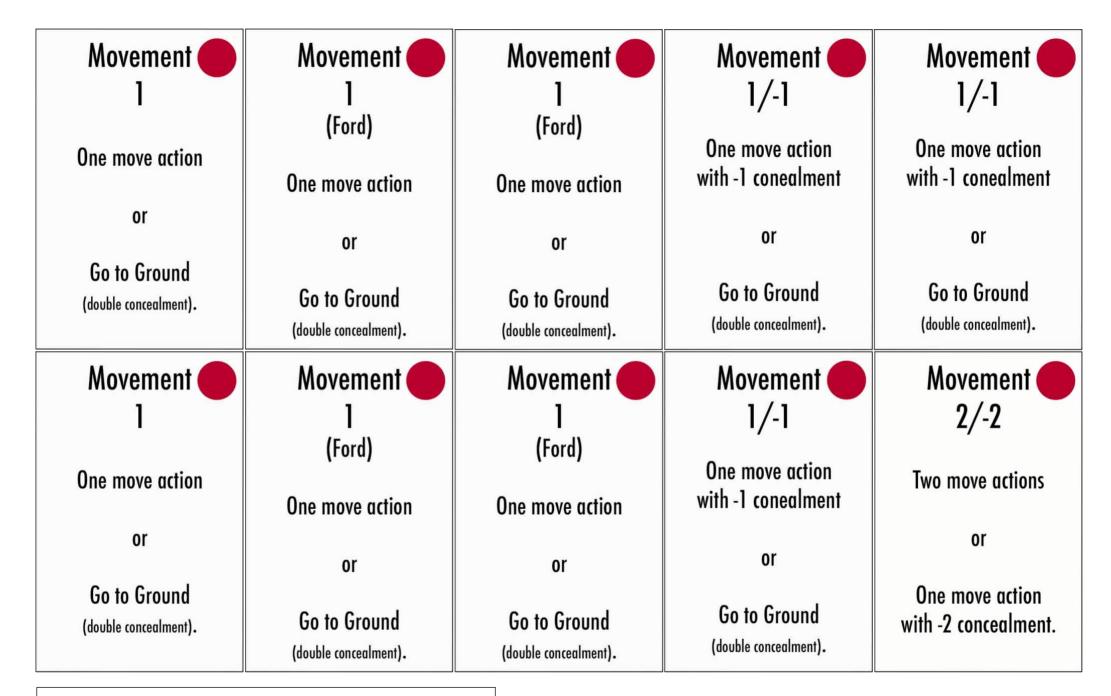


A commercially printed copy of this deck is available at the A Stout Ensign sales page at Make Playing Cards:



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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







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

Medium 4/3 (LMG +1)

Long 1/0 (LMG +1)

Extreme 1 (LMG)

3/2 men

Close

5/4 (LMG +1)



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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Movement 2/-1

Two move actions

or

One move action with -1 concealment.

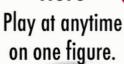
Movement 3/-2

Three move actions

or

One move action with -2 concealment.

Hero





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

Fear



Play as a discard on an enemy group.

Group cannot move or fire.
+1 when fired on.

(Play a movement card to remove.)

FIRE





5/4 men
Close 6/5 (LMG +1)
Medium 4/4 (LMG +1)
Long 0/0 (LMG +1)
Extreme 0 (LMG)

Movement

2/-1

Two move actions

or

One move action with -1 concealment.

Cower





Minefield

Play on a group making a move action in a Terrain Feature. Randomly select a figure. Attack that figure.

Attack Strength

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 (LMG +1)
Medium 4/4 (LMG +1)
Long 0/0 (LMG +1)
Extreme 0 (LMG)

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