











<p>Movement </p> <p>1 (Ford)</p> <p>One move action or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>1 (Ford)</p> <p>One move action or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>1</p> <p>One move action or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>1/-1</p> <p>One move action with -1 concealment or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>1/-1</p> <p>One move action with -1 concealment or</p> <p>Go to Ground (double concealment).</p>
<p>Movement </p> <p>1 (Ford)</p> <p>One move action or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>1 (Ford)</p> <p>One move action or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>1</p> <p>One move action or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>1/-1</p> <p>One move action with -1 concealment or</p> <p>Go to Ground (double concealment).</p>	<p>Movement </p> <p>2/-1</p> <p>Two move actions or</p> <p>One move action with -1 concealment.</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>

FIRE

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

FIRE

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

FIRE

3/2 men

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

FIRE

3/2 men

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

FIRE

5/4 men

Close	6/5 (LMG +1) (SMG +1)
Medium	4/4 (LMG +1)
Long	0/0 (LMG +2)
Extreme	0 (LMG)

FIRE

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

FIRE

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

FIRE

3/2 men

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

FIRE

3/2 men

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

FIRE

5/4 men

Close	6/5 (LMG +1) (SMG +1)
Medium	4/4 (LMG +1)
Long	0/0 (LMG +2)
Extreme	0 (LMG)

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Rally
1



Rally
1



Rally
2



Rally
2



Rally
4



Radio

2D8 check
if positive artillery called in.

Rally
1



Rally
1



Rally
2



Rally
3



Rally
5



Radio

2D8 check
if positive artillery called in.

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FIRE



5/4 men

Close 5/4 (LMG +1) (SMG +1)

Medium 3/3 (LMG +1)

Long -1/-1 (LMG +2)

Extreme -1 (LMG)

Movement



3/-2

Three move actions

or

One move action
with -2 concealment.

Cover



Minefield



(Cover: 2nd line)

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.

FIRE



5/4 men

Close 7/6 (LMG +1) (SMG +1)

Medium 5/5 (LMG +1)

Long 1/1 (LMG +2)

Extreme 1 (LMG)

Movement



2/-1

Two move actions

or

One move action
with -1 concealment.

Fear



(Cover: 2nd line)

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

Cover



Smoke

Elite

Play on a group
or on a group in
conjunction with a
movement card.