



infantry

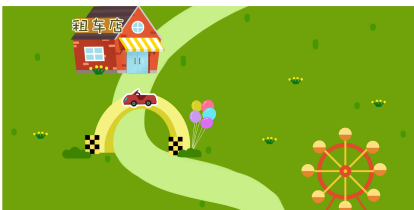
invade

capture

consist

condition

casualty



area

Allies

Axis powers

disable

foothold

liberation