




Rally 1




Rally 1




Rally 1



Rally 2




Rally 4




Radio
2D8 check
if positive artillery called in.


Rally 1




Rally 1




Rally 1



Rally 3



Rally 4



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>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>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



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

FIRE



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

FIRE



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

FIRE



	3/2 men
Close	5/4 (LMG +1)
Medium	4/3 (LMG +1)
Long	1/0 (LMG +1)
Extreme	1 (LMG)

FIRE



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

FIRE



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

FIRE



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

FIRE



	3/2 men
Close	4/3 (LMG +1)
Medium	3/2 (LMG +1)
Long	0/-1 (LMG +1)
Extreme	0 (LMG)

FIRE








	3/2 men
Close	4/3 (LMG +1)
Medium	3/2 (LMG +1)
Long	0/-1 (LMG +1)
Extreme	0 (LMG)

FIRE



	5/4 men
Close	7/6 (LMG +1)
Medium	5/5 (LMG +1)
Long	1/1 (LMG +1)
Extreme	1 (LMG)

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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>3/-2</p> <p>Three move actions</p> <p>or</p> <p>One move action with -2 concealment.</p>	<p>Hero ●</p> <p>Play at anytime on one figure.</p>  <p>Rally. +1 to Fire Value. +1 in Close Combat. Promote SL to PL.</p>	<p>Fear ●</p> <p>Play as a discard on an enemy group.</p> <p>Group cannot move or fire. +1 when fired on. (Play a movement card to remove.)</p>	<p>FIRE ●</p>  <p>5/4 men</p> <p>Close 6/5 (LMG +1) Medium 4/4 (LMG +1) Long 0/0 (LMG +1) Extreme 0 (LMG)</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>Cower ●</p> 	<p>Minefield ●</p> <p>Play on a group making a move action in a Terrain Feature. 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.) (Play Movement 1 to exit but attacks again.)</p>	<p>Sniper ●</p> <p>Play as a discard on a group. Randomly select a figure. 2D8 check.</p>  <p>-6, -7, +6, +7 KIA -3 to -5, +3 to +5 Pinned</p>	<p>FIRE ●</p>  <p>4 men</p> <p>Close 6/5 (LMG +1) Medium 4/4 (LMG +1) Long 0/0 (LMG +1) Extreme 0 (LMG)</p>