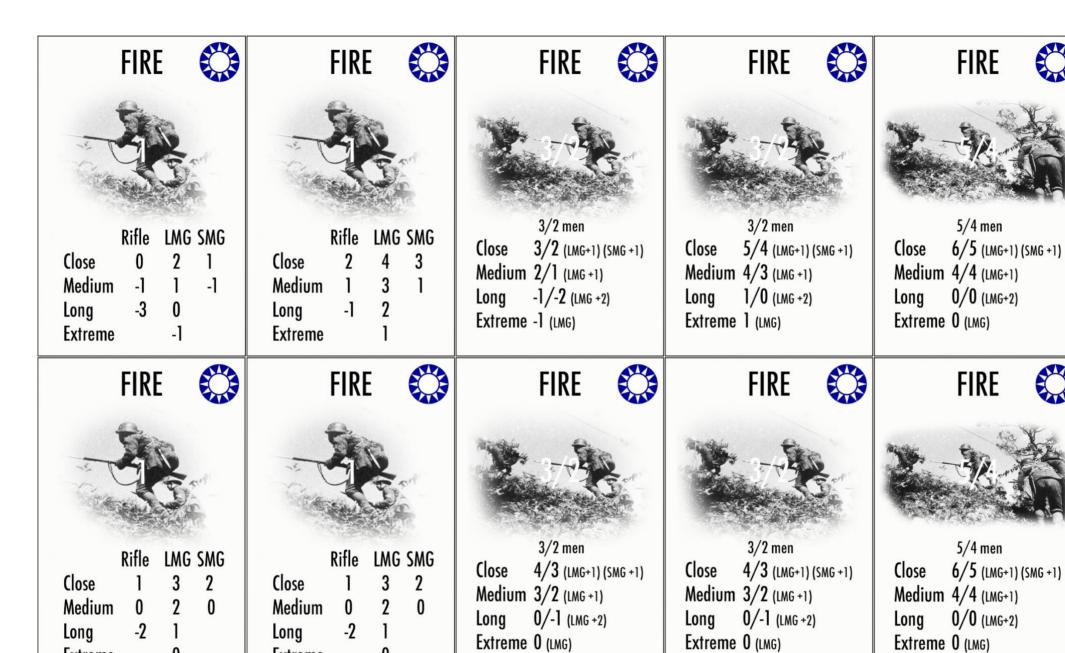


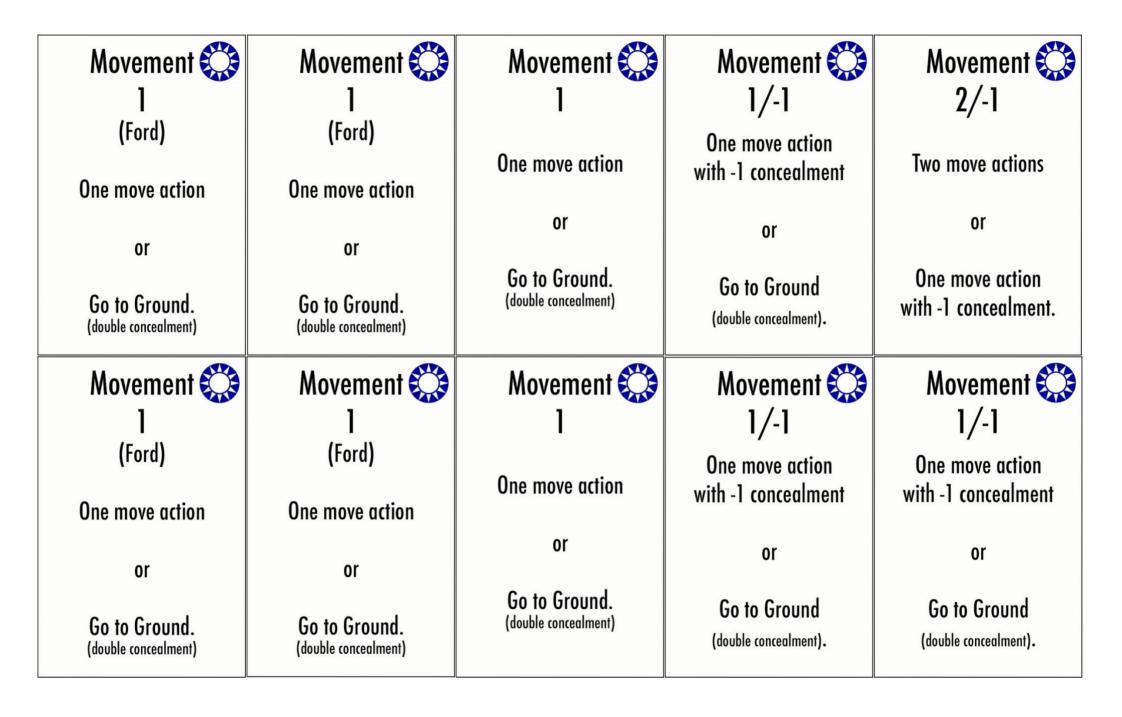
A commercially printed copy of this deck is available at the A Stout Ensign sales page at Make Playing Cards:

https://www.makeplayingcards.com/sell/astoutensigncard



Extreme

Extreme



### 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 2/-1

Two move actions

or

One move action with -1 concealment.

## 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.



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

### Cower





### **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/-2

Two move actions

or

One move action with -2 concealment.

# Movement 🗱

3/-2

Three move actions

or

One move action with -2 concealment.

#### Minefield



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

Attack Strength

4/1

#### Gan Si Gui

Play on one figure in a group with a PL/SL.



Perform a charge action. No morale check. Attack with a FV 5. Cannot be pinned. KIA 7.

### Fear



Play as a discard on an enemy group.

Group cannot move or fire.

+1 when fired on.

(Play a movement card to remove.)

