

FIRE



5/4 men

Close 6/5 (LMG +1) (SMG +1)

Medium 4/4 (LMG +1)

Long 0/-1 (LMG +2)

Extreme -1 (LMG)

Cower



Discard unused.

Cower



Discard unused.

Fear



Play as a discard
on an enemy group.

Group cannot move
or fire.

+1 when fired on.

(Play Movement Card to remove.)

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.)

FIRE



5/4 men

Close 6/5 (LMG +1) (SMG +1)

Medium 4/4 (LMG +1)

Long 0/-1 (LMG +2)

Extreme -1 (LMG)

Cower



Discard unused.

Cower



Discard unused.

Hero



Play at anytime
on one figure.



Rally.

+1 to Fire Value.

+1 in Close Combat.

Promote SL to PL.

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

<p>Rally 1</p> 	<p>Rally 1</p> 	<p>Rally 1</p> 	<p>Rally 1</p> 	<p>Rally 1</p> 
<p>Rally 2</p> 	<p>Rally 2</p> 	<p>Rally 2</p> 	<p>Rally 3</p>  <p>Radio 2D8 check if positive artillery called in.</p>	<p>Rally 4</p>  <p>Radio 2D8 check if positive artillery called in.</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>


<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>
<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>2/-1</p> <p>Two move actions</p> <p>or</p> <p>One move action with -1 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>


FIRE 



1


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


FIRE 



1

	Rifle	LMG	SMG
Close	2	4	3
Medium	1	3	1
Long	-1	2	
Extreme		0	


FIRE 




3/2

3/2 men

Close	3/2 (LMG +1) (SMG +1)
Medium	2/1 (LMG +1)
Long	-2/-2 (LMG +1)
Extreme	-2 (LMG)

FIRE 




3/2

3/2 men

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

FIRE 



5/4

5/4 men

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

FIRE 



1


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


FIRE 



1

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


FIRE 




3/2

3/2 men

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


FIRE 




3/2

3/2 men

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

FIRE 



5/4

5/4 men

Close	7/6 (LMG +1) (SMG +1)
Medium	5/5 (LMG +1)
Long	1/0 (LMG +2)
Extreme	0 (LMG)

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