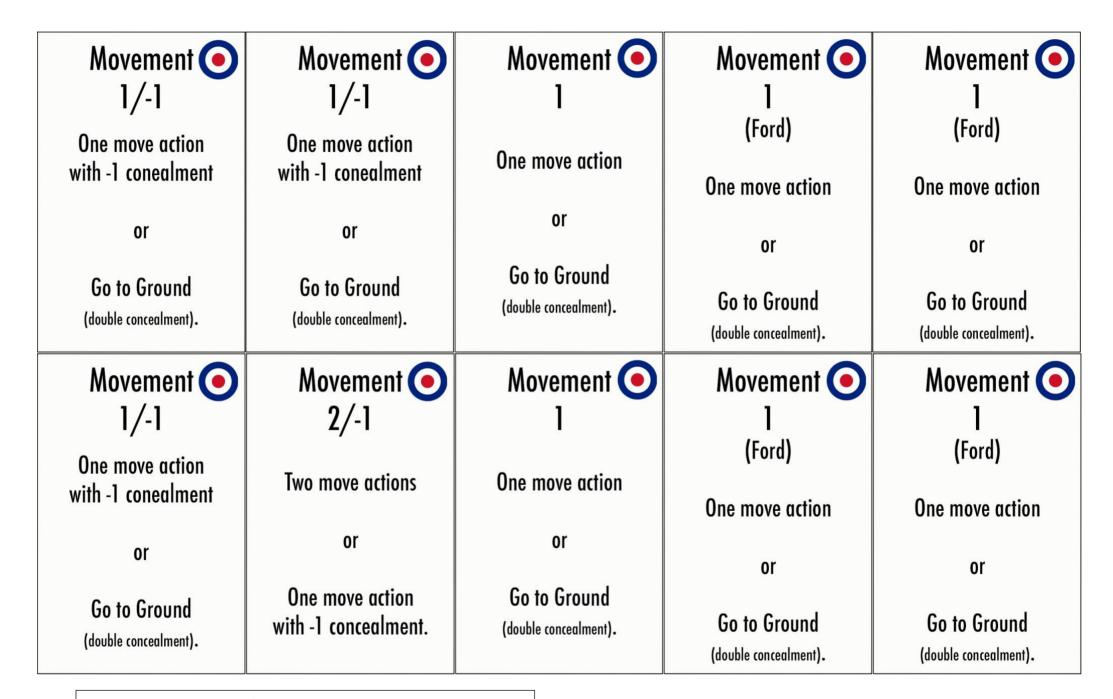
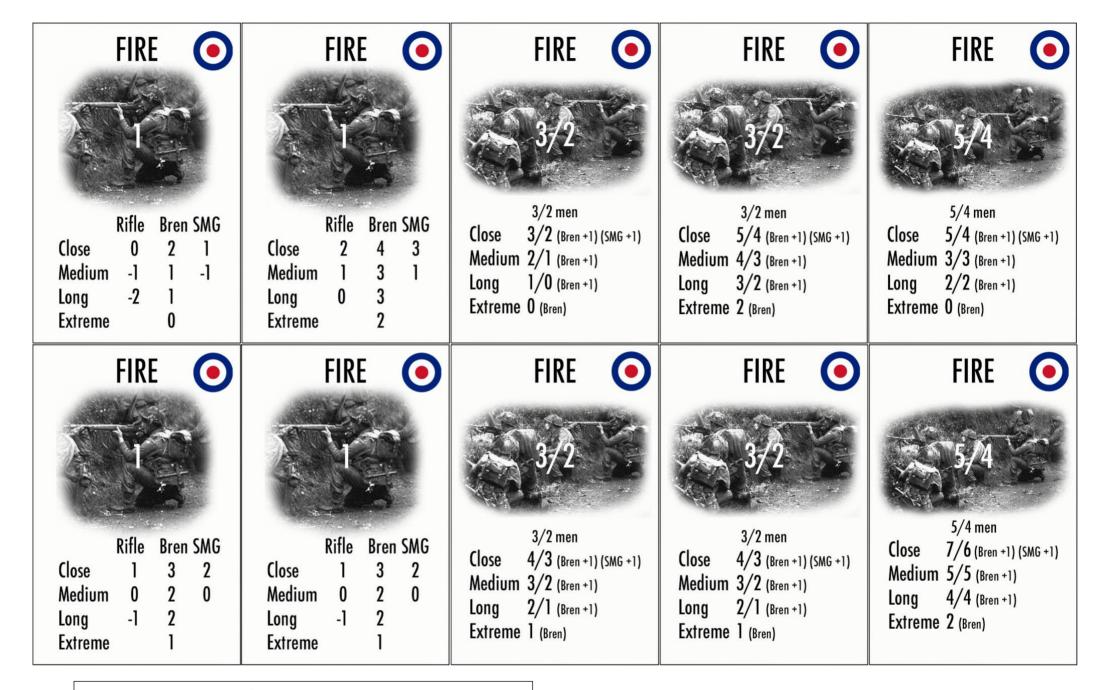


A commercially printed copy of this deck is available at the A Stout Ensign sales page at Make Playing Cards:



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



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

Movement () 2/-1

Two move actions

or

One move action with -1 concealment.

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)

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

Sniper



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



FIRE





5/4 men 6/5 (Bren +1) (SMG +1) Medium 4/4 (Bren +1) 3/3 (Bren +1) Long

Extreme 1 (Bren)

Movement 3/-2

Three move actions

or

One move action with -2 concealment.

Smoke (



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



Fear



Play as a discard on an enemy group.

Group cannot move or fire.

+1 when fired on.

(Play a movement card to remove.)

Hero



Play at anytime on one figure.



Rally. +1 to Fire Value. +1 in Close Combat. Promote SL to PL.

FIRE





5/4 men 6/5 (Bren +1) (SMG +1) Close

Medium 4/4 (Bren +1) 3/3 (Bren +1) Long

Extreme 1 (Bren)

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