

Movement



2/-2

Two move actions

or

One move action
with -2 concealment.

FIRE



5/4 men

Close 6/5 (LMG +2 [1]) (SMG +1)

Medium 4/4 (LMG +2 [1])

Long 1/0 (LMG +2 [1])

Extreme 1 [0] (LMG)

Cower



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.)

Hero



Play at anytime
on one figure.



Rally.

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

Movement



3/-2

Three move actions

or

One move action
with -2 concealment.

FIRE



5/4 men

Close 6/5 (LMG +2 [1]) (SMG +1)

Medium 4/4 (LMG +2 [1])

Long 1/0 (LMG +2 [1])

Extreme 1 [0] (LMG)

Fear



Play as a discard
on an enemy group.

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

(Play Movement Card to remove.)

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

Hero













Play at anytime
on one figure.

















Rally.

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


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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<p>Rally 1 </p> 	<p>Rally 1 </p> 	<p>Rally 2 </p> 	<p>Rally 2 </p> 	<p>Rally 4 </p>  <p>Radio 2D8 check if positive artillery called in.</p>
<p>Rally 1 </p> 	<p>Rally 1 </p> 	<p>Rally 2 </p> 	<p>Rally 3 </p>  <p>Radio 2D8 check if positive artillery called in.</p>	<p>Rally 5 </p> 


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FIRE 





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

FIRE 




	Rifle	LMG	SMG
Close	2	5 [3]	3
Medium	1	4 [2]	1
Long	-1	3 [1]	
Extreme		2 [1]	


FIRE 



3/2 men


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


FIRE 



3/2 men


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


FIRE 




5/4 men


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

FIRE 





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

FIRE 




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


FIRE 



3/2 men


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


FIRE 



3/2 men

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

FIRE 



5/4 men

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