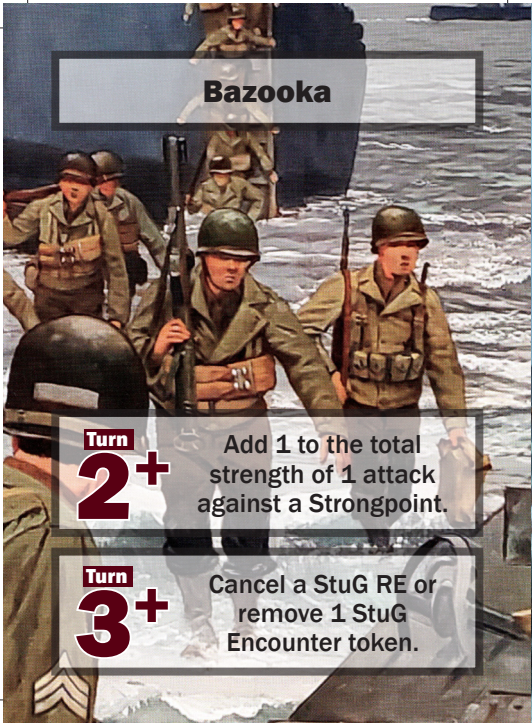
Bazooka

**Turn
2+**

Add 1 to the total
strength of 1 attack
against a Strongpoint.

**Turn
3+**

Cancel a StuG RE or
remove 1 StuG
Encounter token.



Bazooka

Turn 2+ Add 1 to the total strength of 1 attack against a Strongpoint.

Turn 3+ Cancel a StuG RE or remove 1 StuG Encounter token.



5th and 6th Engineer Special Brigades

Turn 2+ Increase US Engineers rating by 1.

Turn 5+ Create a Gap in any Beach square.