

British Empire Forces

Great War

Late War / 1917-18

A Supplement for
Storm of Fire
Rules for 20th Century Warfare



Offered by Wasatch Miniatures and GAJO Games

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SPECIAL RULES – LATE WAR



ERA SPECIAL RULES – BRITISH EMPIRE

A British Imperial force has the following special rules in 1917-18:

Creeping Barrage –

The British Army developed the capability to fire a creeping barrage in 1915, when it debuted at the battle of Loos. It was continually improved from then, becoming a significant strength for the Army.

British forces can employ a Creeping Barrage in missions which allow it from 1915 onward.

NATIONAL SPECIAL RULES

Plus, a British Empire force will have one of following national special rules:

Bulldog (British) –

The British soldier had a reputation as stubborn and loving a good fight.

British units with this special rule may re-roll one failed Aggression Check each time they engage in close combat.

Push On (Canadian) –

Canadian units were highly motivated, and they tried to push through fire.

Canadian units with this special rule may re-roll one failed Rally Check each time they perform a Rally action.

Shock Troops (Irish) –

Irish soldiers pushed forward under withering fire again and again.

Irish units with this special rule roll one extra die when making a Rally Action and discard the lowest result.

Proficient (ANZAC) –

ANZAC had a deserved reputation for expertise in close combat.

ANZAC units with this special rule may re-roll one failed Assault Check in the first round of close combat.

Stoic (South African) –

The newly merged British and Boer societies fielded forces that were incredibly tough to shift.

South African units with this special rule may re-roll one failed Tenacity Check per turn.

Aggressive (Indian) –

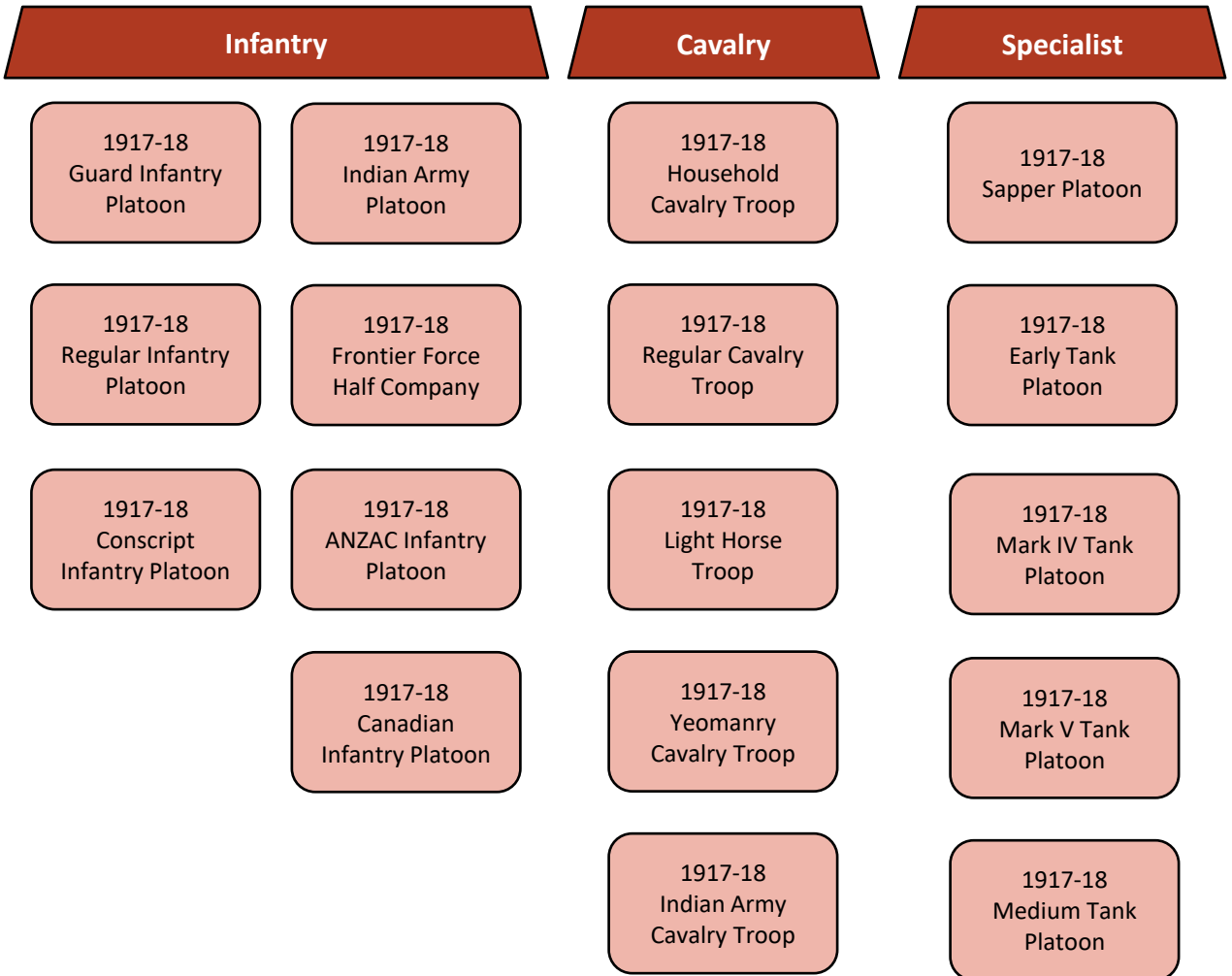
The British Indian Army was recruited and trained with an emphasis on aggressive tactics.

Indian units with this special rule ignore one suppression when making an assault move.

Battlegroup Diagram



British Empire 1917-18

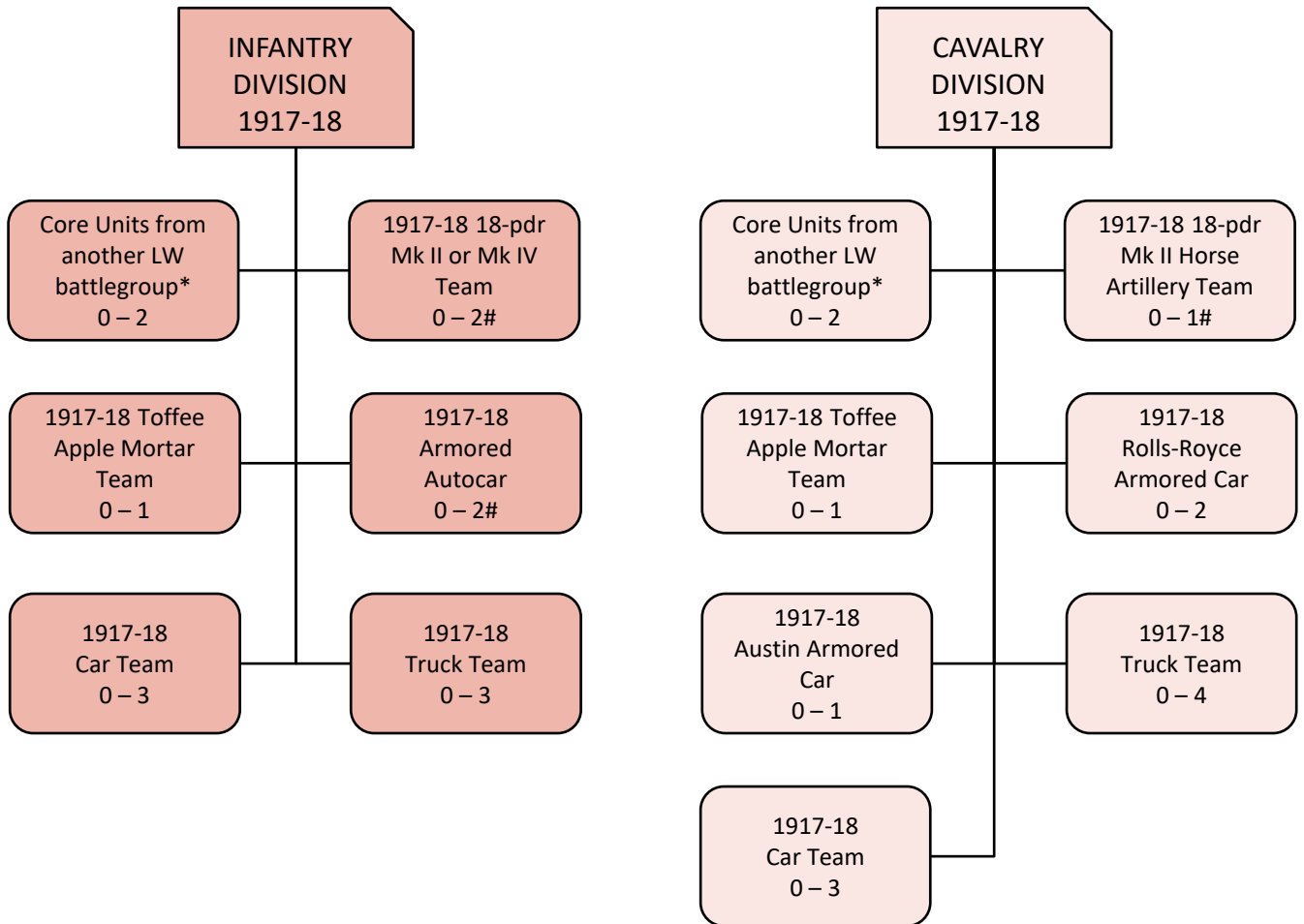


A force must include at least one Battlegroup,
but it may include more than one

Support Diagram



British Empire 1917-18



• = excludes command units

= Support Artillery

Infantry Battlegroups and Units

British Empire 1917-18



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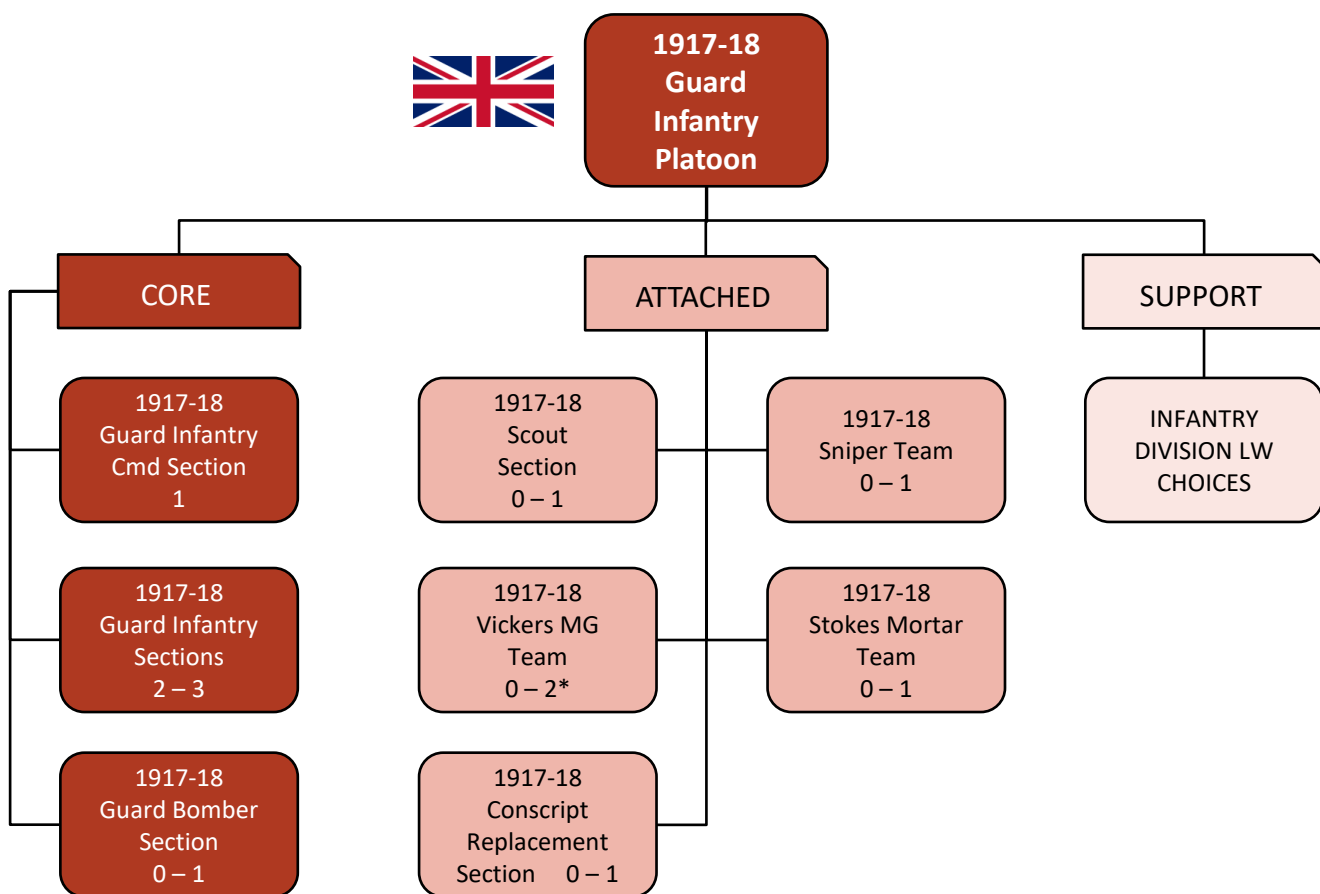
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1917-18 GUARD INFANTRY PLATOON

National Special Rules – British or Irish only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Guard Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades					1	30
Downgrade Officer to Green						
Downgrade Officer to Difficult					0-1	-8
Upgrade Officer to Energetic					0-1	+10
Upgrade Officer to Inspiring					0-1	+22
Attached Staff Officer and Aide, pistols					0-1	28
Medic, unarmed					0-1	19
Comms Specialist (Level 1), pistol					0-1	19
Senior NCO, BA rifle, grenades					0-1	34
Add Riflemen with BA rifle, grenades					0-4	24
Upgrade Officer's pistol to SA Pistol					Any	+1 ea

Morale

Rally 3+

Aggression 3+

Tenacity 3+

Formation

Attack +1

Recon 0



Unit Special Rules:

Implacable – the unit may re-roll failed Tenacity checks.

Implacable

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1917-18 Guard Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades					1	135
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades					0-7	24
Replace BA rifle with Lewis Gun					0-1#	+12
Replace BA rifle with rifle grenade					0-1	+4
Upgrade to Rifle Grenade Section with additional Rifle Grenade Launchers\$					0-3	+4 ea
Upgrade to Lewis Gun Section with additional Lewis Guns%					0-2	+12 ea
Upgrade to Rifle Marksmen Section, all riflemen are Marksmen@					All/none	+1 ea

Morale

Rally 3+

Aggression 3+

Tenacity 3+



= a maximum number is allowed for the entire platoon as follows: 1917 (up to two per platoon), 1918 (up to three per platoon)

\$ = if taken, no other Infantry Section in the platoon may have rifle grenade launchers and the section cannot take a Lewis Gun

% = if taken, no other Infantry Section in the platoon may have Lewis guns and the section cannot take a rifle grenade launcher

@ = if taken, no other Infantry Section in the platoon may be marksmen, section may not have rifle grenades or Lewis guns

Unit Special Rules:

Implacable – the unit may re-roll failed Tenacity checks.

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

Implacable

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917-18 Guard Bomber Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades					1	150
4 Bombers with pistol or BA rifle, grenades						
Add Bombers with pistol or BA rifle, grenades					0 - 7	27
<i>Replace BA rifle with shotgun</i>					<i>Any</i>	<i>+3 ea</i>
<i>Replace BA rifle with rifle grenade</i>					<i>0 - 2</i>	<i>+4 ea</i>

Morale	
Rally	3+
Aggression	3+
Tenacity	3+



Bombers, Implacable

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Implacable – the unit may re-roll failed Tenacity checks.

