

Rally  
1



Rally  
1



Rally  
2



Rally  
2



Rally  
4



**Radio**

**2D8** check

if positive artillery called in.

Rally  
1



Rally  
1



Rally  
2



Rally  
3



**Radio**

**2D8** check

if positive artillery called in.

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>


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


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**FIRE** 





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

**FIRE** 




	Rifle	Bren	SMG
Close	2	4	3
Medium	1	3	1
Long	0	3	
Extreme		2	


**FIRE** 



3/2 men


Close	3/2 (Bren +1) (SMG +1)
Medium	2/1 (Bren +1)
Long	1/0 (Bren +1)
Extreme	0 (Bren)


**FIRE** 



3/2 men


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


**FIRE** 




5/4 men


Close	5/4 (Bren +1) (SMG +1)
Medium	3/3 (Bren +1)
Long	2/2 (Bren +1)
Extreme	0 (Bren)

**FIRE** 





	Rifle	Bren	SMG
Close	1	3	2
Medium	0	2	0
Long	-1	2	
Extreme	1		

**FIRE** 



	Rifle	Bren	SMG
Close	1	3	2
Medium	0	2	0
Long	-1	2	
Extreme	1		

**FIRE** 



3/2 men


Close	4/3 (Bren +1) (SMG +1)
Medium	3/2 (Bren +1)
Long	2/1 (Bren +1)
Extreme	1 (Bren)


**FIRE** 



3/2 men

Close	4/3 (Bren +1) (SMG +1)
Medium	3/2 (Bren +1)
Long	2/1 (Bren +1)
Extreme	1 (Bren)

**FIRE** 



5/4 men

Close	7/6 (Bren +1) (SMG +1)
Medium	5/5 (Bren +1)
Long	4/4 (Bren +1)
Extreme	2 (Bren)

## 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)

4/1

(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.



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

## FIRE



5/4 men

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

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