







Rally 
1





Rally 
1




Rally 
1




Rally 
3





Radio
2D8 check
if positive artillery called in.


Rally 
4





Radio
2D8 check
if positive artillery called in.


Rally 
1




Rally 
1





Rally 
2




Radio
2D8 check
if positive artillery called in.

Rally 
2



Rally 
5



Radio
2D8 check
if positive artillery called in.

A commercially printed copy of this deck is available at the A Stout Ensign sales page at Make Playing Cards:
<https://www.makeplayingcards.com/sell/astoutensigncard>

FIRE

1

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

FIRE

1

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

FIRE

3/2

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

FIRE

3/2

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

FIRE

5/4

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

FIRE

1

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

FIRE

1

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

FIRE

3/2

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

FIRE

3/2

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

FIRE

5/4

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

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<p>Movement </p> <p>2/-1</p> <p>Two move actions</p> <p>or</p> <p>One move action with -1 concealment.</p>	<p>Movement </p> <p>1 (Ford)</p> <p>One move action</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>1 (Ford)</p> <p>One move action</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>1/-1</p> <p>One move action with -1 concealment</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>2/-1</p> <p>Two move actions</p> <p>or</p> <p>One move action with -1 concealment.</p>
<p>Movement </p> <p>1</p> <p>One move action</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>1 (Ford)</p> <p>One move action</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>1 (Ford)</p> <p>One move action</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>1/-1</p> <p>One move action with -1 concealment</p> <p>or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>3/-2</p> <p>Three move actions</p> <p>or</p> <p>One move action with -2 concealment.</p>

FIRE



5/4 men

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

Medium 3/3 (BAR +1)

Long 1/1 (BAR +1)

Extreme -1 (BAR)

Smoke



Play on a group or on a group in conjunction with a movement card.



Sniper



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



-6, -7, +6, +7 KIA
-3 to -5, +3 to +5 Pinned

Hero



Play at anytime on one figure.



Rally.

+1 to Fire Value.

+1 in Close Combat.

Promote SL to PL.

Cower



FIRE



5/4 men

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

Medium 5/5 (BAR +1)

Long 3/3 (BAR +1)

Extreme 1 (BAR)

Smoke



Play on a group 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)

4/1

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

Fear



Play as a discard on an enemy group.

Group cannot move or fire.

+1 when fired on.

(Play a movement card to remove.)

Cower