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

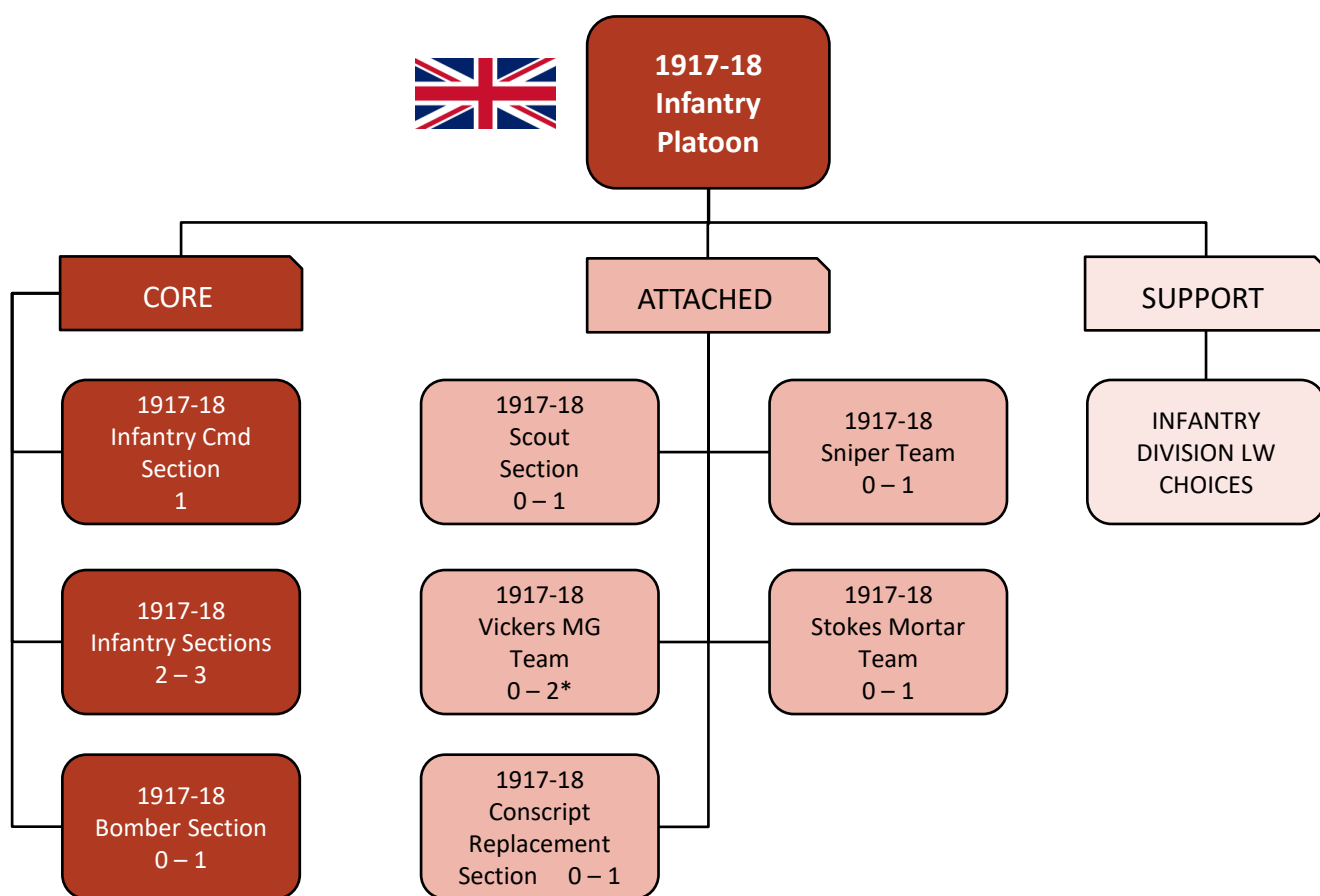
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 INFANTRY PLATOON

National Special Rules – British or Irish only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	26	0-1	29
Add Riflemen with BA rifle, grenades			0-4	16	0-4	19

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0



Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1917-18 Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	95	1	110
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0-7	16	0-7	19
Replace BA rifle with Lewis Gun			0-1#	+12	0-1#	+12
Replace BA rifle with rifle grenade			0-1	+4	0-1	+4
Upgrade to Rifle Grenade Section with additional Rifle Grenade Launchers\$			0-3	+4 ea	0-3	+4 ea
Upgrade to Lewis Gun Section with additional Lewis Guns%			0-2	+12 ea	0-2	+12 ea
Upgrade to Rifle Marksmen Section, all riflemen are Marksmen@			All/none	+1 ea	All/none	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+



= a maximum number is allowed for the entire platoon as follows: 1917 (up to two per platoon), 1918 (up to three per platoon)

\$ = if taken, no other Infantry Section in the platoon may have rifle grenade launchers and the section cannot take a Lewis Gun

% = if taken, no other Infantry Section in the platoon may have Lewis guns and the section cannot take a rifle grenade launcher

@ = if taken, no other Infantry Section in the platoon may be marksmen, section may not have rifle grenades or Lewis guns

Unit Special Rules:

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 Bomber Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	105	1	120
4 Bombers with pistol or BA rifle, grenades			0-7	18	0-7	21
Add Bombers with pistol or BA rifle, grenades			0-3	+3 ea	0-3	+3 ea
Replace BA rifle with shotgun			0-2	+4 ea	0-2	+4 ea
Replace BA rifle with rifle grenade						

Morale	
Rally	4+
Aggression	3+
Tenacity	4+



Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Bombers

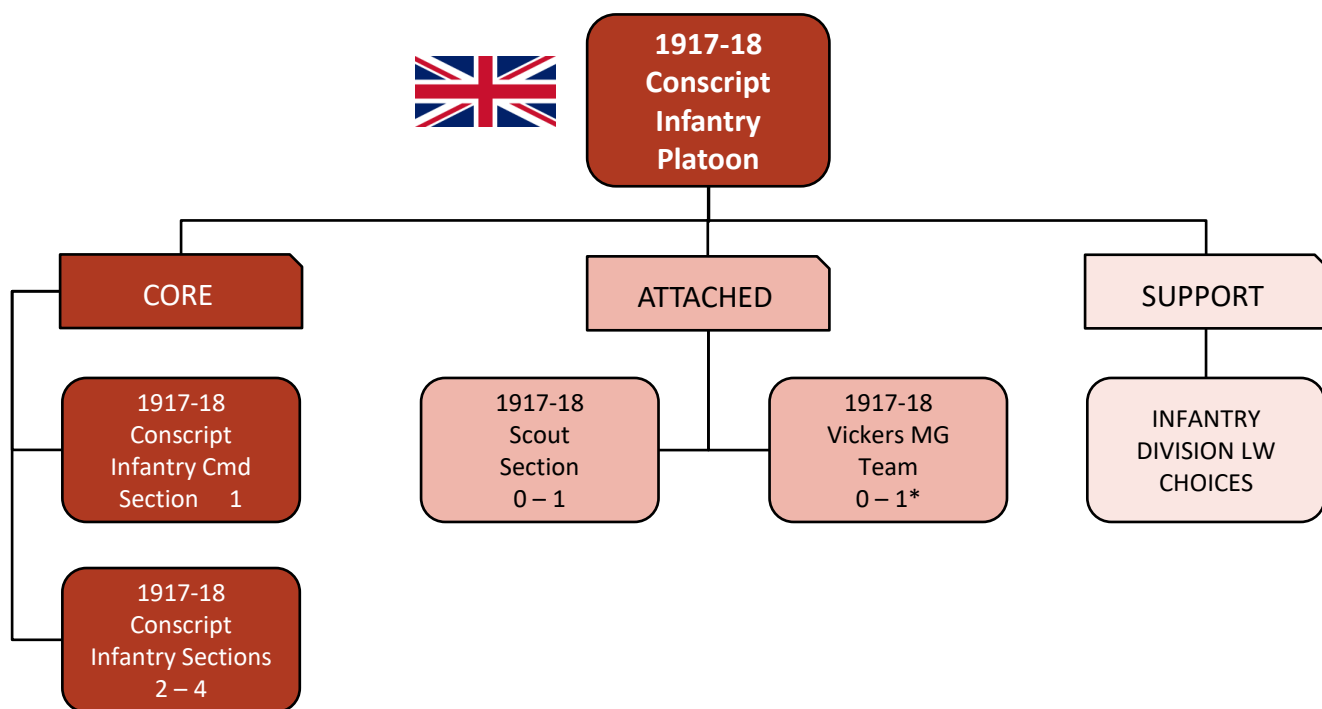
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 CONSCRIPT INFANTRY PLATOON

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Conscript Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, BA rifle, grenades			0 - 1	22		
Add Riflemen with BA rifle, grenades			0 - 4	12		

Morale

Rally 5+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0



Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1917-18 Conscript Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	75		
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0 - 7	12		
Replace BA rifle with Lewis Gun			0 - 1#	+12		
Replace BA rifle with rifle grenade			0 - 1	+4		

Morale

Rally 5+
Aggression 4+
Tenacity 5+



= a maximum number is allowed for the entire platoon as follows: 1917 (up to two per platoon), 1918 (up to three per platoon)

Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

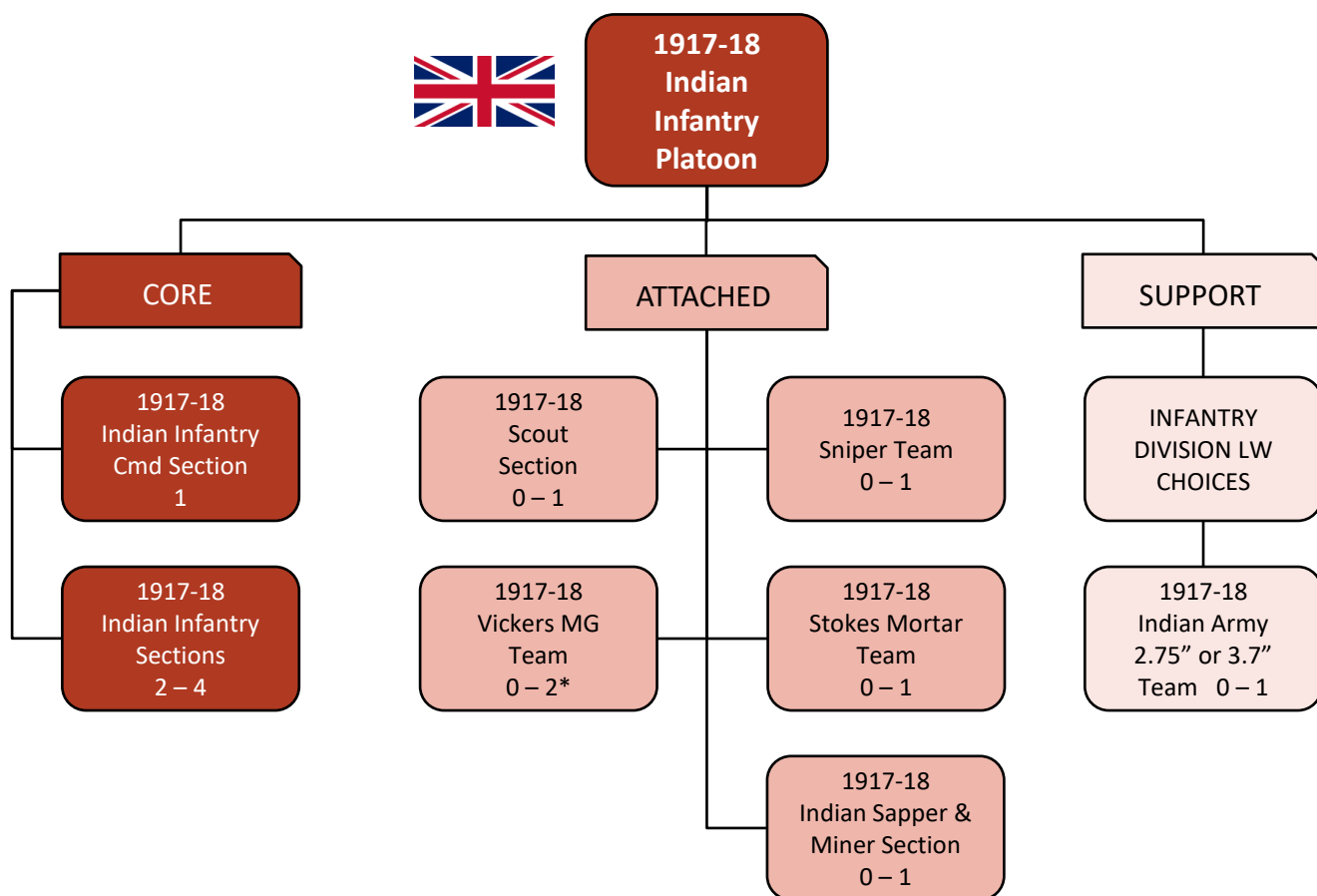
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 INDIAN INFANTRY PLATOON

National Special Rules – Indian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Indian Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, BA rifle, grenades			0 - 1	22		
Add Riflemen with BA rifle, grenades			0 - 4	12		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0



No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1917-18 Indian Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	75		
4 Riflemen with BA rifle, grenades			0 - 5	12		
Add Riflemen with BA rifle, grenades			0 - 1#	+12		
Replace BA rifle with Lewis Gun			0 - 1	+4		
Replace BA rifle with rifle grenade			0 - 1	+4		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 5+



No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

= a maximum number is allowed for the entire platoon as follows: 1917 (up to two per platoon), 1918 (up to three per platoon)

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

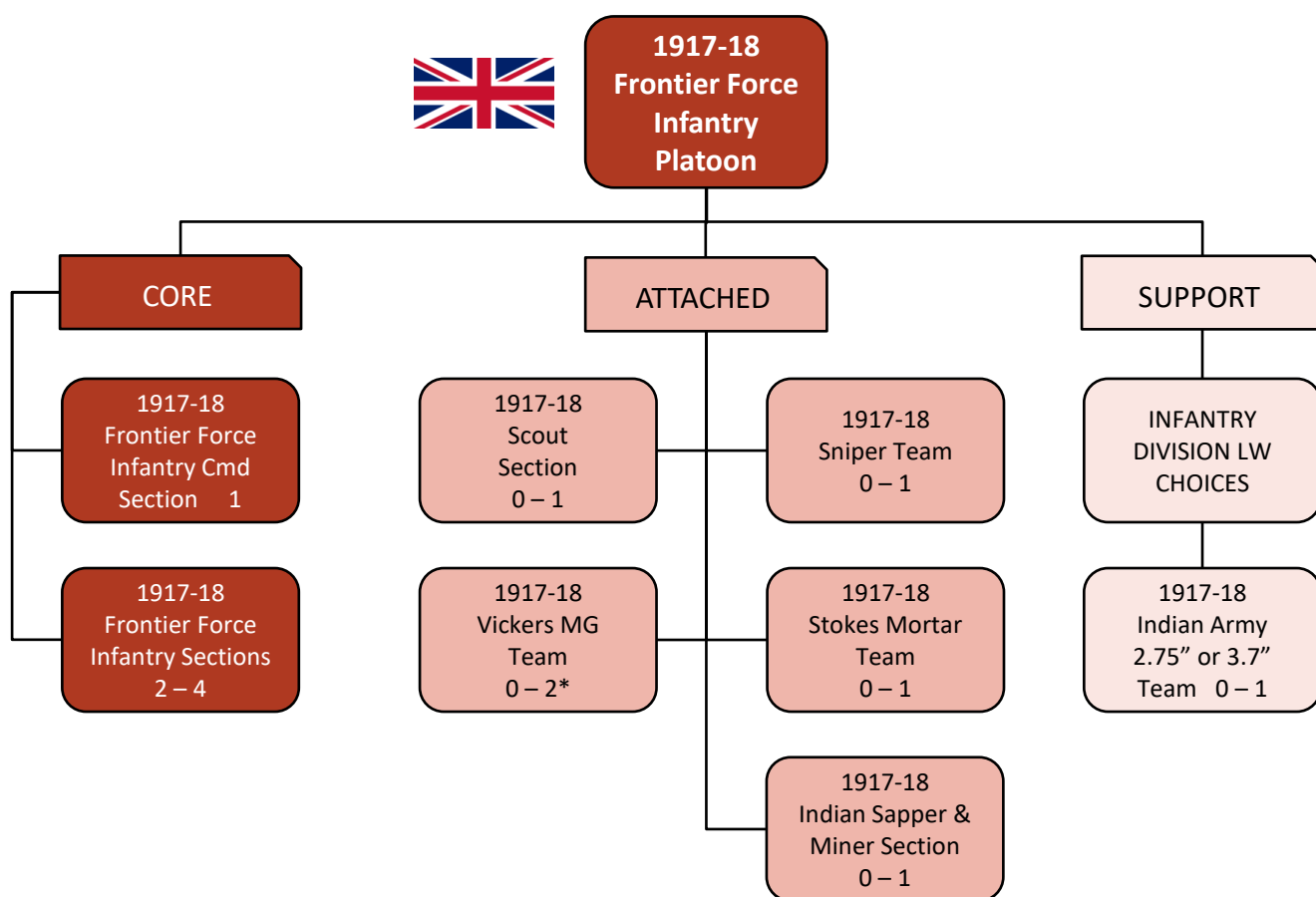
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 FRONTIER FORCE INFANTRY PLATOON

