





<p>Movement </p> <p>2/-1</p> <p>Two move actions</p> <p>or</p> <p>One move action with -1 concealment.</p>	<p>FIRE </p>  <p>5/4 men</p> <p>Close 6/5 (LMG +2 [1]) (MP +1)</p> <p>Medium 4/4 (LMG +2 [1])</p> <p>Long 2/2 (LMG +2 [1])</p> <p>Extreme 2 [1] (LMG)</p>	<p>Cower </p> 	<p>Fear </p> <p>Play as a discard on an enemy group.</p> <p>Group cannot move or fire.</p> <p>+1 when fired on.</p> <p>(Play Movement Card to remove.)</p>	<p>Smoke </p> <p>Play on a group or on a group in conjunction with a movement card.</p> 
<p>Movement </p> <p>3/-2</p> <p>Three move actions</p> <p>or</p> <p>One move action with -2 concealment.</p>	<p>FIRE </p>  <p>5/4 men</p> <p>Close 6/5 (LMG +2 [1]) (MP +1)</p> <p>Medium 4/4 (LMG +2 [1])</p> <p>Long 2/2 (LMG +2 [1])</p> <p>Extreme 2 [1] (LMG)</p>	<p>Hero </p> <p>Play at anytime on one figure.</p>  <p>Rally.</p> <p>+1 to Fire Value.</p> <p>+1 in Close Combat.</p> <p>Promote SL to PL.</p>	<p>Minefield </p> <p>Play on a group making a move action in a Terrain Feature.</p> <p>Randomly select a figure. Attack that figure.</p> <p>Attack Strength (Inf/Veh)</p> <p>4/1</p> <p>(Play Movement 2 to exit safely.)</p> <p>(Play Movement 1 to exit but attacks again.)</p>	<p>Sniper </p> <p>Play as a discard on a group. Randomly select a figure.</p> <p>2D8 check.</p>  <p>-6, -7, +6, +7 KIA</p> <p>-3 to -5, +3 to +5 Pinned</p>

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>

Rally 
1



Rally 
1



Rally 
2



Rally 
2



Rally 
3



Radio

2D8 check

if positive artillery called in.

Rally 
1



Rally 
1



Rally 
2



Rally 
4



Radio

2D8 check

if positive artillery called in.

Rally 
5













Radio


2D8 check


if positive artillery called in.

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<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>1</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>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>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/-1</p> <p>One move action with -1 concealment</p> <p>or</p> <p>Go to Ground (double concealment).</p>


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FIRE 



1


	Rifle	LMG	MP
Close	0	3 [1]	1
Medium	-1	2 [1]	-1
Long	-2	1 [0]	
Extreme		1 [0]	


FIRE 



1

	Rifle	LMG	MP
Close	2	5 [3]	3
Medium	1	4 [3]	1
Long	0	3 [2]	
Extreme		3 [2]	


FIRE 




3/2

3/2 men

Close	3/2 (LMG +2 [1]) (MP +1)
Medium	2/1 (LMG +2 [1])
Long	0/-1 (LMG +2 [1])
Extreme	1 [0] (LMG)

FIRE 



3/2

3/2 men

Close	5/4 (LMG +2 [1]) (MP +1)
Medium	4/3 (LMG +2 [1])
Long	2/1 (LMG +2 [1])
Extreme	3 [2] (LMG)


FIRE 




5/4

5/4 men


Close	5/4 (LMG +2 [1]) (MP +1)
Medium	3/3 (LMG +2 [1])
Long	1/1 (LMG +2 [1])
Extreme	1 [0] (LMG)


FIRE 



1


	Rifle	LMG	MP
Close	1	4 [2]	2
Medium	0	3 [2]	0
Long	-1	2 [1]	
Extreme		2 [1]	


FIRE 



1

	Rifle	LMG	MP
Close	1	4 [2]	2
Medium	0	3 [2]	0
Long	-1	2 [1]	
Extreme		2 [1]	


FIRE 




3/2

3/2 men

Close	4/3 (LMG +2 [1]) (MP +1)
Medium	3/2 (LMG +2 [1])
Long	1/0 (LMG +2 [1])
Extreme	2 [1] (LMG)

FIRE 



3/2

3/2 men

Close	4/3 (LMG +2 [1]) (MP +1)
Medium	3/2 (LMG +2 [1])
Long	1/0 (LMG +2 [1])
Extreme	2 [1] (LMG)

FIRE 



5/4

5/4 men

Close	7/6 (LMG +2 [1]) (MP +1)
Medium	5/5 (LMG +2 [1])
Long	3/3 (LMG +2 [1])
Extreme	3 [2] (LMG)