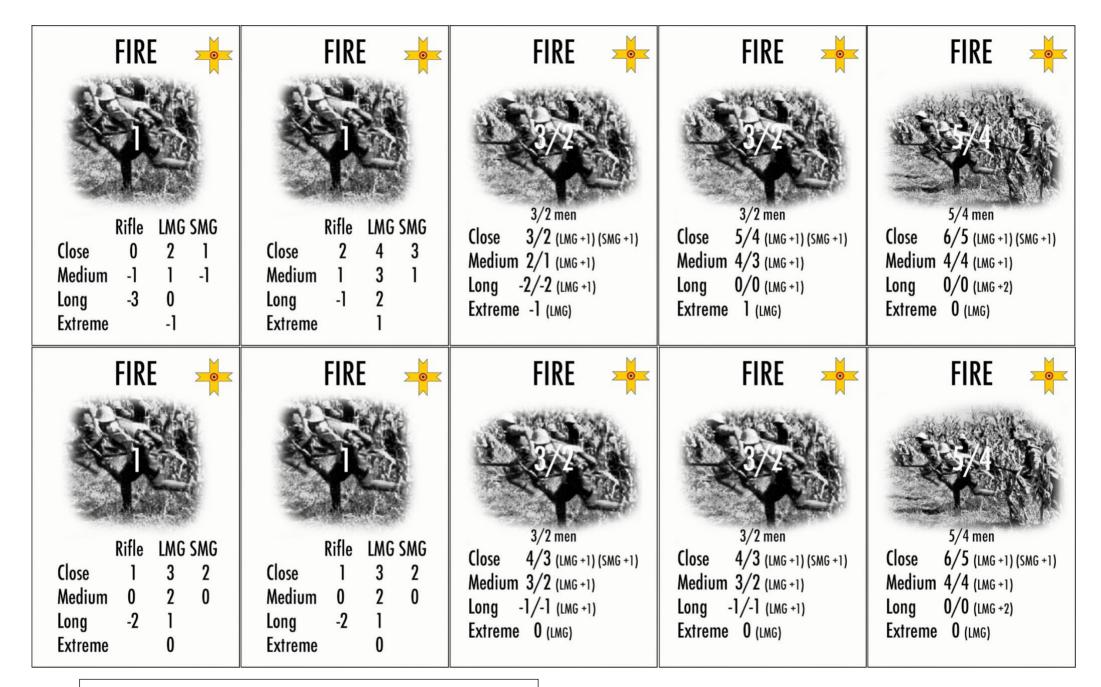
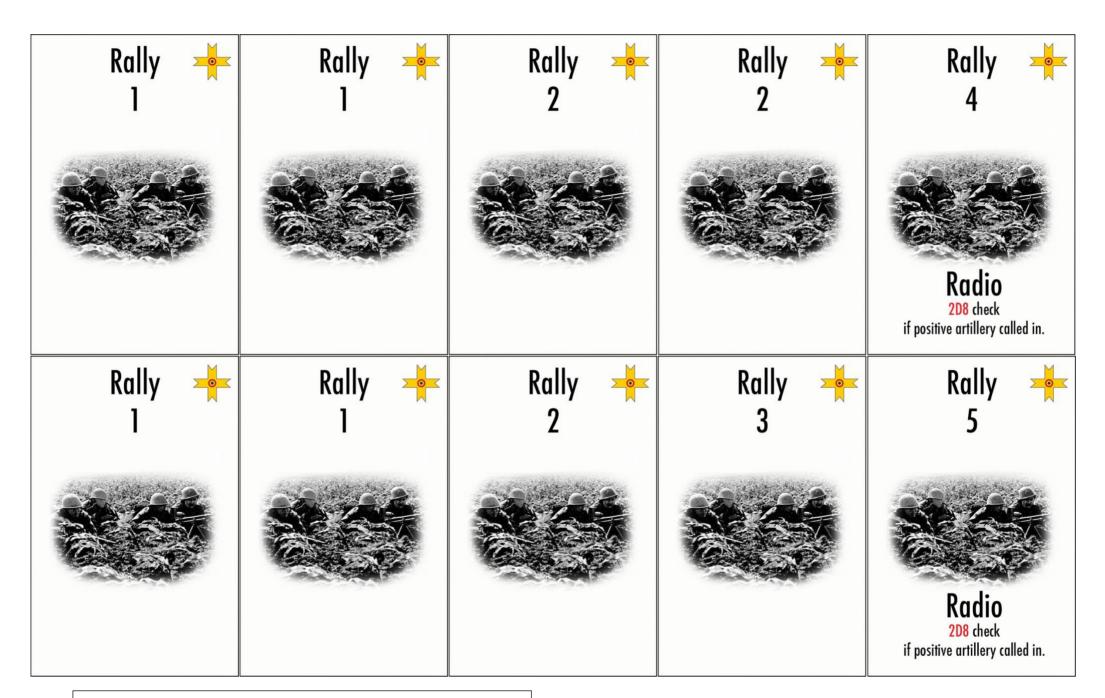


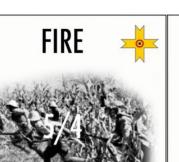
A commercially printed copy of this deck is available at the A Stout Ensign sales page at Make Playing Cards:



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5/4 men

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

Medium 3/3 (LMG +1)

Long -1/-1 (LMG +2)

Extreme -1 (LMG)

Movement $\stackrel{*}{+}$ 3/-2

Three move actions

or

One move action with -2 concealment.

Cower





Minefield

(Cower: 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.



+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 (Cower: 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

Cower





Smoke

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

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