National Special Rules – Indian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Frontier Force Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, BA rifle, grenades			0 - 1	23		
Add Riflemen with BA rifle, grenades			0 - 4	13		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

Rally 4+

Aggression 4+

Tenacity 5+

Formation

Attack +1

Recon 0



Unit Special Rules:

Mountaineers – the unit ignores steep slope movement penalties and altitude rules in missions that have them. The unit may move up or down an impassable cliff face by passing a Skill check.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Mountaineers, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1917-18 Frontier Force Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	80		
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0 - 5	13		
Replace BA rifle with Lewis Gun			0 - 1#	+12		
Replace BA rifle with rifle grenade			0 - 1	+4		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

Rally 4+

Aggression 4+

Tenacity 5+



= a maximum number is allowed for the entire platoon as follows: 1917 (up to two per platoon), 1918 (up to three per platoon)

Unit Special Rules:

Mountaineers – the unit ignores steep slope movement penalties and altitude rules in missions that have them. The unit may move up or down an impassable cliff face by passing a Skill check.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Mountaineers, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

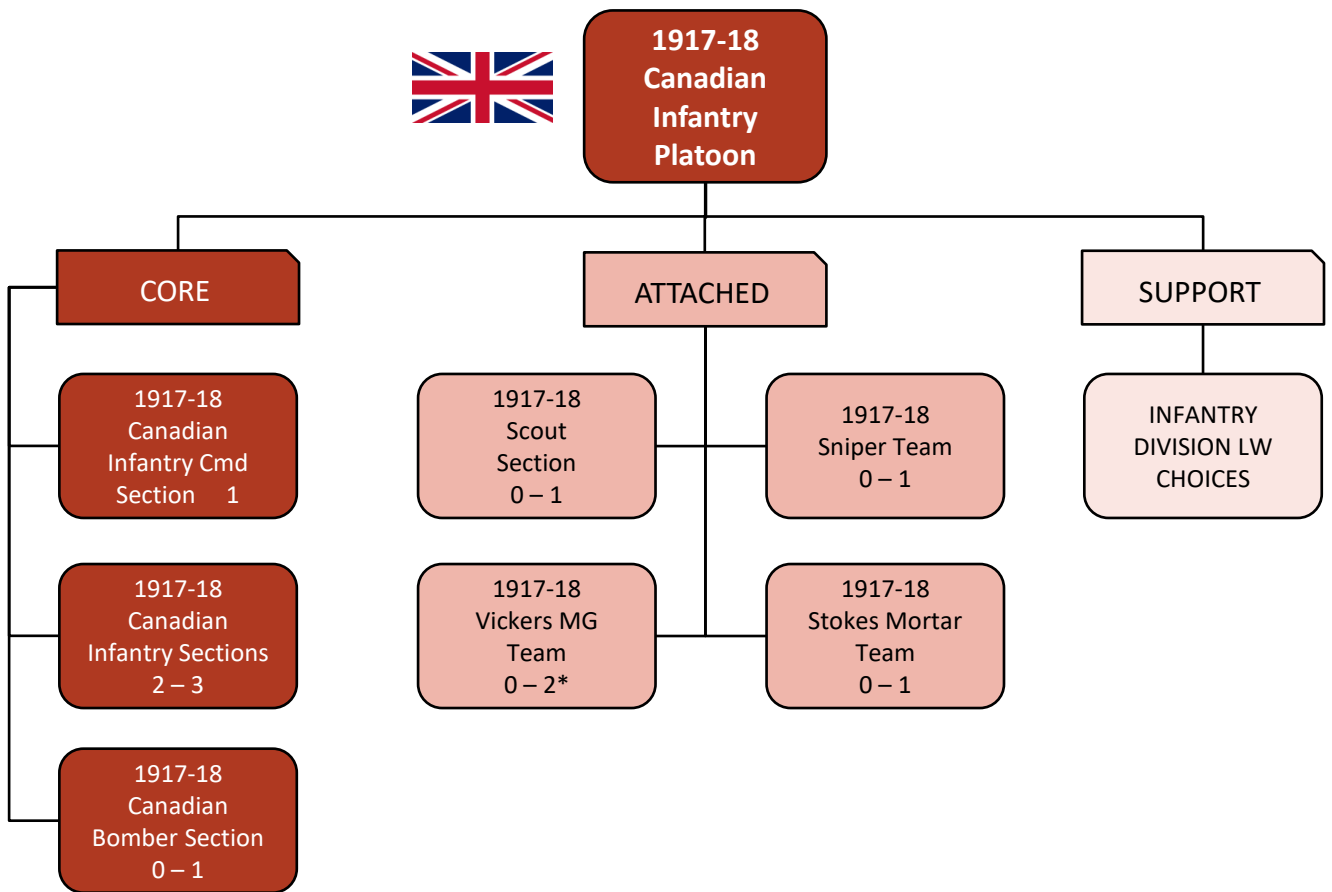
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 CANADIAN INFANTRY PLATOON

National Special Rules – Canadian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Canadian Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	28	0-1	31
Add Riflemen with BA rifle, grenades			0-4	18	0-4	21

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0



Offensive Spirit, Woodsmen

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

Offensive Spirit - +1 to Rally Checks when a Rally action follows a Maneuver action toward the closest enemy unit.

Woodsmen - unit ignores the movement penalty for woods and forests and has a minimum 6" move through dense undergrowth.

1917-18 Canadian Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	105	1	120
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0-7	18	0-7	21
Replace BA rifle with Lewis Gun			0-1#	+12	0-1#	+12
Replace BA rifle with rifle grenade			0-1	+4	0-1	+4
Upgrade to Rifle Grenade Section with additional Rifle Grenade Launchers\$			0-3	+4 ea	0-3	+4 ea
Upgrade to Lewis Gun Section with additional Lewis Guns%			0-2	+12 ea	0-2	+12 ea
Upgrade to Rifle Marksmen Section, all riflemen are Marksmen			All@	+1 ea	All@	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+



Offensive Spirit, Woodsmen

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

= a maximum number is allowed for the entire platoon as follows: 1917 (up to two per platoon), 1918 (up to three per platoon)

\$ = if taken, no other Infantry Section in the platoon may have rifle grenade launchers and the section cannot take a Lewis Gun

% = if taken, no other Infantry Section in the platoon may have Lewis guns and the section cannot take a rifle grenade launcher

@ = if taken, no other Infantry Section in the platoon may be marksmen, section may not have rifle grenades or Lewis guns

Unit Special Rules:

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

Offensive Spirit - +1 to Rally Checks when a Rally action follows a Maneuver action toward the closest enemy unit.

Woodsmen - unit ignores the movement penalty for woods and forests and has a minimum 6" move through dense undergrowth.

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917-18 Canadian Bomber Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	115	1	135
Add Bombers with pistol or BA rifle, grenades			0-7	20	0-7	24
<i>Replace BA rifle with shotgun</i>			0-3	+3 ea	0-3	+3 ea
<i>Replace BA rifle with rifle grenade</i>			0-2	+4 ea	0-2	+4 ea

Morale	
Rally	4+
Aggression	3+
Tenacity	4+



Infantry Unit

Bombers, Offensive Spirit, Woodsmen

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Offensive Spirit - +1 to Rally Checks when a Rally action follows a Maneuver action toward the closest enemy unit.

Woodsmen - unit ignores the movement penalty for woods and forests and has a minimum 6" move through dense undergrowth.

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

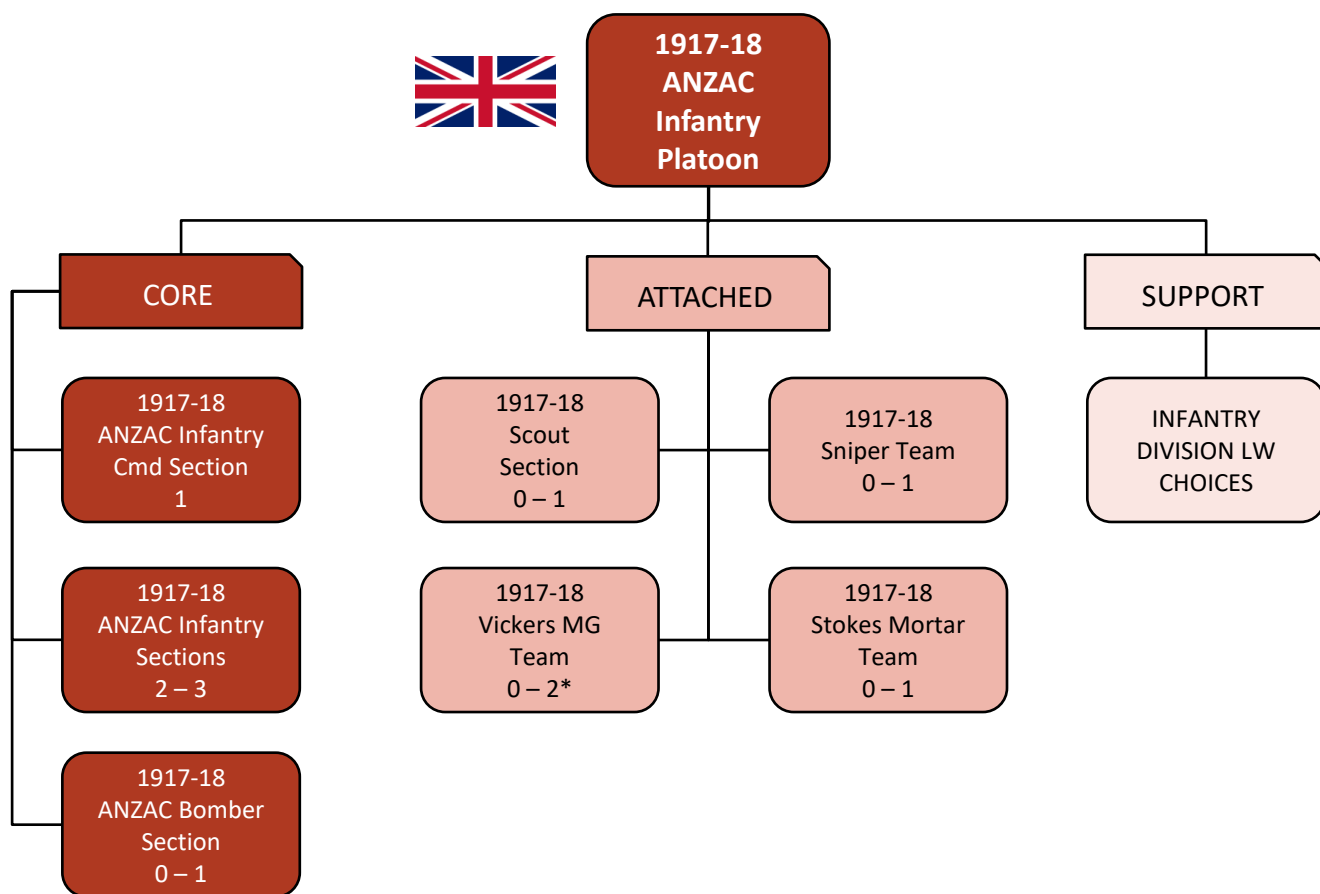
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 ANZAC INFANTRY PLATOON

National Special Rules – ANZAC only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 ANZAC Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	26	0-1	29
Add Riflemen with BA rifle, grenades			0-4	16	0-4	19

Morale

Rally 3+

Aggression 4+

Tenacity 4+

Formation

Attack +1

Recon 0



Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1917-18 ANZAC Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	95	1	110
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0-7	16	0-7	19
Replace BA rifle with Lewis Gun			0-1#	+12	0-1#	+12
Replace BA rifle with rifle grenade			0-1	+4	0-1	+4
Upgrade to Rifle Grenade Section with additional Rifle Grenade Launchers\$			0-3	+4 ea	0-3	+4 ea
Upgrade to Lewis Gun Section with additional Lewis Guns%			0-2	+12 ea	0-2	+12 ea
Upgrade to Rifle Marksmen Section, all riflemen are Marksmen			All@	+1 ea	All@	+1 ea

Morale

Rally 3+

Aggression 4+

Tenacity 4+



= a maximum number is allowed for the entire platoon as follows: 1917 (up to two per platoon), 1918 (up to three per platoon)

\$ = if taken, no other Infantry Section in the platoon may have rifle grenade launchers and the section cannot take a Lewis Gun

% = if taken, no other Infantry Section in the platoon may have Lewis guns and the section cannot take a rifle grenade launcher

@ = if taken, no other Infantry Section in the platoon may be marksmen, section may not have rifle grenades or Lewis guns

Unit Special Rules:

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 ANZAC Bomber Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	105	1	120
4 Bombers with pistol or BA rifle, grenades			0-7	18	0-7	21
Add Bombers with pistol or BA rifle, grenades			0-3	+3 ea	0-3	+3 ea
Replace BA rifle with shotgun			0-2	+4 ea	0-2	+4 ea
Replace BA rifle with rifle grenade						

Morale	
Rally	3+
Aggression	4+
Tenacity	4+



Infantry Unit

Bombers

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

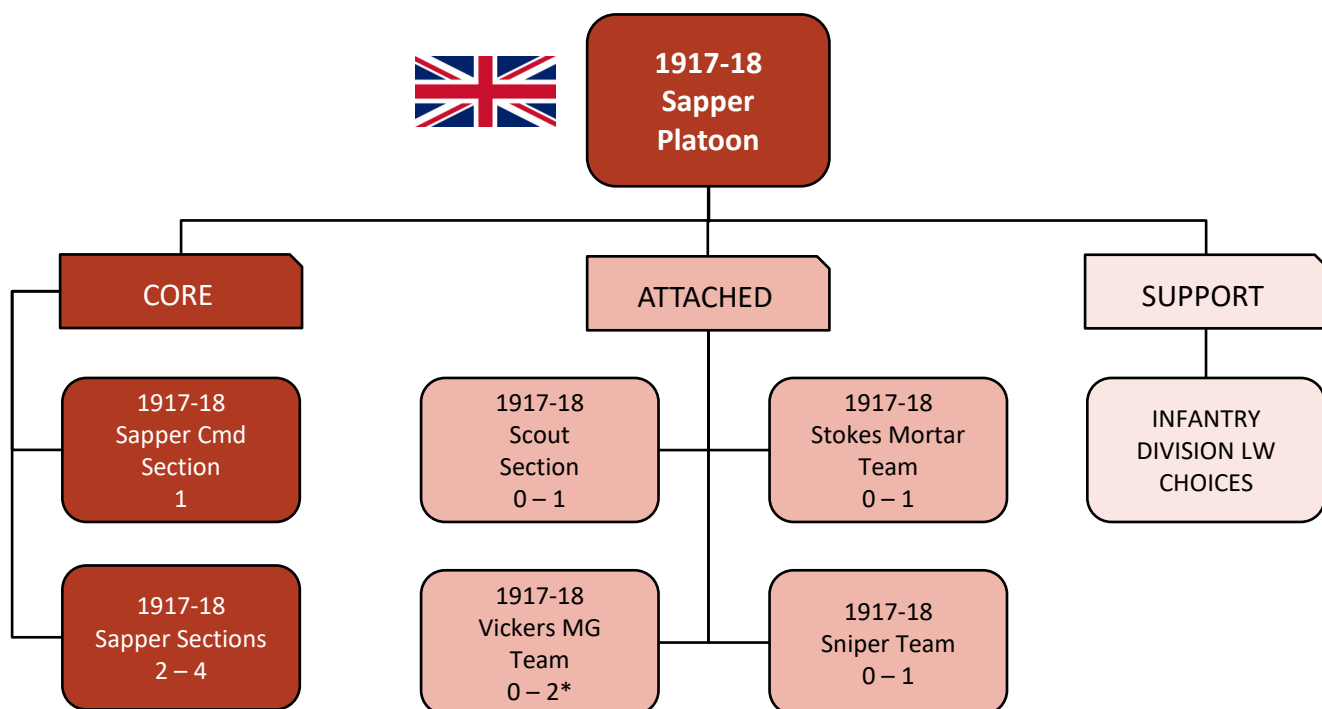
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 SAPPER PLATOON

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Sapper Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	28	0-1	31
Add Sapper with BA rifle, grenades			0-4	18	0-4	21

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0



Unit Special Rules:

Pioneers – +1 to Assault Checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Pioneers

1917-18 Sapper Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	105	1	120
4 Sappers with BA rifle, grenades						
Add Sapper with BA rifle, grenades			0-7	18	0-7	21
Add smoke grenades (for unit)			For unit	+5	For unit	+5
Upgrade grenades to grenade bundles			Any	+4 ea	Any	+4 ea
Equip unit with Bangalore Torpedoes			For unit	+15	For unit	+15

Morale

Rally 4+
Aggression 3+
Tenacity 4+



Unit Special Rules:

Bangalore Torpedoes – a unit equipped with these weapons may deploy and activate them using a special action. The unit may target a single enemy unit or fortification within 6". For every 4 figures in the unit a torpedo attack may be made. Each attack succeeds on a skill check, and each success destroys a wire or mine section or inflicts a 2d6 blast or a +5 PEN hit on an enemy unit. Any successes also create a 1" by 6" smoke section, centered on the aiming point.

Pioneers – +1 to Assault Checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Grenade Bundles	4"	1	1	+3	3+	d3	Grenade bundle, Suppression

Pioneers

AF = Accelerated Fire

RF = Rapid Fire

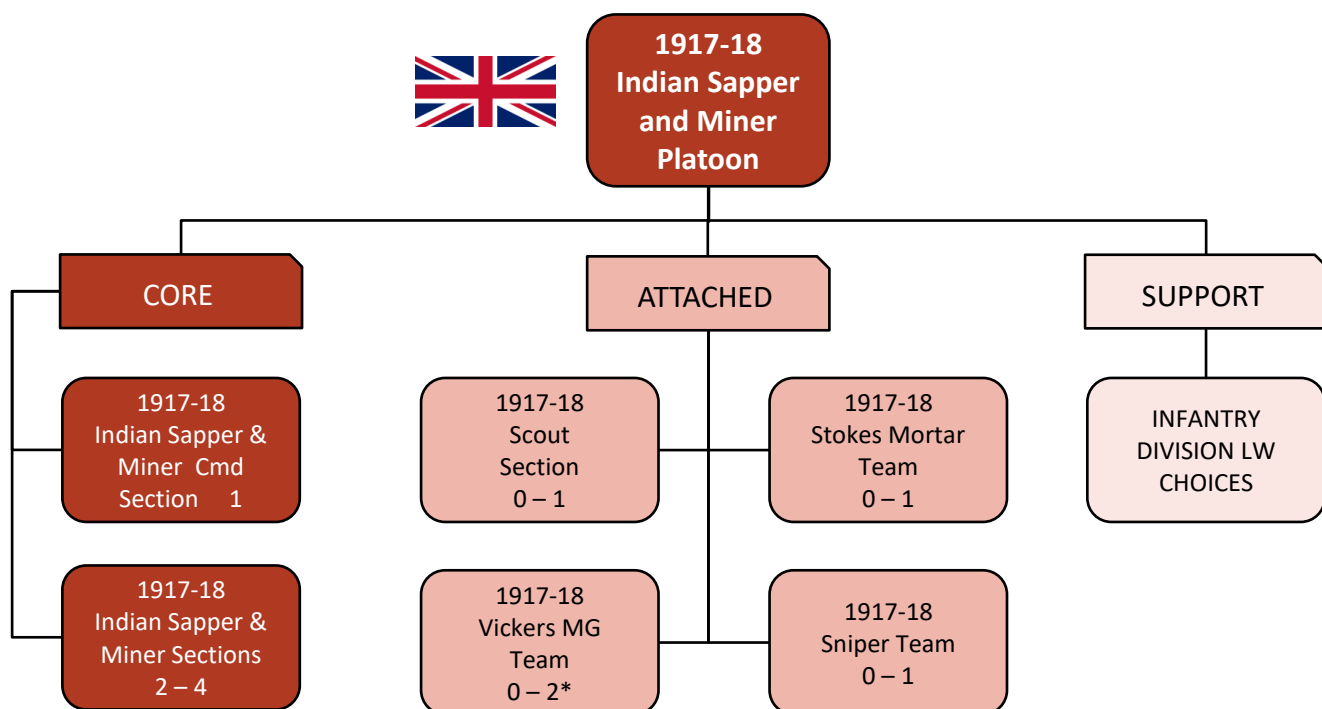
SS = Single Shot

* = Slow Firing

1917-18 INDIAN ARMY SAPPER & MINER PLATOON

National Special Rules – Indian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Indian Sapper & Miner Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, BA rifle, grenades			0 - 1	23		
Add Sapper with BA rifle, grenades			0 - 4	13		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0



Unit Special Rules:

Bangalore Torpedoes – a unit equipped with these weapons may deploy and activate them using a special action. The unit may target a single enemy unit or fortification within 6". For every 4 figures in the unit a torpedo attack may be made. Each attack succeeds on a skill check, and each success destroys a wire or mine section or inflicts a 2d6 blast or a +5 PEN hit on an enemy unit.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Pioneers – +1 to Assault Checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

No Head Protection, Pioneers

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1917-18 Indian Sapper & Miner Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	80		
4 Sappers with BA rifle, grenades			0 - 7	13		
Add Sapper with BA rifle, grenades			For unit	+5		
Add smoke grenades (for unit)			Any	+4 ea		
Upgrade grenades to grenade bundles			For unit	+1 ea		
Upgrade entire unit with steel helmets			For unit	+15		
Equip unit with Bangalore Torpedoes			For unit	+15		

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Unit Special Rules:

Bangalore Torpedoes – a unit equipped with these weapons may deploy and activate them using a special action. The unit may target a single enemy unit or fortification within 6". For every 4 figures in the unit a torpedo attack may be made. Each attack succeeds on a skill check, and each success destroys a wire or mine section or inflicts a 2d6 blast or a +5 PEN hit on an enemy unit. Any successes also create a 1" by 6" smoke section, centered on the aiming point.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Pioneers – +1 to Assault Checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

No Head Protection, Pioneers

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Grenade Bundles	4"	1	1	+3	3+	d3	Grenade bundle, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Scouts with BA rifle, grenades			1	80	1	100
Add Scouts with BA rifle, grenades			0 – 7	15	0 – 7	17
Replace any BA rifle with BA Carbine			Any	-	Any	-
Upgrade entire unit to Marksmen			All/none	+1 ea	All/none	+1 ea
Add smoke grenades (for unit)			For unit	+5	For unit	+5

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Infantry Unit

Unit Special Rules:

Extended Order – the unit may operate in extended order

Independent – the unit may activate outside of the influence range of the formation commander without an activation die penalty.

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

Recon 1 – the unit contributes 1 recon point to the force.

Scouts – unit counts as having Hit the Dirt unless it fired during its last activation. It may also make a Scout move in missions which allow it.

Extended Order, Independent, Recon 1, Scouts

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA Carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

Cavalry Battlegroups and Units

British Empire 1917-18



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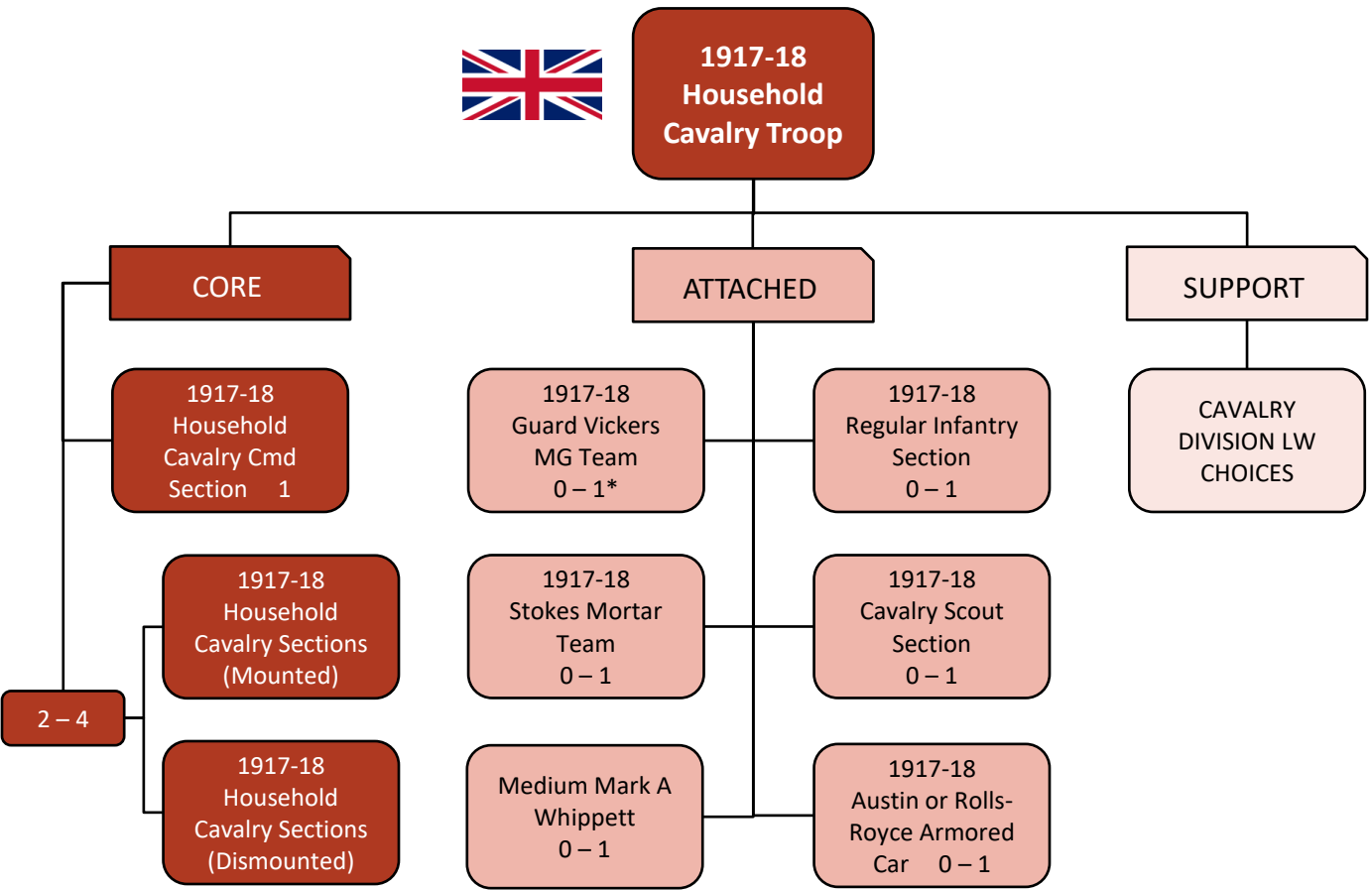
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1917-18 HOUSEHOLD CAVALRY TROOP

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Household Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse					1	32
Downgrade Officer to Green						
Downgrade Officer to Difficult					0-1	-8
Upgrade Officer to Energetic					0-1	+10
Upgrade Officer to Inspiring					0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse					0-1	30
Medic, unarmed, horse					0-1	20
Farrier, pistol, sabre, horse					0-1	20
Musician, pistol, sabre, horse					0-1	15
Senior NCO, BA rifle, sabre, grenades, horse					0-1	38
Add Trooper, BA rifle, sabre, grenades, horse					0-2	28
Upgrade Officer's pistol to SA pistol					Any	+1 ea
Upgrade entire unit with steel helmets					For unit	+1 ea

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership / HM (Excellent) – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

Implacable – the unit may re-roll failed Tenacity checks.

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Morale	
Rally	4+
Aggression	3+
Tenacity	3+

Formation	
Attack	+2
Recon	2

Mounted Unit



Cavalry, Extended Order, HM (Excellent), Implacable, Marksmen, Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1917-18 Household Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse					1	155
4 Troopers, BA rifle, sabre, grenades, horse						
Add Trooper, BA rifle, sabre, grenades, horse					0-4	28
Upgrade pistol to SA pistol					Any	+1 ea
Add lance					Any	+1 ea
Upgrade entire unit with steel helmets					For unit	+1 ea

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership / HM (Excellent) – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

Implacable – the unit may re-roll failed Tenacity checks.

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Morale	
Rally	4+
Aggression	3+
Tenacity	3+

Mounted Unit



Cavalry, Extended Order, HM (Excellent), Implacable, Marksmen, Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917-18 Household Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle, grenades					1	130
4 Troopers with BA rifle, grenades					0-3	23
Add Trooper with BA rifle, grenades					Any	+1 ea
Upgrade pistol to SA Pistol					0-1#	+7
Replace BA rifle with Hotchkiss Mk I					0-1	+4
Replace BA rifle with rifle grenade					For unit	+1 ea
Upgrade entire unit with steel helmets						

Morale

Rally 4+
 Aggression 3+
 Tenacity 3+



= a maximum number is allowed for the entire troop as follows: 1917-18 (up to three per platoon)

Unit Special Rules:

Extended Order – the unit may operate in extended order.

Implacable – the unit may re-roll failed Tenacity checks.

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Extended Order, Implacable, Marksmen, No Head Protection

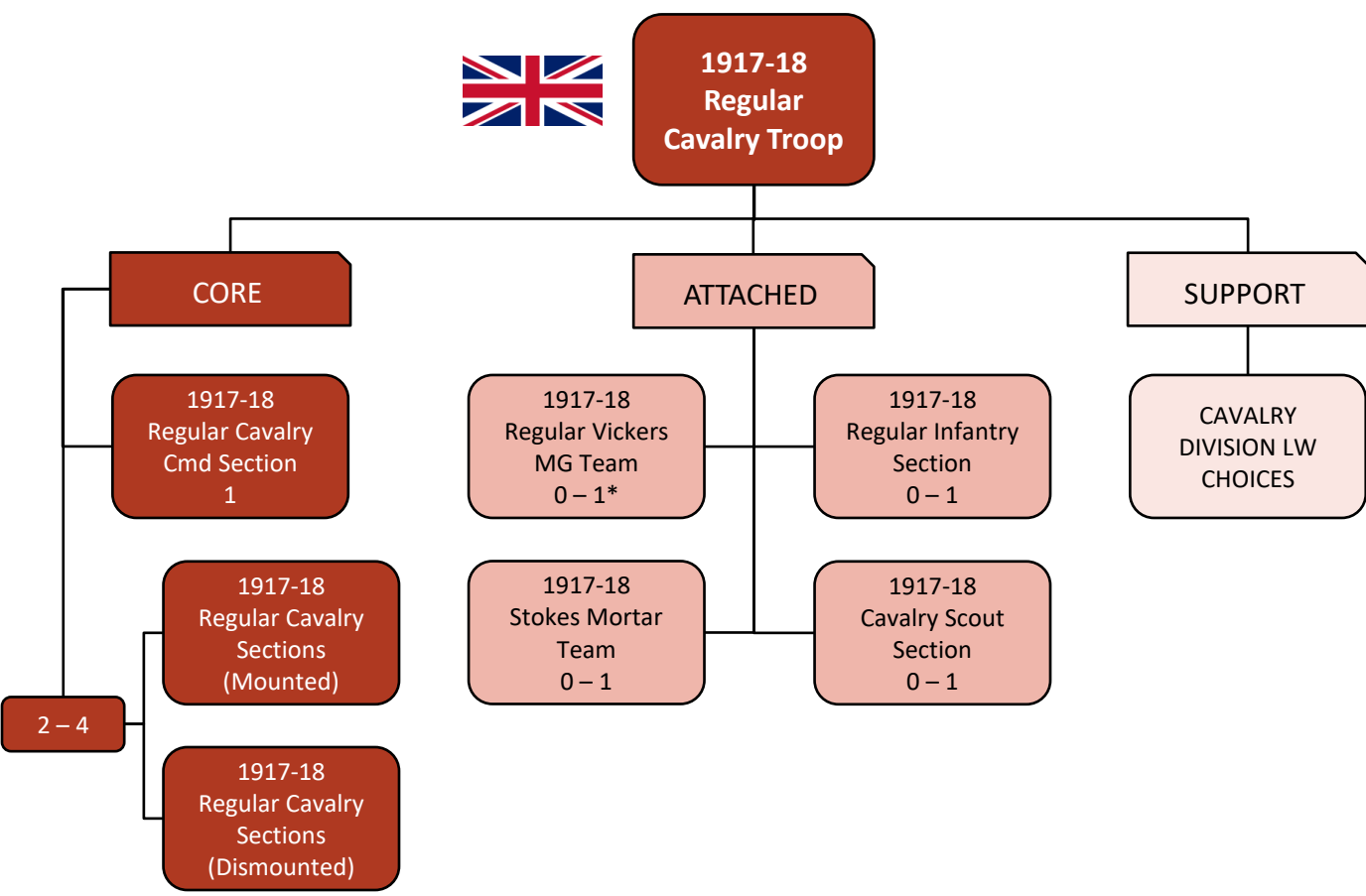
Unit	Maneuver	Double Time	Assault	Agility
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Hotchkiss Mk I LMG	36"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

1917-18 REGULAR CAVALRY TROOP

National Special Rules – British, Irish, ANZAC or Canadian.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Regular Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
Farrier, pistol, sabre, horse			0-1	18	0-1	20
Musician, pistol, sabre, horse			0-1	13	0-1	15
Senior NCO, BA rifle, sabre, grenades, horse			0-1	31	0-1	35
Add Trooper, BA rifle, sabre, grenades, horse			0-2	21	0-2	25
Upgrade Officer's pistol to SA pistol			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +2
Recon 2



Mounted Unit

Cavalry, Extended Order, HM (Excellent), Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership / HM (Excellent) – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

1917-18 Regular Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse			1	120	1	140
4 Troopers, BA rifle, sabre, grenades, horse						
Add Trooper, BA rifle, sabre, grenades, horse			0-3	21	0-3	25
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add lance			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+



Mounted Unit

Cavalry, Extended Order, HM (Excellent), Marksmen, Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership / HM (Excellent) – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

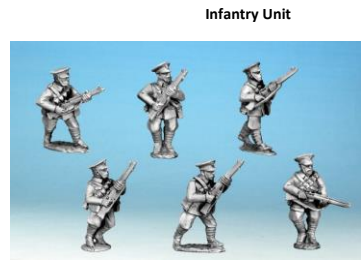
AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 Regular Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle, grenades			1	90	1	115
4 Troopers with BA rifle, grenades						
Add Trooper with BA rifle, grenades			0-3	17	0-3	20
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with Hotchkiss Mk I			0-1#	+7	0-1#	+7
Replace BA rifle with rifle grenade			0-1	+4	0-1	+4
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale	
Rally	4+
Aggression	3+
Tenacity	4+



= a maximum number is allowed for the entire troop as follows: 1917-18 (up to three per platoon)

Unit Special Rules:

Extended Order – the unit may operate in extended order.

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Extended Order, Marksmen, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Hotchkiss Mk I LMG	36"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

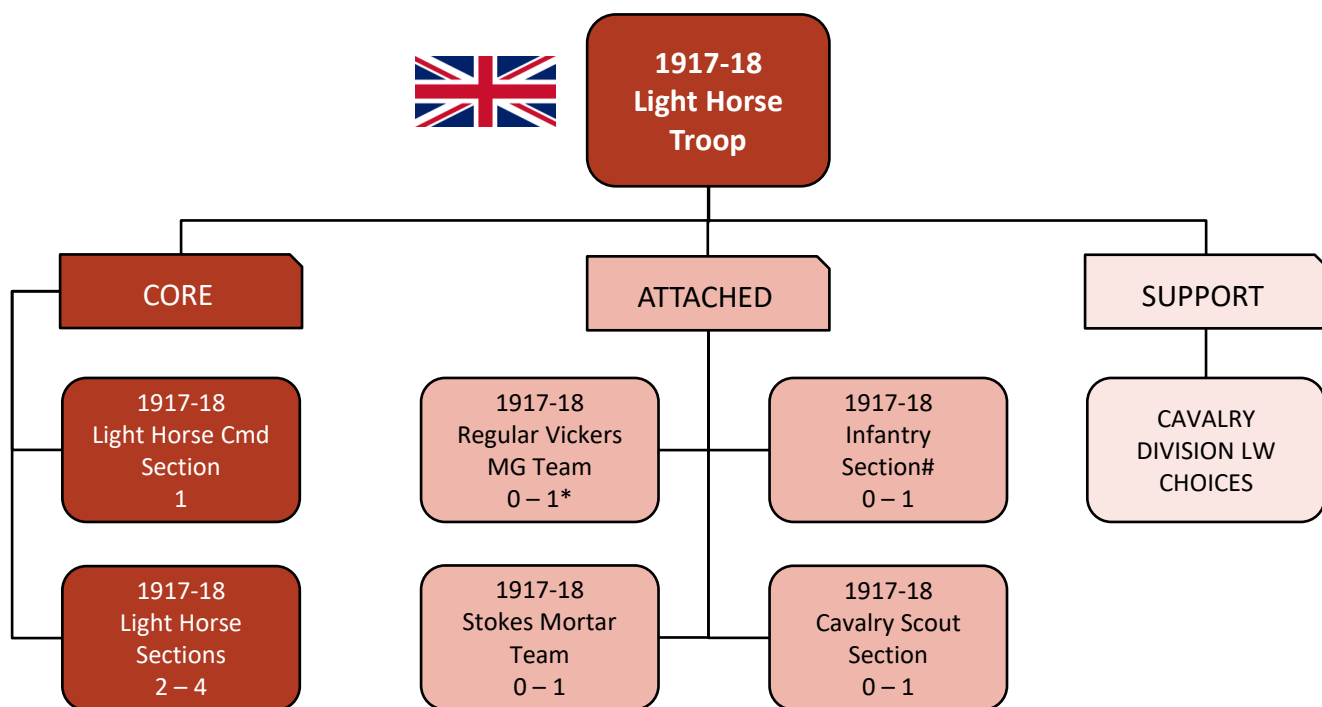
SS = Single Shot

* = Slow Firing

1917-18 LIGHT HORSE TROOP

National Special Rules – ANZAC, Canadian or South African.

ORGANIZATION DIAGRAM



* = Line Holder Unit

= must be the same nationality as the Battlegroup (ANZAC, Canadian or South African)

1917-18 Light Horse Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, grenades, horse			1	24	1	32
<i>Downgrade Officer to Green</i>			0-1	-10		
<i>Downgrade Officer to Difficult</i>			0-1	-5	0-1	-8
<i>Upgrade Officer to Energetic</i>			0-1	+8	0-1	+10
<i>Upgrade Officer to Inspiring</i>			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
Farrier, pistol, horse			0-1	18	0-1	20
Musician, pistol, horse			0-1	13	0-1	15
Senior NCO, BA rifle, grenades, horse			0-1	26	0-1	29
Add Trooper, BA rifle, grenades, horse			0-2	16	0-2	19
<i>Upgrade Officer's pistol to SA pistol</i>			Any	+1 ea	Any	+1 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea
<i>Upgrade Australian Unit to Cavalry, add sabre to Officer, NCO and troopers</i>			All/none	+3 ea	All/none	+3 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +2
Recon 2



Mounted Unit

Extended Order, Mounted, No Head Protection, Poor Shots

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Poor Shots – The unit suffers an additional -1 to hit if shooting while mounted.

1917-18 Light Horse Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle, grenades, horse			1	95	1	110
4 Troopers, BA rifle, grenades, horse						
Add Trooper, BA rifle, grenades, horse			0-5	16	0-5	19
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with Hotchkiss Mk I</i>			0-1	+7	0-1	+7
<i>Replace BA rifle with rifle grenade</i>			0-1	+4	0-1	+4
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea
<i>Upgrade Australian Unit to Cavalry, add sabre</i>			All/none	+3 ea	All/none	+3 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+



Mounted Unit

Extended Order, Mounted, No Head Protection, Poor Shots

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Hotchkiss Mk I LMG	36"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

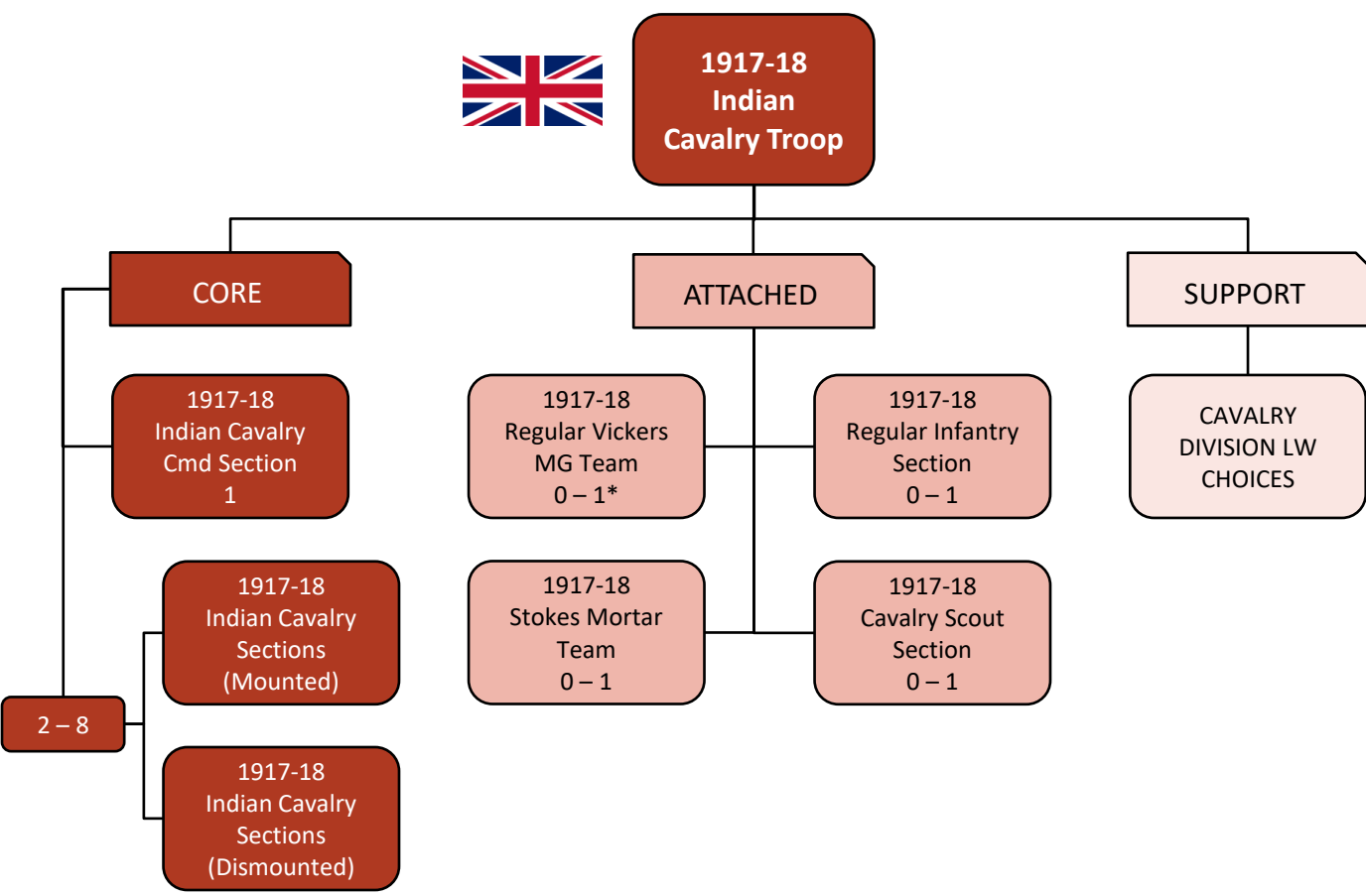
Poor Shots – The unit suffers an additional -1 to hit if shooting while mounted.

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 INDIAN ARMY CAVALRY TROOP

National Special Rules – Indian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Indian Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
Farrier, pistol, sabre, horse			0-1	18	0-1	20
Musician, pistol, sabre, horse			0-1	13	0-1	15
Senior NCO, BA rifle, sabre, grenades, horse			0-1	27	0-1	29
Add Trooper, BA rifle, sabre, grenades, horse			0-4	17	0-4	19
Upgrade Officer's pistol to SA pistol			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack +2
Recon 2



Mounted Unit

Cavalry, Extended Order, HM (Excellent), Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership / HM (Excellent) – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

1917-18 Indian Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse			1	100	1	110
4 Troopers, BA rifle, sabre, grenades, horse						
Add Trooper, BA rifle, sabre, grenades, horse			0-4	17	0-4	19
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add lance			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Mounted Unit

Cavalry, Extended Order, HM (Excellent), Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership / HM (Excellent) – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

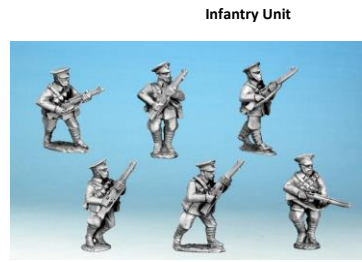
AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 Indian Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle, grenades 4 Troopers with BA rifle, grenades			1	80	1	95
Add Trooper with BA rifle, grenades			0 - 4	13	0 - 4	16
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with Hotchkiss Mk I			0 - 1#	+7	0 - 1#	+7
Replace BA rifle with rifle grenade			0 - 1	+4	0 - 1	+4
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Extended Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Dismounted	8"	12"	6"	Auto

= a maximum number is allowed for the entire troop as follows: 1917-18 (up to two per platoon)

Unit Special Rules:

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Hotchkiss Mk I LMG	36"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917-18 Cavalry Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse			1	105	1	115
4 Troopers, BA rifle, sabre, grenades, horse			0-3	18	0-3	20
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add lance			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Horse Mastership / HM (Excellent) – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

Independent – the unit may activate outside of the influence range of the battlegroup commander without an activation die penalty.

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Recon 2 – the unit contributes 2 recon points to the force.

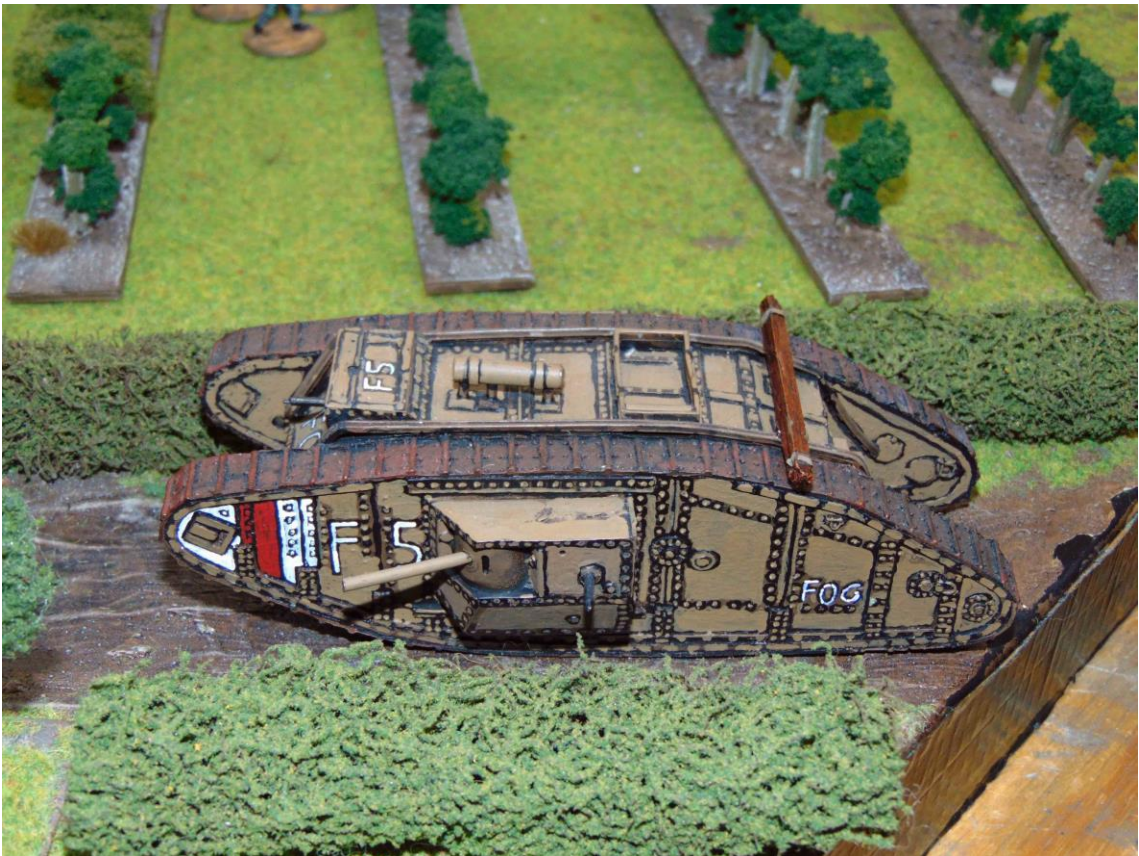
Cavalry, Extended Order, HM (Excellent), Independent, Marksmen, Mounted, No Head Protection, Recon 2

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

Vehicle Battlegroups and Units

British Empire 1917-18



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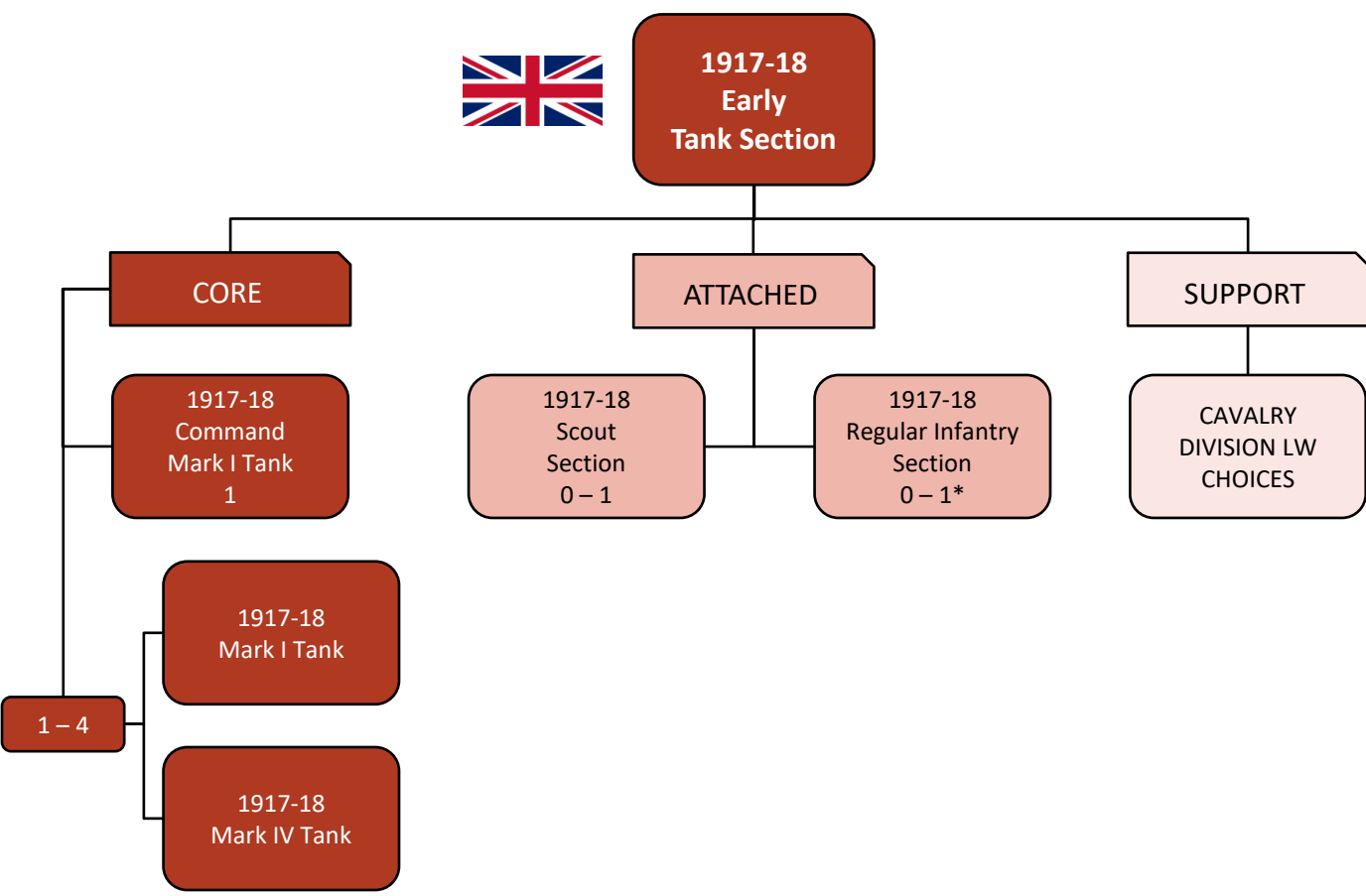
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1917-18 EARLY TANK SECTION

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Platoon Command Mark I Male



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer					1	30
Downgrade Officer to Green						
Downgrade Officer to Difficult					0-1	-8
Upgrade Officer to Energetic					0-1	+10
Upgrade Officer to Inspiring					0-1	+22
Male Mark I Tank					1	104
Upgrade 1 crewman to Mechanic					0-1#	+9
Upgrade 1 crewman to Skilled Driver					0-1#	+7
Upgrade 1 crewman to Expert Gunner					0-1#	+13

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility check per turn.
- Tank Terror** – the vehicle causes Tank Terror.

- Unreliable** – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.
- Unstable** – the vehicle suffers an additional -1 to any Accuracy checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

Morale

Rally 3+

Aggression 3+

Tenacity 4+

Formation

Attack +3

Recon 0



Resilience 3

Armor

Front 7

Side 7

Top 7

Defensive MGs (3), Large Crew, Tank Terror, Unreliable, Unstable

Unit	Maneuver	Double Time	Assault	Agility
Mark I Tank	6"	9"	4"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Right MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Left 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Left MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1917-18 Mark I Tank Male



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Male Mark I Tank					1	104
Upgrade 1 crewman to Mechanic					0-1#	+9
Upgrade 1 crewman to Skilled Driver					0-1#	+7
Upgrade 1 crewman to Expert Gunner					0-1#	+13

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility check per turn.
- Tank Terror** – the vehicle causes Tank Terror.

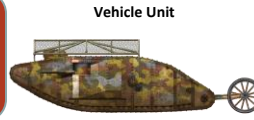
- Unreliable** – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.
- Unstable** – the vehicle suffers an additional -1 to any Accuracy checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

Morale

Rally 3+

Aggression 3+

Tenacity 4+



Resilience 3

Armor

Front 7

Side 7

Top 7

Defensive MGs (3), Large Crew, Tank Terror, Unreliable, Unstable

Unit	Maneuver	Double Time	Assault	Agility
Mark I Tank	6"	9"	4"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Right MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Left 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Left MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1917-18 Platoon Command Mark I Female



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer					1	30
Downgrade Officer to Green						
Downgrade Officer to Difficult					0-1	-8
Upgrade Officer to Energetic					0-1	+10
Upgrade Officer to Inspiring					0-1	+22
Female Mark I Tank					1	85
Upgrade 1 crewman to Mechanic					0-1#	+9
Upgrade 1 crewman to Skilled Driver					0-1#	+7
Upgrade 1 crewman to Expert Gunner					0-1#	+13

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility check per turn.
- Tank Terror** – the vehicle causes Tank Terror.

- Unreliable** – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.
- Unstable** – the vehicle suffers an additional -1 to any Accuracy checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

Morale

Rally 3+
Aggression 3+
Tenacity 4+

Formation

Attack +3
Recon 0



Resilience 3

Armor

Front 7
Side 7
Top 7

Defensive MGs (4), Large Crew, Tank Terror, Unreliable, Unstable

Unit	Maneuver	Double Time	Assault	Agility
Mark I Tank	6"	9"	4"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Left MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1917-18 Mark I Tank Female



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Female Mark I Tank					1	85
Upgrade 1 crewman to Mechanic					0-1#	+9
Upgrade 1 crewman to Skilled Driver					0-1#	+7
Upgrade 1 crewman to Expert Gunner					0-1#	+13

- limit of 1 expert crew for regulars, 2 for veterans

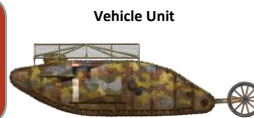
Unit Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility check per turn.
- Tank Terror** – the vehicle causes Tank Terror.

- Unreliable** – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.
- Unstable** – the vehicle suffers an additional -1 to any Accuracy checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

Morale

Rally 3+
Aggression 3+
Tenacity 4+



Resilience 3

Armor

Front 7
Side 7
Top 7

Defensive MGs (4), Large Crew, Tank Terror, Unreliable, Unstable

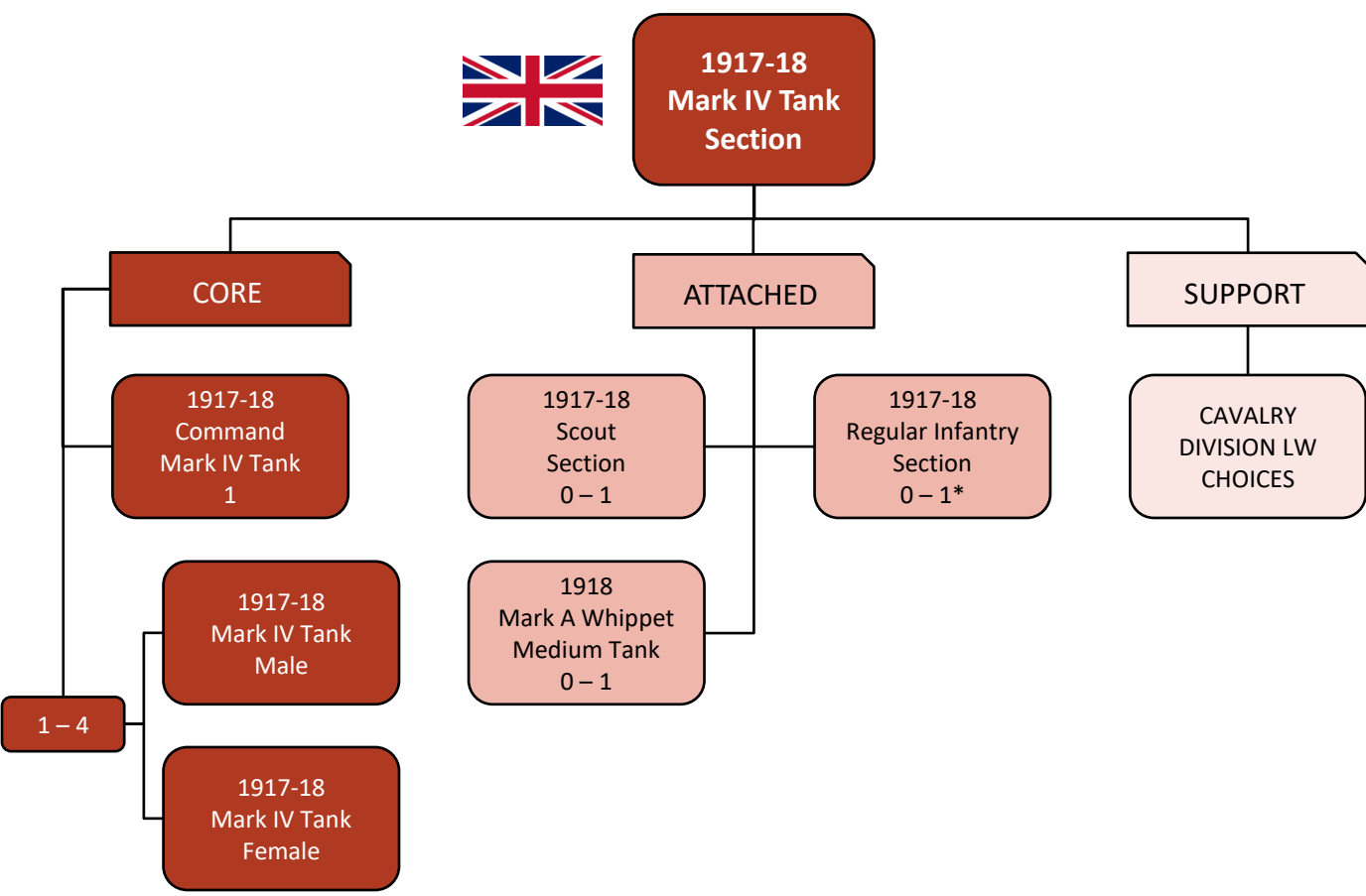
Unit	Maneuver	Double Time	Assault	Agility
Mark I Tank	6"	9"	4"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Left MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1917-18 MARK IV TANK SECTION

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Platoon Command Mark IV [Male]



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Male Mark IV Tank			1	106	1	127
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 0



Resilience 3

Armor

Front 8
Side 8
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility check per turn.
- Tank Terror** – the vehicle causes Tank Terror.
- Unstable** – the vehicle suffers an additional -1 to any Accuracy checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

Defensive MGs (3), Large Crew, Tank Terror, Unstable

Unit	Maneuver	Double Time	Assault	Agility
Mark IV Tank	7"	11"	5"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Right MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Left 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Left MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1917-18 Male Mark IV Tank



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Male Mark IV Tank			1	106	1	127
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 3+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 8
Side 8
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility check per turn.
- Tank Terror** – the vehicle causes Tank Terror.
- Unstable** – the vehicle suffers an additional -1 to any Accuracy checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

Defensive MGs (3), Large Crew, Tank Terror, Unstable

Unit	Maneuver	Double Time	Assault	Agility
Mark IV Tank	7"	11"	5"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Right MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Left 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Left MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

1917-18 Platoon Command Mark IV [Female]



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Male Mark IV Tank			1	91	1	110
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility check per turn.
- Tank Terror** – the vehicle causes Tank Terror.
- Unstable** – the vehicle suffers an additional -1 to any Accuracy checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 0



Resilience 3

Armor

Front 8
Side 8
Top 7

Defensive MGs (4), Large Crew, Tank Terror, Unstable

Unit	Maneuver	Double Time	Assault	Agility
Mark IV Tank	7"	11"	5"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Left MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1917-18 Female Mark IV Tank



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Female Mark IV Tank			1	91	1	110
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility check per turn.
- Tank Terror** – the vehicle causes Tank Terror.
- Unstable** – the vehicle suffers an additional -1 to any Accuracy checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

Morale

Rally 3+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 8
Side 8
Top 7

Defensive MGs (4), Large Crew, Tank Terror, Unstable

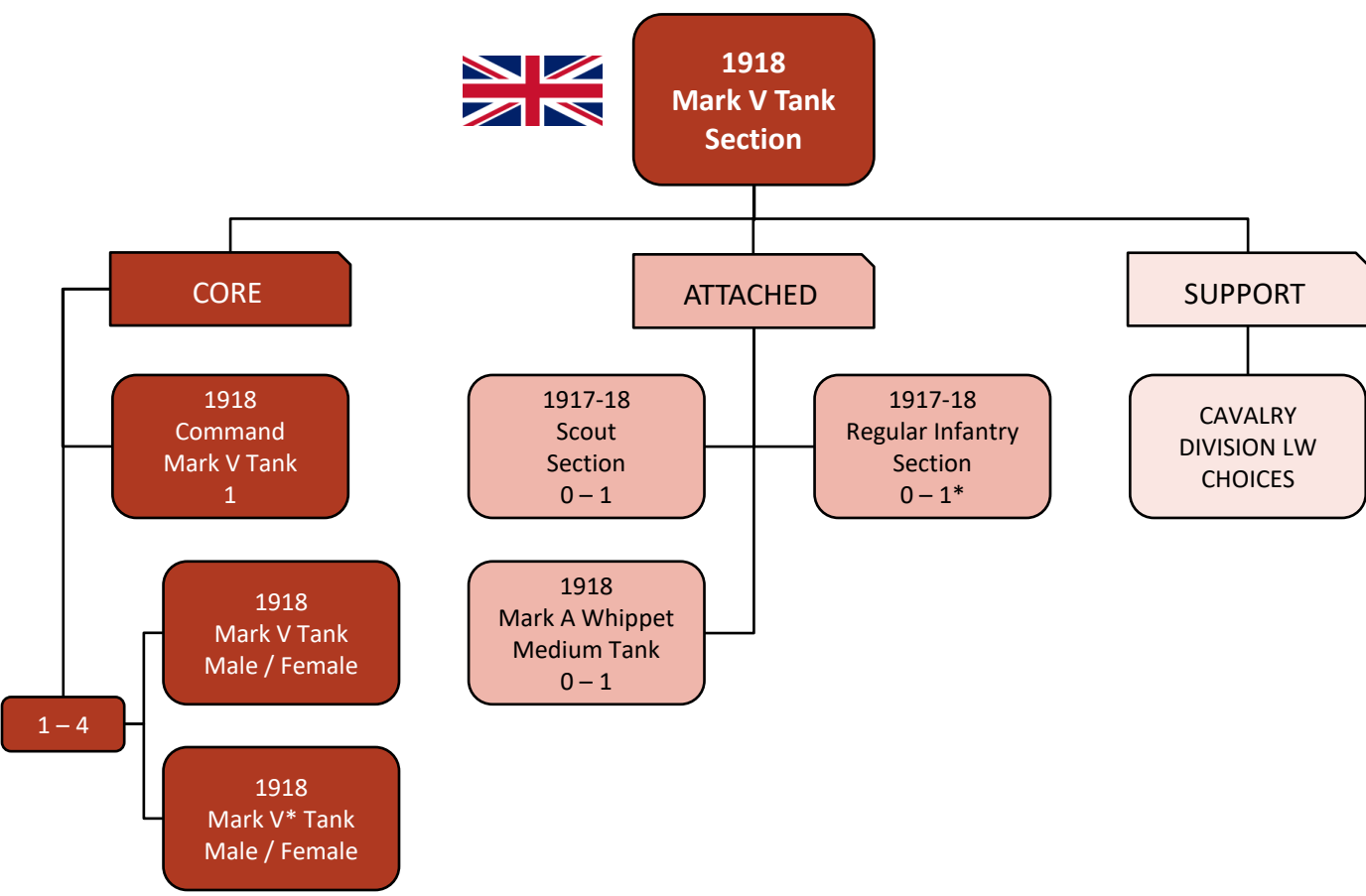
Unit	Maneuver	Double Time	Assault	Agility
Mark IV Tank	7"	11"	5"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Left MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1917-18 MARK V TANK SECTION

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1918 Platoon Command Mark V [Male]



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Male Mark V Tank			1	123	1	148
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 0



Resilience 4

Armor

Front 8
Side 8
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility check per turn.
- Tank Terror** – the vehicle causes Tank Terror.

Defensive MGs (3), Large Crew, Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
Mark V Tank	8"	12"	6"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Right MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Left 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Left MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1918 Male Mark V Tank



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Male Mark V Tank			1	123	1	148
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 3+
Aggression 4+
Tenacity 4+



Resilience 4

Armor

Front 8
Side 8
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility check per turn.
- Tank Terror** – the vehicle causes Tank Terror.

Defensive MGs (3), Large Crew, Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
Mark V Tank	8"	12"	6"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Right MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Left 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Left MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1918 Platoon Command Mark V [Female]



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Female Mark V Tank			1	109	1	131
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 0



Resilience 4

Armor

Front 8
Side 8
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility check per turn.
- Tank Terror** – the vehicle causes Tank Terror.

Defensive MGs (4), Large Crew, Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
Mark V Tank	8"	12"	6"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Left MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1918 Female Mark V Tank



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Female Mark V Tank			1	109	1	131
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 3+
Aggression 4+
Tenacity 4+



Resilience 4

Armor

Front 8
Side 8
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility check per turn.
- Tank Terror** – the vehicle causes Tank Terror.

Defensive MGs (4), Large Crew, Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
Mark V Tank	8"	12"	6"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Left MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1918 Male Mark V* Tank



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Male Mark V* Tank			1	154	1	185
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Large Crew – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.

Mechanic – the vehicle receives a +1 to Repair Checks.

Nausea – a passenger unit dismounting from this vehicle must hit the dirt after exiting the vehicle and add 2 suppression markers.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Transporter (x) – the vehicle may transport one unit of no more than (x) models in addition to its crew. Weapon teams count their weapon as an additional model. It takes one action to mount or dismount the unit transported – the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle).

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Vehicle Unit



Resilience

4

Armor

Front 8
Side 8
Top 7

Defensive MGs (4), Lg Crew, Nausea, Tank Terror, Transporter (8)

Unit	Maneuver	Double Time	Assault	Agility
Mark V Tank	8"	12"	6"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Right MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Left 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Left MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1918 Female Mark V* Tank



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Female Mark V* Tank			1	142	1	170
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Large Crew – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.

Mechanic – the vehicle receives a +1 to Repair Checks.

Nausea – a passenger unit dismounting from this vehicle must hit the dirt after exiting the vehicle and add 2 suppression markers.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Transporter (x) – the vehicle may transport one unit of no more than (x) models in addition to its crew. Weapon teams count their weapon as an additional model. It takes one action to mount or dismount the unit transported – the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle).

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Vehicle Unit



Resilience

4

Armor

Front 8
Side 8
Top 7

Defensive MGs (5), Lg Crew, Nausea, Tank Terror, Transporter (8)

Unit	Maneuver	Double Time	Assault	Agility
Mark V Tank	8"	12"	6"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MGs	24"	9	6	W	5+		Arc, Scythe, Suppression
Left MGs	24"	9	6	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

AF = Accelerated Fire

RF = Rapid Fire

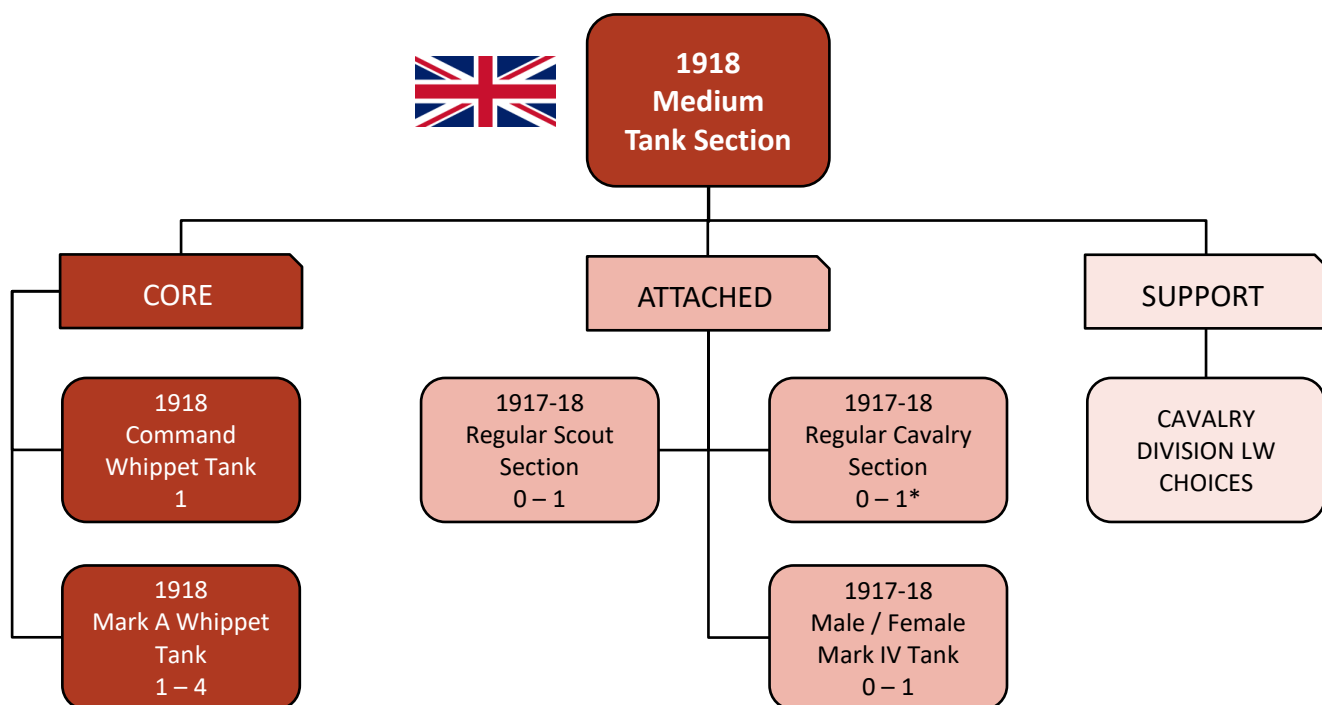
* = Slow Firing

W = Weak Spots

1918 MEDIUM TANK SECTION

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1918 Platoon Command Mark A Whippet



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Mark A Whippet Tank			1	90	1	108
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 1



Resilience 3

Armor

Front 7
Side 7
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1” to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Defensive MGs (3), Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
Mark A Whippet	9"	14"	6"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Left MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Rear MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1918 Mark A Whippet



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Mark A Whippet Tank			1	90	1	108
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 3+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 7
Side 7
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1” to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Defensive MGs (3), Tank Terror

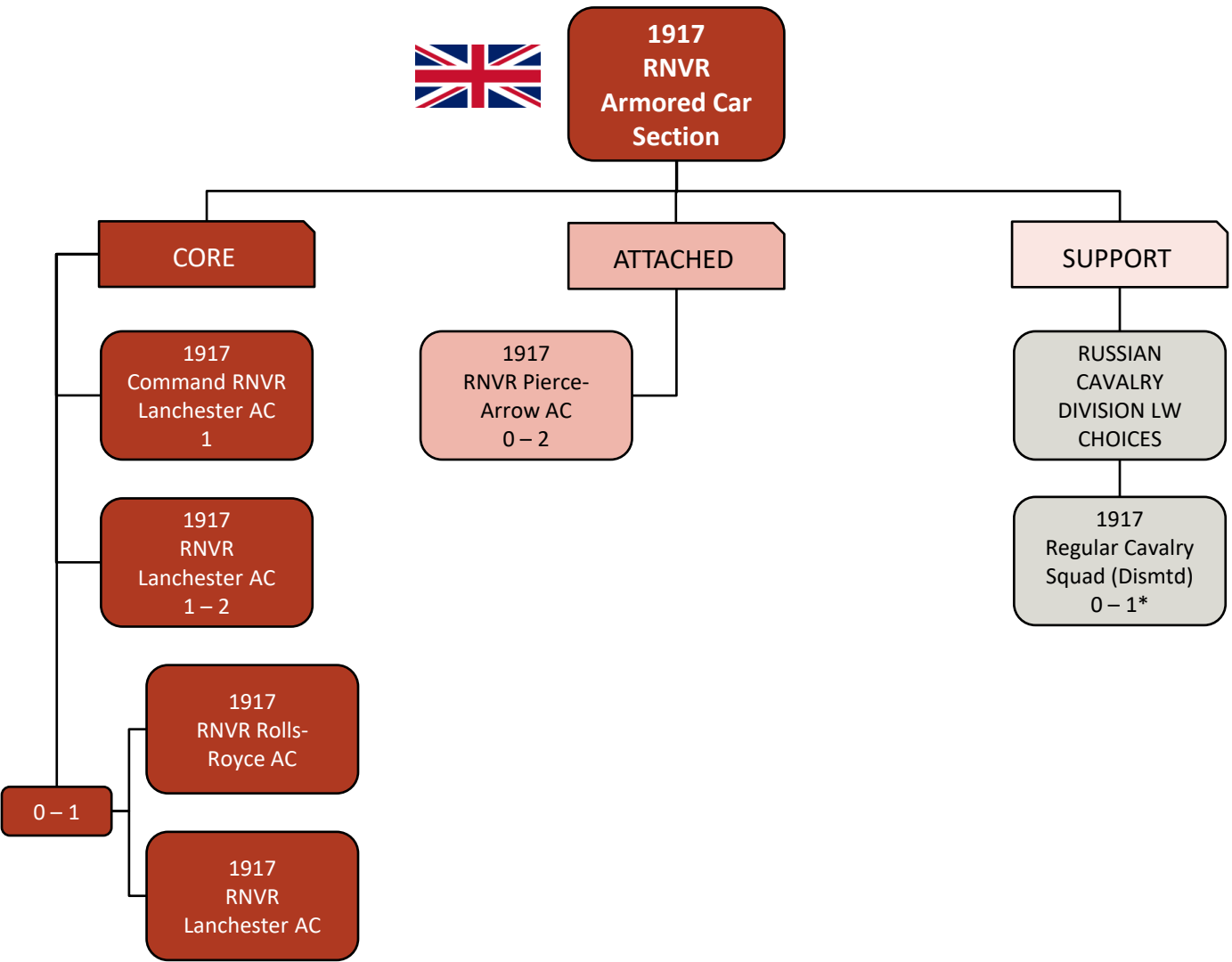
Unit	Maneuver	Double Time	Assault	Agility
Mark A Whippet	9"	14"	6"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Left MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Rear MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1917 RNVR ARMORED CAR SECTION (EASTERN FRONT)

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 RNVR Command Lanchester Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Lanchester Armored Car			1	68	1	81
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 3

Armor

Front 8
Side 7
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Lanchester Armored Car	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret MG	24"	3	2	W	5+		Scythe, Suppression
Front Arc MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1917 RNVR Lanchester Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Lanchester Armored Car			1	68	1	81
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10

Morale

Rally 4+
Aggression 5+
Tenacity 4+



Resilience 3

Armor

Front 8
Side 7
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Lanchester Armored Car	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pintle MG	24"	3	2	W	5+		Scythe, Suppression
Front Arc MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1917 RNVR Pierce-Arrow Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Pierce-Arrow Armored Car			1	33	1	39
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Resilience	
	3

Armor	
Front	7
Side	7
Top	7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Armored Car	6"	9"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pedestal 3-pdr Gun	24"	2	1*	+5	4+	d3	

1917 RNVR Rolls Royce Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Rolls-Royce Armored Car			1	53	1	63
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Resilience	
	3

Armor	
Front	8
Side	7
Top	7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (2), Tank Terror, Wheeled

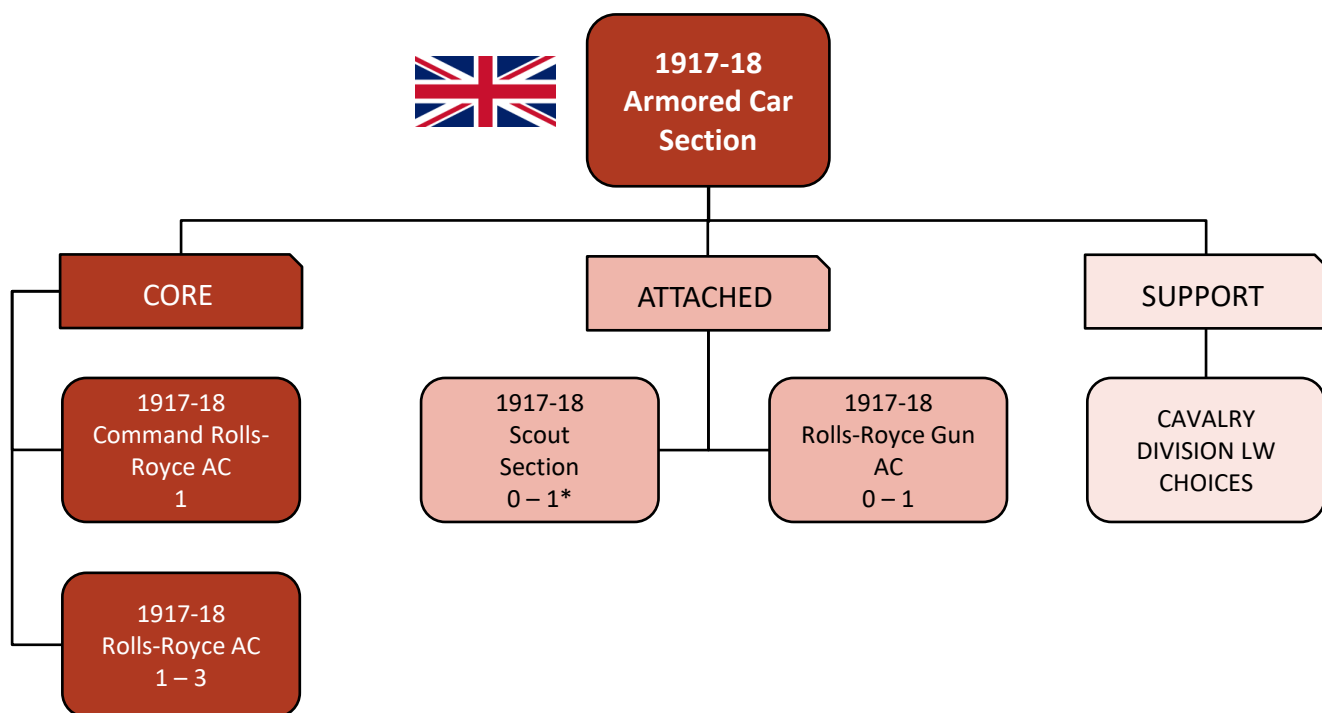
Unit	Maneuver	Double Time	Assault	Agility
Rolls Royce Armored Car	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret MG	24"	3	2	W	5+		Scythe, Suppression

1917-18 ARMORED CAR SECTION

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Command Rolls-Royce Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Rolls-Royce Armored Car			1	59	1	70
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 3

Armor

Front 8
Side 7
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (2), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Rolls-Royce Armored Car	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret MG	24"	3	2	W	5+		Scythe, Suppression

1917-18 Rolls Royce Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Rolls-Royce Armored Car			1	59	1	70
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 8
Side 7
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (2), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Rolls Royce Armored Car	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret MG	24"	3	2	W	5+		Scythe, Suppression

1917-18 Rolls Royce Gun Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Rolls-Royce Armored Car			1	65	1	77
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience	
	3

Armor	
Front	8
Side	7
Top	6

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver – vehicle adds +1” to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Open Topped, Tank Terror, Wheeled

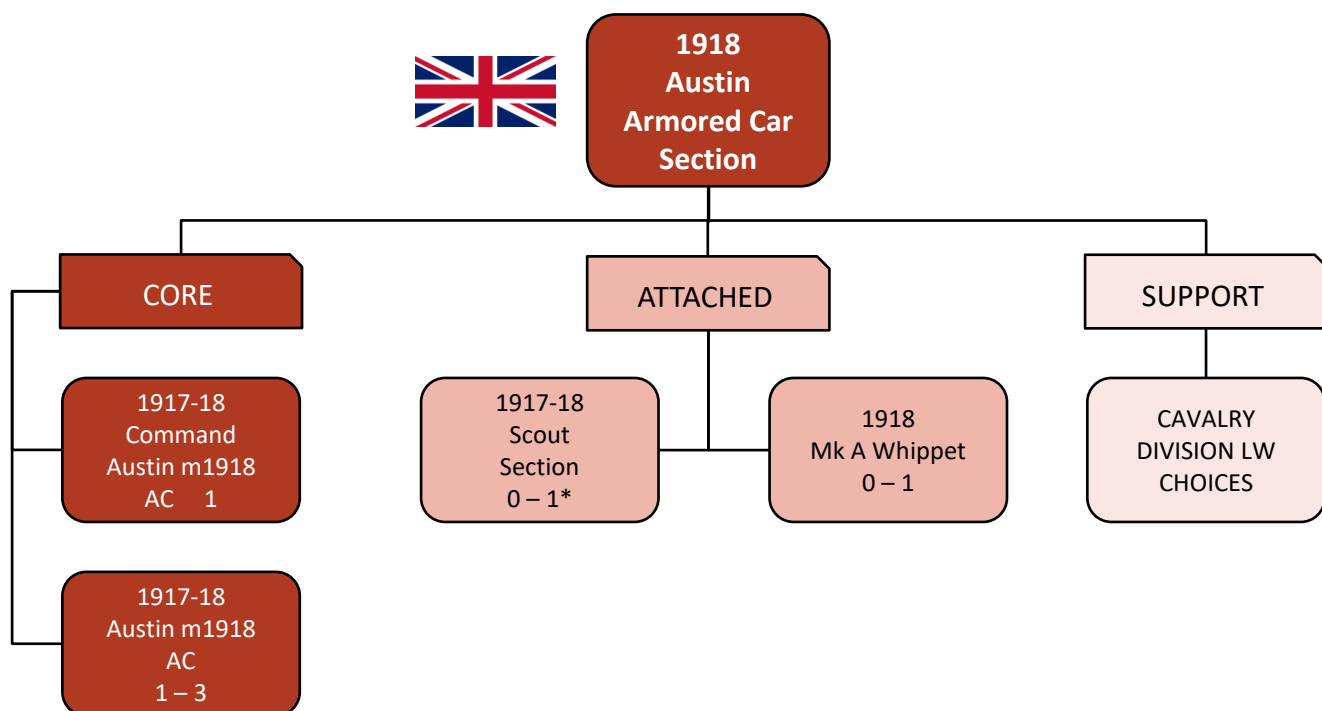
Unit	Maneuver	Double Time	Assault	Agility
Rolls Royce Armored Car	8”	12”	6”	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central mount 40mm Pom-pom	24”	2	1	+4	4+	d3	

1918 AUSTIN ARMORED CAR SECTION

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1918 Command Austin m1918 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Austin Armored Car			1	47	1	56
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 3

Armor

Front 7
Side 7
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Rolls-Royce Armored Car	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MG Turret	24"	3	2	W	5+		Arc, Scythe, Suppression
Left MG Turret	24"	3	2	W	5+		Arc, Scythe, Suppression

1918 Austin m1918 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Austin Armored Car			1	47	1	56
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 7
Side 7
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Austin Armored Car	6"	9"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MG Turret	24"	3	2	W	5+		Arc, Scythe, Suppression
Left MG Turret	24"	3	2	W	5+		Arc, Scythe, Suppression

1917-18 Canadian Armored Autocar



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Armored Autocar			1	56	1	67
Upgrade 1 crewman to Mechanic			0 - 1#	+7	0 - 1#	+9
Upgrade 1 crewman to Skilled Driver			0 - 1#	+5	0 - 1#	+7
Upgrade 1 crewman to Expert Gunner			0 - 1#	+10	0 - 1#	+13

Morale	
Rally	3+
Aggression	4+
Tenacity	4+



Resilience		3
Armor		
Front		7
Side		7
Top		6

- limit of 1 expert crew for regulars, 2 for veterans

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (4), Open Topped, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Armored Autocar	5"	8"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Side MGs	24"	6	4	W	5+		Double Arc, Scythe, Suppression
<i>Firing Indirect</i>	12-48"	1	-	-	6		Indirect, Suppression

1917-18 British Empire Car Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Car, 2 crew with pistols	1	13	1	16	1	19

Morale

Rally 4+
Aggression 5+
Tenacity 6+



Unit Special Rules:

Transport (x) – the vehicle may transport one unit of no more than (x) models in addition to its crew. Weapon teams count their weapon as an additional model. It takes one action to mount or dismount the unit transported – the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle).

Unarmed Transport – the vehicle is removed from play if it is unoccupied, and it has an enemy model within 12". The crew may fight to defend their vehicle, but they will depart with it if it is removed.

Wheeled – the vehicle triples its Double Time movement on roads.

Unarmed Transport (6), Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Car Team	8"	12"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault

1917-18 British Empire Truck Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Truck, 2 crew with pistols	1	17	1	21	1	26

Morale

Rally 4+
Aggression 5+
Tenacity 6+



Unit Special Rules:

Tow (x) – the vehicle may tow one gun unit (and transport its crew) of no more than (x) weight.

Transport (x) – the vehicle may transport one unit of no more than (x) models in addition to its crew. Weapon teams count their weapon as an additional model. It takes one action to mount or dismount the unit transported – the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle).

Unarmed Transport – the vehicle is removed from play if it is unoccupied, and it has an enemy model within 12". The crew may fight to defend their vehicle, but they will depart with it if it is removed.

Wheeled – the vehicle triples its Double Time movement on roads.

Tow (H), Unarmed Transport (12), Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Truck Team	8"	14"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault

Weapons Units

British Empire 1917-18



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

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1917-18 Stokes Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Stokes Medium Mortar, NCO + 2 crew			1	36	1	47

Morale

Rally 4+
 Aggression 5+
 Tenacity 4+



Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Fixed

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	6"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Stokes 3" Mortar	12-36"	1	-	+2	4+	d6	Crew 2, Indirect Only, Smoke, Suppression

1917-18 Vickers MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Vickers MG, NCO + 2 crew			1	55	1	66
Upgrade unit to MG Sharpshooters					For unit	+6
Add Indirect Fire Training			For unit	+3	For unit	+3

Morale

Rally 4+
 Aggression 5+
 Tenacity 4+



Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Fixed

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	8"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Vickers MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 3, Indirect, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol			1	31	1	37
Add Ghillie Suit to unit			For unit	+3	For unit	+3

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Weapon Unit

Unit Special Rules:

Camouflage – the unit may be placed in ambush in a mission allowing it.

Ghillie Suit – enemy units targeting the unit receive an additional -1 to their Accuracy checks.

Yield Ground – the unit is ignored for determining who holds an objective.

Camouflage, Yield Ground

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	-	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Sniper Rifle	36"	1	-	-	4+		Sniper Rifle, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

Gun Units

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1917-18 QF 18-pdr Mk II Field Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
18-pdr Gun, NCO and 3 crew			1	75	1	98

Morale

Rally 4+
Aggression 5+
Tenacity 4+



Fixed, Gun Shield

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
18-pdr Mk II	48"	2	1	+7	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-54"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1917-18 QF 13-pdr Horse Artillery Field Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
13-pdr Gun, NCO and 3 crew, Limber <i>Add dedicated truck team</i>			1	93	1	121
			0-1	+21	0-1	+26

Morale

Rally 3+
Aggression 4+
Tenacity 4+



Fixed, Gun Shield

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
13-pdr Field Gun	48"	2	1	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-54"	1	-	+2	4+	d6	Crew 3, Indirect, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 QF 18-pdr Mk IV Field Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
18-pdr Gun, NCO and 3 crew			1	80	1	104

Morale

Rally 4+
Aggression 5+
Tenacity 4+



Fixed, Gun Shield

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
18-pdr Mk IV	48"	2	1	+7	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-72"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-72"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1917-18 Toffee Apple Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Toffee Apple Mortar, NCO and 3 crew			1	55	1	72

Morale

Rally 4+
Aggression 5+
Tenacity 4+



Fixed

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Toffee Apple Mortar	12-36"	1	-	+3	3+	2d6	Crew 3, Indirect Only, Salvo, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

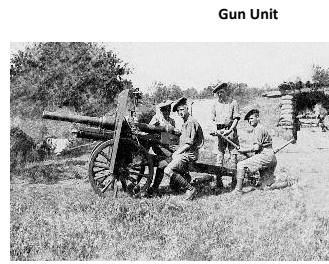
* = Slow Firing

1917-18 Indian Army 2.75" Mountain Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
2.75" Mtn Gun, NCO and 3 crew, pack animal			1	54		
Upgrade entire unit with steel helmets			For unit	+4		

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Fixed, Gun Shield, No Head Protection

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Pack Animal – model may rotate and shoot with its full rate of fire, suffering no penalty to hit.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2"	6"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
2.75" Mtn Gun	36"	1AF	1*	+4	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-48"	1	-	-	3+	d6	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-48"	1	-	+2	4+	d6	Crew 3, Indirect, Suppression

1917-18 QF 3.7" Mountain Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
3.7" Mtn Gun, NCO and 3 crew, pack animal			1	67		
Upgrade entire unit with steel helmets			For unit	+4		

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Fixed, Gun Shield, No Head Protection

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Pack Animal – model may rotate and shoot with its full rate of fire, suffering no penalty to hit.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2"	6"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
3.7" Mtn Gun	48"	2	1	+5	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-54"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing