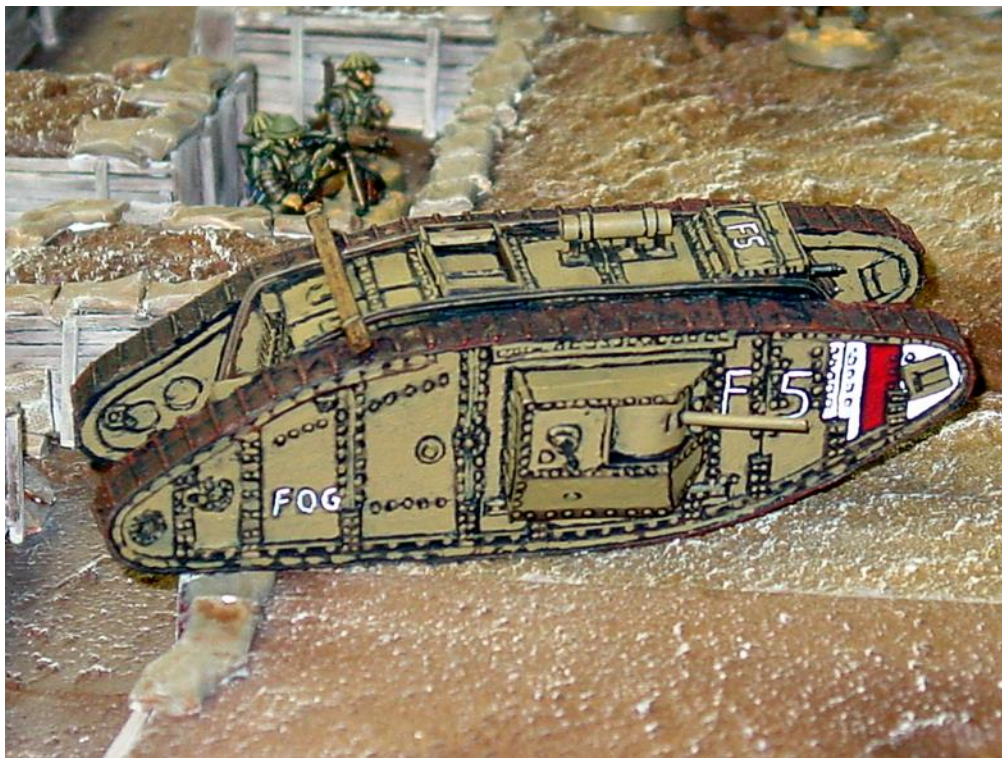


Bolt Action v2 – Unofficial World War One Modifications March 30, 2017



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Bolt Action GAJO WWI Variant

Rules Changes:

The rules as published do not need significant changes to reflect World War One actions. The following minor changes are recommended.

- **Air Support**
Air combat was in its infancy during WWI, and tactical support of ground troops was pioneered relatively late in the conflict
 - No Air Force Forward Observers may be used prior to 1917
 - From June of 1917 an Air Force Forward Observer may be fielded, based on the army list being used
 - Roll as normal on the Air Strike Chart to determine whether the plane arrives and the possibility of friendly fire
 - Instead of rolling for attack effectiveness, airstrikes in WWI utilize a GW large blast template. The attacker rolls for each unit under the template, inflicting 1 pin on roll of 4-5, and 2 pins on a roll of 6

- **Early Armor**
Tanks played an important role in opening up warfare, but the early tanks employed during WWI still had fairly thin armor and were not as invulnerable to medium weapons as later AFVs.
 - Medium Machine Guns (MMGs) from any nation are treated as heavy weapons (ie – they may inflict pins) when firing at armored vehicles. Their penetration remains unaffected.

New Weapons:

<u>Weapon</u>	<u>Range</u>	<u>Shots</u>	<u>Pen</u>	<u>Special Rules</u>
Rifle Grenade	18"	1	-	HE d2, or may shoot as rifle
Carbine	18"	1	-	
Shotgun	6"	3	-	assault
Granatwerfer	12-24"	1	-	HE d3
Lewis Gun	36"	3	-	Team
MG08/15	36"	3	-	Team, -2 if moving
Chauchat LMG	36"	3	-	No -1 if moving; jam
3.7cm AT Gun	36"	1	+4	Team, Fixed, No HE
37mm M1916 Gun	36"	1	+3	Team, Fixed

Additional Special Rules:

- Scouts – the unit is trained for reconnaissance and stealthy movement. They may attempt to react to a fire action against them by disengaging, succeeding on a 4+ on a d6. If successful, they may make a full move, getting no closer to any visible enemy unit, and then go down.
- Unreliable – when attempting to move through difficult terrain the vehicle rolls 1d6, on a 1 it becomes bogged and makes no further move that turn. A vehicle that bogs on 2 consecutive turns has broken down and is immobilized for the remainder of the action
- Jam – if the firer rolls 2 or more 1s when shooting, the weapon jams and may not fire in the following turn
- No HE – unit takes an additional -1 to hit an infantry or artillery target
- Pioneers – if 3 or more figures from the unit are in contact with a section of wire, they may remove it on receiving a successful run order. Removing the wire consumes all of the unit's movement for that turn.
- Barrages – in addition to rolling for units, each section of barbed wire should be rolled for during preliminary barrages. A result of suppression or greater causes the removal of the wire section.
- Infiltration Tactics – the unit may move 3" further in rough terrain (total move of 9" vs. 6" normally), counts as a run action (even though not normally allowed in rough terrain).
- Rapid Fire – ROF increases to 2 when firing directly at a target
- Transporter – a vehicle with this rule may transport one unit of no more than 10 men in addition to its crew. It takes a run order to embark or disembark the unit transported – the vehicle does not move and cannot fire, but the transported unit disembarks (is placed anywhere within 6" of any door on the vehicle) or embarks (all figures embarked must be within 6" of any door on the vehicle).
- Unstable – an unstable vehicle may not fire any weapon other than machine or Lewis guns. Machine guns and Lewis guns fire at ROFI if the vehicle moved. Pivoting in place does not count as movement for the purposes of this rule.

Army Lists:

Obviously, separate army lists are needed to reflect the forces engaged in the Great War. The new army lists are included starting on the next page.

British Forces, 1917/8

Reinforced Infantry Platoon

- Required core
 - Platoon HQ with a 1st or 2nd Lieutenant
 - 2 Infantry sections
- Optional adds –
 - * 0-3 Infantry sections
 - * 0-1 Cavalry troop
 - * 0-1 Captain or Major
 - * 0-1 Medic
 - * 0-1 Artillery Forward Observer
 - * 0-1 Air Forward Observer
 - * 0-1 Scout section or Assault / Bomber party
 - * 0-1 MG team
 - * 0-1 Mortar team
 - * 0-1 Sniper team
 - * 0-1 Field artillery gun
 - * 0-1 Tank
 - * 0-1 Tow vehicle per gun

Headquarters –

1x Officer

	<u>Regular</u>	<u>Veteran</u>
2 nd Lieutenant	50	65
1 st Lieutenant	75	90
Captain	110	125
Major	150	165

Team – may be accompanied by up to 2 men, each @ 10 pts (regular) or 13 points (veteran)

Weapons – pistol, rifle or SMG as depicted

Medic –

1x Medic @ 30 pts (veteran)

Team – may be accompanied by up to 2 men, each @ 13 points (veteran)

Weapons – pistol or none

Artillery Forward Observer –

1x Officer

	<u>Regular</u>	<u>Veteran</u>
Artillery FO	100	115

Team – may be accompanied by up to 2 men, each @ 10 pts (regular) or 13 points (veteran)

Weapons – pistol, rifle or SMG as depicted

Air Forward Observer –

1x Officer

	<u>Regular</u>	<u>Veteran</u>
Air FO	50	57

Team – may be accompanied by up to 2 men, each @ 10 pts (regular) or 13 points (veteran)

Weapons – pistol, rifle or SMG as depicted

Infantry Section (Squad) –

1x NCO + 4x men

	<u>Regular</u>	<u>Veteran</u>
NCO + 4 Soldiers	50	65
0-5 additional soldiers (each)	10	13

Weapons – rifles

Options –

- up to one soldier may replace his rifle with a Lewis gun @ 20 pts. Another soldier becomes the loader.
- Up to one soldier may replace his rifle with a rifle grenade launcher @ 10 pts
- Veteran sections that are full strength may add a second Lewis gun @ 20 pts, and/or a second rifle grenade launcher @ 10 pts

Sniper Team –

Sniper + assistant

	Cost	
	<u>Regular</u>	<u>Veteran</u>
2 Soldiers	50	65

Weapons – 1 sniper rifle

Special Rules – team weapon, sniper

Scout Section –

NCO + 4x soldiers @ 70 pts (veteran)

Team – may add 0-5 additional soldiers, each @ 14 points (veteran)

Weapons – rifles

Special Rules – scouts

Assault Party / Bombers –

NCO + 4x soldiers @ 80 pts (veteran)

Team – may add 0-5 additional soldiers, each @ 16 points (veteran)

Weapons – rifles

Special Rules – tough fighters

Cavalry Troop (Squad) –

1x NCO + 4x men

	<u>Regular</u>	<u>Veteran</u>
NCO + 4 Soldiers	75	100
0-5 additional soldiers (each)	15	20

Weapons – swords, rifles

Special Rules – cavalry

Machine Gun Team –

.303 Vickers MMG, 3 crew

	<u>Regular</u>	<u>Veteran</u>
MMG + 3 Soldiers	50	65

Special Rules – team weapon, fixed

Medium Mortar Team –

3” Stokes mortar, 3 crew

	<u>Regular</u>	<u>Veteran</u>
Mortar + 3 Soldiers	50	65

Options – may add a spotter @ 10 pts

Special Rules – team weapon, fixed, indirect fire, HE (d6)

Heavy Mortar Team –

Heavy mortar, 4 crew

	<u>Regular</u>	<u>Veteran</u>
Mortar + 4 Soldiers	65	84

Options – may add a spotter @ 10 pts

Special Rules – team weapon, fixed, indirect fire, HE (2d6)

18 lbr Field Gun –

Light Howitzer, 4 crew

	Cost	
	<u>Regular</u>	<u>Veteran</u>
Gun + 4 Soldiers	60	70

Special Rules – gun shield, team weapon, fixed, howitzer, HE (d6)

Mark IV Male Tank –

	<u>Regular</u>	<u>Veteran</u>
Mk IV Male	195	234

Weapons – 2x side sponson, each with medium tank gun and MMG; 1x MMG forward firing

Damage Value – 8+ (tank)

Special Rules – slow, unreliable, unstable

Mark IV Female Tank –

	<u>Regular</u>	<u>Veteran</u>
Mk IV Female	195	234

Weapons – 2x side sponson, each with 2x MMG; 1x MMG forward firing, 1x MMG rear firing

Damage Value – 9+ (medium tank)

Special Rules – slow, unreliable, unstable

Whippet Tank –

	<u>Regular</u>	<u>Veteran</u>
Whippet	135	162

Weapons – 4x LMG, each with separate arc

Damage Value – 8+ (tank)

Special Rules – may only fire 1 LMG if moving

Mark V Tank –

	<u>Regular</u>	<u>Veteran</u>
Mk V	234	280

Weapons – 2x side sponson, each with medium tank gun and MMG; 1x MMG forward firing, 1x MMG rear firing

Damage Value – 8+ (tank)

Special Rules – slow, unstable

German Forces, 1917/8

Reinforced Infantry Platoon

- Required core
 - Platoon HQ with a 1st or 2nd Lieutenant
 - 2 Infantry sections
- Optional adds –
 - * 0-3 Infantry sections
 - * 0-1 Captain or Major
 - * 0-1 Medic
 - * 0-1 Artillery Forward Observer
 - * 0-1 Scout section or Assault party
 - * 0-1 Air Forward Observer
 - * 0-1 MG team
 - * 0-1 Granatwerfer or Minenwerfer team
 - * 0-1 Sniper team
 - * 0-1 AT rifle or AT Gun team
 - * 0-1 Field artillery gun
 - * 0-1 Tank
 - * 0-1 Tow vehicle per gun

Captured Weapons - German forces made considerable use of captured Lewis guns. Up to 1/2 of a force's MG08/15s may be exchanged for Lewis guns at no cost.

Headquarters –

1x Officer

	<u>Regular</u>	<u>Veteran</u>
2 nd Lieutenant	50	65
1 st Lieutenant	75	90
Captain	110	125
Major	150	165

Team – may be accompanied by up to 2 men, each @ 10 pts (regular) or 13 points (veteran)

Weapons – pistol, rifle or SMG as depicted

Medic –

1x Medic @ 30 pts (veteran)

Team – may be accompanied by up to 2 men, each @ 13 points (veteran)

Weapons – pistol or none

Artillery Forward Observer –

1x Officer

	<u>Regular</u>	<u>Veteran</u>
Artillery FO	100	115

Team – may be accompanied by up to 2 men, each @ 10 pts (regular) or 13 points (veteran)

Weapons – pistol, rifle or SMG as depicted

Air Forward Observer –

1x Officer

	<u>Regular</u>	<u>Veteran</u>
Air FO	50	57

Team – may be accompanied by up to 2 men, each @ 10 pts (regular) or 13 points (veteran)

Weapons – pistol, rifle or SMG as depicted

Infantry Squad –

1x NCO + 4x men

	<u>Regular</u>	<u>Veteran</u>
NCO + 4 Soldiers	50	65
0-5 additional soldiers (each)	10	13

Weapons – rifles

Options –

- up to one soldier may replace his rifle with an MG08/15 gun @ 20 pts. Another soldier becomes the loader.
- If the squad is fielded at full strength, up to one soldier may replace his rifle with a rifle grenade launcher @ 10 pts

Sniper Team –

Sniper + assistant

	Cost	
	<u>Regular</u>	<u>Veteran</u>
2 Soldiers	50	65

Weapons – 1 sniper rifle

Special Rules – team weapon, sniper

Scout Section –

NCO + 4x soldiers @ 70 pts (veteran)

Team – may add 0-5 additional soldiers, each @ 14 points (veteran)

Weapons – rifles

Special Rules – scouts

Stosstruppen (1918 Assault Battalion) Squad –

1x NCO + 4x men

	<u>Veteran</u>
NCO + 4 Soldiers	80
0-5 additional soldiers (each)	16

Weapons – rifles

Special Rules – initiative training, infiltration tactics, pioneers

Options –

- The NCO may replace his rifle with a Bergmann SMG @ 3 points
- up to two soldiers may replace their rifle with an MG08/15 gun @ 20 pts. Another soldier becomes the loader.
- Any squad with no LMGs may have 0-1 soldier replace his rifle with a flamethrower @ 33 points. Another soldier becomes the loader.

Elite Stormtrooper (Sturm Battalion) Squad –

1x NCO + 4x men

	<u>Veteran</u>
NCO + 4 Soldiers	90
0-5 additional soldiers (each)	18

Weapons – rifles

Special Rules – initiative training, infiltration tactics, pioneers, tough fighters

Options –

- The NCO may replace his rifle with a Bergmann SMG @ 3 points
- up to two soldiers may replace their rifle with an MG08/15 gun @ 20 pts. Another soldier becomes the loader.
- Any squad with no LMGs may have 0-1 soldier replace his rifle with a flamethrower @ 33 points. Another soldier becomes the loader.

Assault (1917 Assault Battalion) Squad –

1x NCO + 4x men

	<u>Veteran</u>
NCO + 4 Soldiers	70
0-5 additional soldiers (each)	14

Weapons – rifles

Special Rules – initiative training

Options –

- The NCO may replace his rifle with a Bergmann SMG @ 3 points
- up to two soldiers may replace their rifle with an MG08/15 gun @ 20 pts. Another soldier becomes the loader.
- Any squad with no LMGs may have 0-1 soldier replace his rifle with a flamethrower @ 33 points. Another soldier becomes the loader.
- If the squad is fielded at full strength, up to one soldier may replace his rifle with a rifle grenade launcher @ 10 pts

Machine Gun Team –

.303 Vickers MMG, 3 crew

	<u>Regular</u>	<u>Veteran</u>
MMG + 3 Soldiers	50	65

Special Rules – team weapon, fixed

AT Rifle Team –

AT Rifle, 2 crew

	<u>Regular</u>	<u>Veteran</u>
ATR + 2 Soldiers	30	39

Special Rules – team weapon, fixed

3.7cm AT Gun Team –

3.7cm ATG, 3 crew

	<u>Regular</u>	<u>Veteran</u>
ATG + 2 Soldiers	50	60

Special Rules – team weapon, fixed

Granatwerfer Team –

Granatwerfer, 2 crew

	<u>Regular</u>	<u>Veteran</u>
Mortar + 2 Soldiers	35	46

Special Rules – team weapon, fixed, indirect fire, HE (d3)

Minenwerfer Team –

Minenwerfer, 3 crew

	<u>Regular</u>	<u>Veteran</u>
Mortar + 3 Soldiers	50	65

Options – may add a spotter @ 10 pts

Special Rules – team weapon, fixed, indirect fire, HE (d6)

Heavy Mortar Team –

Heavy mortar, 4 crew

	<u>Regular</u>	<u>Veteran</u>
Mortar + 4 Soldiers	65	84

Options – may add a spotter @ 10 pts

Special Rules – team weapon, fixed, indirect fire, HE (2d6)

77mm Field Gun –

Light Howitzer, 4 crew

	<u>Regular</u>	<u>Veteran</u>
Gun + 4 Soldiers	60	70

Special Rules – gun shield, team weapon, fixed, howitzer, HE (d6)

Captured Mark IV Male Tank –

	<u>Regular</u>	<u>Veteran</u>
Mk IV Male	195	234

Weapons – 2x side sponson, each with medium tank gun and MMG; 1x MMG forward firing

Damage Value – 8+ (tank)

Special Rules – slow, unreliable, unstable

Captured Mark IV Female Tank –

	<u>Regular</u>	<u>Veteran</u>
Mk IV Female	195	234

Weapons – 2x side sponson, each with 2x MMG; 1x MMG forward firing, 1x MMG rear firing

Damage Value – 8+ (tank)

Special Rules – slow, unreliable, unstable

A7V Tank –

	<u>Regular</u>	<u>Veteran</u>
A7V	205	250

Weapons – 2x MMG on each side; 1x medium tank gun forward firing, 2x MMG rear firing

Damage Value – 8+ (tank)

Special Rules – slow, unstable, transporter

American Forces, 1917/8

Reinforced Infantry Platoon

- Required core
 - Platoon HQ with a 1st or 2nd Lieutenant
 - 2 Infantry sections
 - May be fielded as regular or veterans. Marines should be veterans.
- Optional adds –
 - * 0-2 Infantry sections
 - * 0-1 Cavalry troop
 - * 0-1 Captain or Major
 - * 0-1 Medic
 - * 0-1 Artillery Forward Observer
 - * 0-1 Air Forward Observer
 - * 0-1 MG team
 - * 0-1 Scout section or Assault / Bomber party
 - * 0-1 Mortar team
 - * 0-1 Sniper team
 - * 0-1 Field or Infantry gun
 - * 0-1 Tank or Armored Car
 - * 0-1 Tow vehicle per gun

Headquarters –

1x Officer

	<u>Regular</u>	<u>Veteran</u>
2 nd Lieutenant	50	65
1 st Lieutenant	75	90
Captain	110	125
Major	150	165

Team – may be accompanied by up to 2 men, each @ 10 pts (regular) or 13 points (veteran)

Weapons – pistol, rifle or SMG as depicted; may upgrade accompanying men with shotguns (+2 points)

Medic –

1x Medic @ 30 pts (veteran)

Team – may be accompanied by up to 2 men, each @ 13 points (veteran)

Weapons – pistol or none

Artillery Forward Observer –

1x Officer

	<u>Regular</u>	<u>Veteran</u>
Artillery FO	100	115

Team – may be accompanied by up to 2 men, each @ 10 pts (regular) or 13 points (veteran)

Weapons – pistol, rifle or SMG as depicted

Infantry Section (Squad) –

1x NCO + 4x men

	<u>Regular</u>	<u>Veteran</u>
NCO + 4 Soldiers	50	65
0-10 additional soldiers (each)	10	13

Weapons – rifles

Options –

- up to one soldier may replace his rifle with a Chauchat @ 20 pts. Another soldier becomes the loader.
- Up to one soldier may replace his rifle with a rifle grenade launcher @ 10 pts
- Up to 2 soldiers may replace their rifles with shotguns @ +2 pts
- Veteran sections that are full strength may add a second Chauchat @ 20 pts, and/or a second rifle grenade launcher @ 10 pts

Sniper Team –

Sniper + assistant

	Cost	
	<u>Regular</u>	<u>Veteran</u>
2 Soldiers	50	65

Weapons – 1 sniper rifle

Special Rules – team weapon, sniper

Scout Section –

NCO + 4x soldiers @ 70 pts (veteran)

Team – may add 0-5 additional soldiers, each @ 14 points (veteran)

Weapons – rifles

Special Rules – scouts

Assault Party / Bombers –

NCO + 4x soldiers @ 80 pts (veteran)

Team – may add 0-7 additional soldiers, each @ 16 points (veteran)

Weapons – rifles

Options –

- Any soldiers may replace their rifles with shotguns @ +2 pts
- Up to four soldiers may replace their rifle with a rifle grenade launcher @ 10 pts

Special Rules – tough fighters

Cavalry Troop (Squad) –

1x NCO + 4x men

	<u>Regular</u>
NCO + 4 Soldiers	75
0-5 additional soldiers (each)	15

Weapons – swords, rifles

Special Rules – cavalry

Machine Gun Team –

Hotchkiss or Browning MMG, 3 crew

	<u>Regular</u>	<u>Veteran</u>
MMG + 3 Soldiers	50	65

Special Rules – team weapon, fixed

Medium Mortar Team –

3" Stokes mortar, 3 crew

	<u>Regular</u>	<u>Veteran</u>
Mortar + 3 Soldiers	50	65

Options – may add a spotter @ 10 pts

Special Rules – team weapon, fixed, indirect fire, HE (d6)

37mm Infantry Gun Team –

37mm M1916 Gun, 3 crew

	<u>Regular</u>	<u>Veteran</u>
IG + 3 Soldiers	50	60

Special Rules – team weapon, fixed

75mm Field Gun –

Light Howitzer, 4 crew

	Cost	
	<u>Regular</u>	<u>Veteran</u>
Gun + 4 Soldiers	70	85

Special Rules – gun shield, team weapon, fixed, howitzer, HE (d6), rapid fire

White Armored Car –

	<u>Regular</u>	<u>Veteran</u>
White Armd Car	110	132

Weapons – Front Facing LMG

Damage Value – 7+ (armored car)

Special Rules – unstable

FT-17 (MG) Tank –

	<u>Regular</u>	<u>Veteran</u>
FT-17 (MG)	140	168

Weapons – turret mounted MMG

Damage Value – 8+ (tank)

Special Rules – unstable

FT-17 (37mm) Tank –

	<u>Regular</u>	<u>Veteran</u>
FT-17 (37mm)	150	180

Weapons – turret mounted 37mm M1916

Damage Value – 8+ (tank)

Special Rules – unstable

Mark V Tank –

	<u>Regular</u>	<u>Veteran</u>
Mk V	234	280

Weapons – 2x side sponson, each with medium tank gun and MMG; 1x MMG forward firing, 1x MMG rear firing

Damage Value – 8+ (tank)

Special Rules – slow, unstable

French Forces, 1917/8

Reinforced Infantry Platoon

- Required core
 - Platoon HQ with a 1st or 2nd Lieutenant
 - 2 Infantry sections
 - May be fielded as regular or veterans.
- Optional adds –
 - * 0-3 Infantry sections
 - * 0-1 Captain or Major
 - * 0-1 Artillery Forward Observer
 - * 0-1 MG team
 - * 0-1 Sniper team
 - * 0-2 Tanks
 - * 0-1 Cavalry troop
 - * 0-1 Medic
 - * 0-1 Scout section
 - * 0-1 Mortar team
 - * 0-1 Field or Infantry gun
 - * 0-1 Tow vehicle per gun

Headquarters –

1x Officer

	<u>Regular</u>	<u>Veteran</u>
2 nd Lieutenant	50	65
1 st Lieutenant	75	90
Captain	110	125
Major	150	165

Team – may be accompanied by up to 2 men, each @ 10 pts (regular) or 13 points (veteran)

Weapons – pistol, rifle (as depicted)

Medic –

1x Medic @ 30 pts (veteran)

Team – may be accompanied by up to 2 men, each @ 13 points (veteran)

Weapons – pistol or none

Artillery Forward Observer –

1x Officer

	<u>Regular</u>	<u>Veteran</u>
Artillery FO	100	115

Team – may be accompanied by up to 2 men, each @ 10 pts (regular) or 13 points (veteran)

Weapons – pistol, rifle (as depicted)

Infantry Squad –

1x NCO + 4x men

	<u>Regular</u>	<u>Veteran</u>
NCO + 4 Soldiers	50	65
0-3 additional soldiers (each)	10	13

Weapons – rifles

Options –

- LMG/ Rifle Grenade Squad –
 - up to one soldier may replace his rifle with a Chauchat @ 20 pts. Another soldier becomes the loader.
 - Up to three soldiers may replace their rifle with a rifle grenade launcher @ 10 pts
- Rifle / Bomber Squad –
 - Up to 2 soldiers may be upgraded to bombers @ +3 pts
 - Up to one soldier may replace their rifle with a rifle grenade launcher @ 10 pts
- Special Rules – bombers are tough fighters

Sniper Team –

Sniper + assistant

	Cost	
	<u>Regular</u>	<u>Veteran</u>
2 Soldiers	50	65

Weapons – 1 sniper rifle

Special Rules – team weapon, sniper

Scout Section –

NCO + 4x soldiers @ 70 pts (veteran)

Team – may add 0-5 additional soldiers, each @ 14 points (veteran)

Weapons – rifles

Special Rules – scouts

Cavalry Troop (Squad) –

1x NCO + 4x men

	<u>Regular</u>
NCO + 4 Soldiers	75
0-5 additional soldiers (each)	15

Weapons – swords, carbines

Special Rules – cavalry

Machine Gun Team –

Hotchkiss MMG, 3 crew

	<u>Regular</u>	<u>Veteran</u>
MMG + 3 Soldiers	50	65

Options –

- Downgrade MMG to St. Etienne @ -5 pts

Special Rules – team weapon, fixed, jam (St. Etienne only)

Medium Mortar Team –

3" Stokes mortar, 3 crew

	<u>Regular</u>	<u>Veteran</u>
Mortar + 3 Soldiers	50	65

Options – may add a spotter @ 10 pts

Special Rules – team weapon, fixed, indirect fire, HE (d6)

37mm Infantry Gun Team –

37mm M1916 Gun, 3 crew

	<u>Regular</u>	<u>Veteran</u>
IG + 2 Soldiers	50	60

Special Rules – team weapon, fixed

75mm Field Gun –

Light Howitzer, 4 crew

	Cost	
	<u>Regular</u>	<u>Veteran</u>
Gun + 4 Soldiers	70	85

Special Rules – gun shield, team weapon, fixed, howitzer, HE (d6), rapid fire

FT-17 (MG) Tank –

	<u>Regular</u>	<u>Veteran</u>
FT-17 (MG)	140	168

Weapons – turret mounted MMG

Damage Value – 8+ (tank)

Special Rules – unstable

FT-17 (37mm) Tank –

	<u>Regular</u>	<u>Veteran</u>
FT-17 (37mm)	150	180

Weapons – turret mounted 37mm M1916

Damage Value – 8+ (tank)

Special Rules – unstable

Char St. Chamond Tank –

	<u>Regular</u>	<u>Veteran</u>
St. Chamond	205	250

Weapons – 1x MMG on each side; 1x light howitzer and 1x MMG forward firing, 1x MMG rear firing

Damage Value – 8+ (tank)

Special Rules – slow, unreliable, unstable, light howitzer has rapid fire

Bolt Action - Weapons Chart (WW1)

Small Arms	Type	Range	Shots	Pen	Special Rules	Shooting Procedure	
	Rifle	24"	1				1
Carbine	18"	1				2	target reacts
Pistol	6"	1		assault		3	measure range
SMG	12"	2		assault		4	roll to hit
Shotguns	6"	3		assault		5	roll to damage
Lewis gun	36"	4		team		6	target takes casualties
MG08/15	36"	4		team, -2 to hit w hen advancing		7	target checks morale
Chauchat LMG	36"	4		team, no -1 to hit if advancing, jam			
MMG	36"	5		team, fixed			
Heavy Weapons	Type	Range	Shots	Pen	Special Rules	Hit Modifiers	
	HMG	36"	3	+1	team, fixed	shooting at point blank range	+1
Rifle grenade launcher	18"	1	+1	indirect fire, HE (d2), may fire as rifle	per pin marker on firer	-1	
37mm Trench gun	48"	1	+3	team, fixed, HE (d2)	long range	-1	
AT rifle	36"	1	+2	team	inexperienced firer	-1	
3.7cm AT gun	48"	1	+4	team, fixed, no HE	fire on the move	-1	
37mm M1916 Gun	36"	1	+3	Team, Fixed	target is down infantry or artillery	-2	
Medium tank gun	60"	1	+5	HE (d2)	target is a small unit	-1	
Flamethrower (infantry)	6"	d6	+3	team, flamethrower	target is in soft cover	-1	
Light mortar	12-24"	1	HE	team, indirect fire, HE (d3)	target is in hard cover	-2	
Medium mortar	18-60"	1	HE	team, fixed, indirect fire, HE (2")			
Heavy mortar	18-72"	1	HE	team, fixed, indirect fire, HE (3")			
Light howitzer	48" or 24-60"	1	HE	team, fixed, howitzer, HE (2")			
Heavy howitzer	72" or 36-84"	1	HE	team, fixed, howitzer, HE (4")			

HE Shots:			Penetration Modifiers:	
HE	Pin	Pen	Situation	
d2	1	+1	+1	Firing at side or top armor
d3	1	+1	+2	Firing at rear armor
d6	d2	+2	-1	long range
2d6	d3	+3		
3d6	d6	+4		

Damage Value Table	
inexperienced infantry or artillery	3+
regular infantry or artillery	4+
veteran infantry or artillery	5+
all soft skinned vehicles	6+
armored car or carrier	7+
light tank	8+
medium tank	9+
heavy tank	10+
super heavy tank	11+

Die Roll	Effect
1 or less	Crew Stunned - add one additional pin marker, and change order marker to down (halt)
2	Immobilized - add one additional pin marker, vehicle cannot move for remainder of the game. Further immobilization knocks the vehicle out.
3	On Fire - add one additional pin marker, then change order marker to down (halt) and make immediate morale check. If failed vehicle in
4 or more	Knocked Out - vehicle becomes a wreck
Modified	Situation
-3	superficial damage (tie)
roll twice	massive damage (exceed error by 3+)
+1	open topped and hit by indirect fire

WW1 Special Rules
Scouts – the unit is trained for reconnaissance and stealthy movement. They may attempt to react to a fire action against them by disengaging, succeeding on a 4+ on a d6. If successful, they may make a full move, getting no closer to any visible enemy unit, and then go down.
Unreliable – when attempting to move through difficult terrain the vehicle rolls 1d6, on a 1 it becomes bogged and makes no further move that turn.
A vehicle that bogs on 2 consecutive turns has broken down and is immobilized for the remainder of the action
Jam – if the firer rolls 2 or more 1s when shooting, the weapon jams and may not fire in the following turn
No HE – may not shoot at Infantry or Artillery
Pioneers – if 3 or more figures from the unit are in contact with a section of wire, they may remove it on receiving a successful run order. Removing the wire consumes all of the unit's movement for that turn.
Barrages – in addition to rolling for units, each section of barbed wire should be rolled for during preliminary barrages. A result of suppression or greater causes the removal of the wire section.
Infiltration Tactics – the unit may move 3" further in rough terrain (total move of 9" vs. 6" normally), counts as a run action (even though not normally allowed in rough terrain).
Rapid Fire – ROF increases to 2 when firing directly at a target
Transporter – a vehicle with this rule may transport one unit of no more than 10 men in addition to its crew. It takes a run order to embark or disembark the unit transported – the vehicle does not move and cannot fire, but the transported unit disembarks (is placed anywhere within 6" of any door on the vehicle) or embarks (all figures embarked must be within 6" of any door on the vehicle).
Unstable – an unstable vehicle may not fire any weapon other than machine or Lewis guns. Machine guns and Lewis guns fire at ROF1 if the vehicle moved. Pivoting in place does not count as movement for the purposes of this rule.

Bolt Action - Orders and Movement

Orders Phase		Movement		
1	draw order die	Type	Advance	Run
2	player chooses unit and order	infantry	6"	12"
3	order test if required	tracked vehicle	9"	18"
4	act with the ordered unit	slow tracked vehicle	6"	12"
5	return to 1, turn ends once all units done	half-tracked vehicle	9"	18"
		Wheeled vehicle	12"	24"

Orders		Quality		Morale	
Order	Action				
1 - Fire	fire at full effect without moving	Inexperienced			8
2 - Advance	move and then fire	Regular			9
3 - Run	move at double speed or assault, no fire	Veteran			10
4 - Ambush	set for opportunity fire	Officers			
5 - Rally	no move or fire, remove d6 pin markers	Second Lieutenant	1 / 6"		+1
6 - Down	no move/fire, -2 to be hit, stay -d3 pins	First Lieutenant	2 / 6"		+2
		Captain	3 / 12"		+3
		Major	4 / 12"		+4

FUBAR Chart		Reverse Moves: vehicles may move directly to their rear at 1/2 speed; recon vehicles may move directly to their rear at full speed		
1 or 2	Friendly Fire - opposing player chooses target which must have enemy within 12". If no target is available, goes down			
3 to 6	Panic - runs full move away from nearest visible enemy unit. If no enemy are visible, goes down			

Terrain Table

Terrain Category	Infantry	Artillery	Wheeled	Tracked
Open ground	OK	OK	OK	OK
Rough ground	No run	No*	No	No run
Obstacle	No run	No	No	OK*
Building	OK	No*	No	No!
Road	OK	OK	x2	x2

Key:

OK* - can cross this kind of terrain without hinderance, except anti-tank obstacle or impassable bogage

No run - may only cross this terrain type on an advance order, run order not allowed

No* - cannot enter, but may be deployed at start. If deployed, may not move once deployed

No! - cannot enter, except heavy and super heavy tanks may use a special rule

x2 - units movement rate is doubled if it moves entirely on road or track

Vehicle Maneuver Table

Type	Advance	Pivot (90)	Run	Pivot (90)
Tracked	9"	1	18"	none
Half-Track	9"	2	18"	1
Wheeled	12"	2	24"	1

Reverse - straight backwards at 1/2 move rate, except recon vehicles may reverse full move

Bolt Action - Close Quarters

Close Quarters - Infantry vs Infantry		Infantry Assaulting Vehicles	
1	declare target	Roll to Hit:	
2	target reacts	vehicle running	n/a
3	measure move distance, move assaulters	vehicle advancing	6
4	fight first round	otherwise	4+
	* attackers strike, remove casualties	Roll to Damage:	
	* defenders strike, remove casualties	Damage roll = number of hits scored + d6	
	* loser destroyed	if infantry has no AT weapons: -3 to order test	
5	resolve draws - further rounds	infantry with no AT cause superficial damage	
6	winner regroups	soft skins destroyed if hit, others roll damage	