

A commercially printed copy of this deck is available at the A Stout Ensign sales page at Make Playing Cards:









# **FIRE**



**FIRE** 



## **FIRE**





	Rifle	BAR	SMG
Close	0	1	1
Medium	-1	1	-1
Long	-2	-1	
Extreme		-1	



	Rifle	BAR	SMG
Close	2	3	3
Medium	1	3	1
Long	0	1	
Extreme		1	



3/2 men 3/2 (BAR +1) (SMG +1) Close Medium 2/1 (BAR +1) 0/0 (BAR +1) Long Extreme -1 (BAR)



3/2 men 5/4 (BAR +1) (SMG +1) Close Medium 4/3 (BAR +1) 2/2 (BAR +1) Long Extreme 1 (BAR)



5/4 men 6/5 (BAR +1) (SMG +1) Close Medium 4/4 (BAR +1) 2/2 (BAR +1) Long Extreme 0 (BAR)

## **FIRE**















# **FIRE**





Rifle BAR SMG Close Medium Long Extreme





Rifle BAR SMG Close 2 Medium Long Extreme





3/2 men Close 4/3 (BAR +1) (SMG +1) Medium 3/2 (BAR +1) Long 1/1 (BAR +1) Extreme 0 (BAR)

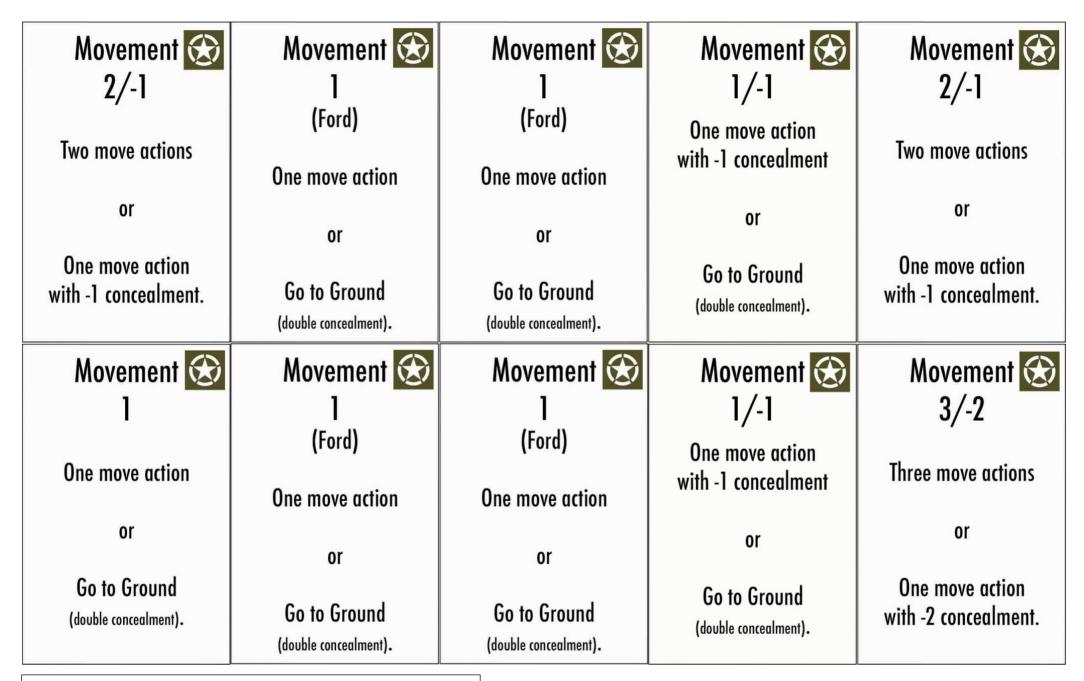


3/2 men Close 4/3 (BAR +1) (SMG +1) Medium 3/2 (BAR +1) Long 1/1 (BAR +1) Extreme 0 (BAR)



5/4 men Close 6/5 (BAR +1) (SMG +1) Medium 4/4 (BAR +1) 2/2 (BAR +1) Long Extreme 0 (BAR)

A commercially printed copy of this deck is available at the A Stout Ensign sales page at Make Playing Cards:



A commercially printed copy of this deck is available at the A Stout Ensign sales page at Make Playing Cards:

## **FIRE**



5/4 men

5/4 (BAR +1) (SMG +1) Close

Medium 3/3 (BAR +1)

1/1 (BAR +1) Long

Extreme -1 (BAR)

# Smoke 🛞

Play on a group

or on a group in

conjunction with a movement card.



3

Play as a discard on a group. Randomly select a figure. 2D8 check.

Sniper



#### Hero

Play at anytime

on one figure.



Cower





Rally. +1 to Fire Value.

+1 in Close Combat. Promote SL to PL.



## **FIRE**

5/4 men

3/3 (BAR +1)

Medium 5/5 (BAR +1)

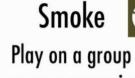
Extreme 1 (BAR)

Close

Long

7/6 (BAR +1) (SMG +1)





or on a group in conjunction with a movement card.



# Minefield 🛞



Play on a group making a move action in a Terrain Feature. Randomly select a figure. Attack that figure.

> Attack Strength (Inf/Veh)

(Play Movement 2 to exit safely.) (Play Movement 1 to exit but attacks again.)

### Fear



Cower



Play as a discard on an enemy group.

Group cannot move or fire. +1 when fired on.

(Play a movement card to remove.)



A commercially printed copy of this deck is available at the A Stout Ensign sales page at Make Playing Cards: