

Austro-Hungarian Forces

Great War

Early War / 1914

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



Offered by Wasatch Miniatures and GAJO Games

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SPECIAL RULES – EARLY WAR



OFFICER TRAIT – AUSTRIA-HUNGARY

An Austro-Hungarian force has the following special rules in 1914:

AH Officers / Shield of the Monarchy –

The officer corps forms the core of support for the monarchy.

The officer receives one additional activation die each turn. Any friendly unit within his Influence distance may re-roll one failed Tenacity check per turn.

ERA SPECIAL RULES – AUSTRIA-HUNGARY

Column Assault –

Riding a surge in patriotic feeling, and with a doctrine relentlessly focused on the attack, Austro-Hungarian troops made determined advances in column throughout 1914.

Units with this rule add +1 to their first round Assault checks when in column formation.

Language Problems –

Austro-Hungarian units were multi-lingual, but most officers spoke German or Hungarian. Recruits were expected to learn 80 commands in German, and officers were encouraged to learn one or more languages of their regiment. But the horrific losses of 1914 meant that most officers and men were mono-lingual, and communication became a significant problem.

Units more than 12” from a Battlegroup commander require an additional activation die to activate.

Example – the HQ unit has a Communications Specialist, so a unit within 12” of the officer would require 1 activation die, a unit over 12” but within range of the Communications Officer would require 2 activation dice, and a unit beyond that range would require 3 activation dice to activate.

NATIONAL SPECIAL RULES

Plus, an Austro-Hungarian force will have one of following national special rules:

Proficient (Common Army) –

Common Army troops were bound by loyalty to the Emperor and the Habsburg dynasty.

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

Huszar (Hungarian) –

The Hungarian Honved was highly motivated to maintain Magyar ascendancy within the empire.

Hungarian units with this special rule add 1” to their Maneuver and At the Double movement rates.

Stoic (Austrian Landwehr) –

The Landwehr of the Austrian half of the empire had a long tradition of stoic resistance when things looked bad.

Landwehr units with this special rule halve their fall back distance.

Competent (Croat) –

Croatian units had special status within the Honved, and they carried on the legacy of the Grenzer units that held the empire’s southern flank.

Croat units with this special rule may re-roll one failed Skill Check per turn, excluding attempts to range in.

Aggressive (Bosniak) –

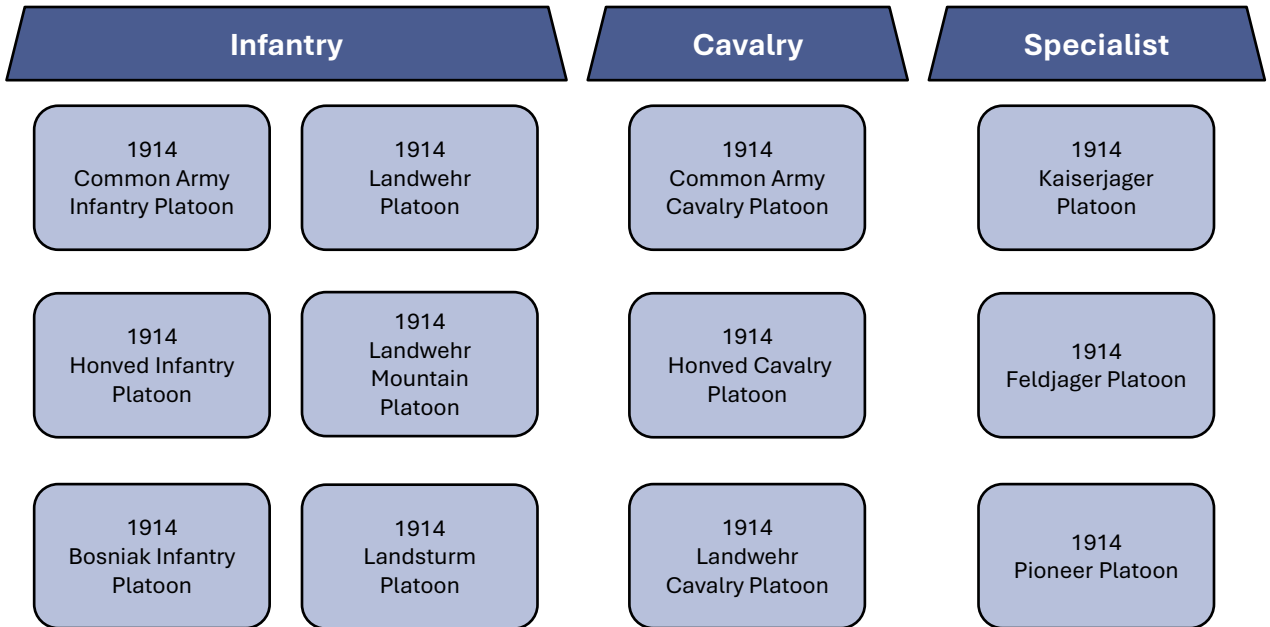
Bosniak units excelled in close combat.

Bosniak units with this special rule may re-roll one failed Aggression Check per turn.

Battlegroup Diagram



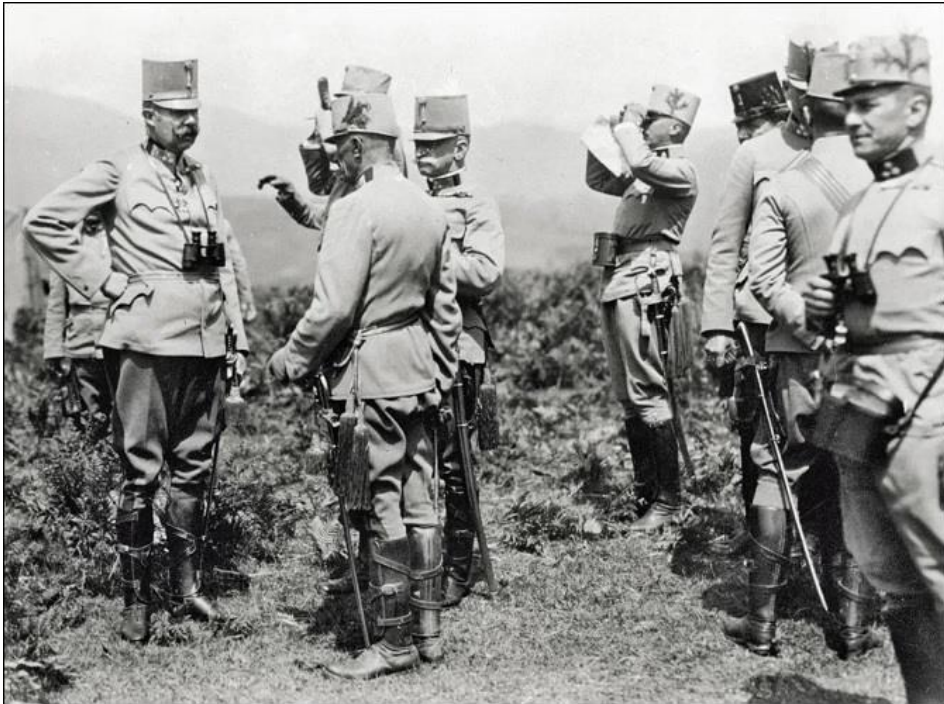
Austria-Hungary 1914



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

Infantry Battlegroups and Units

Austria-Hungary 1914



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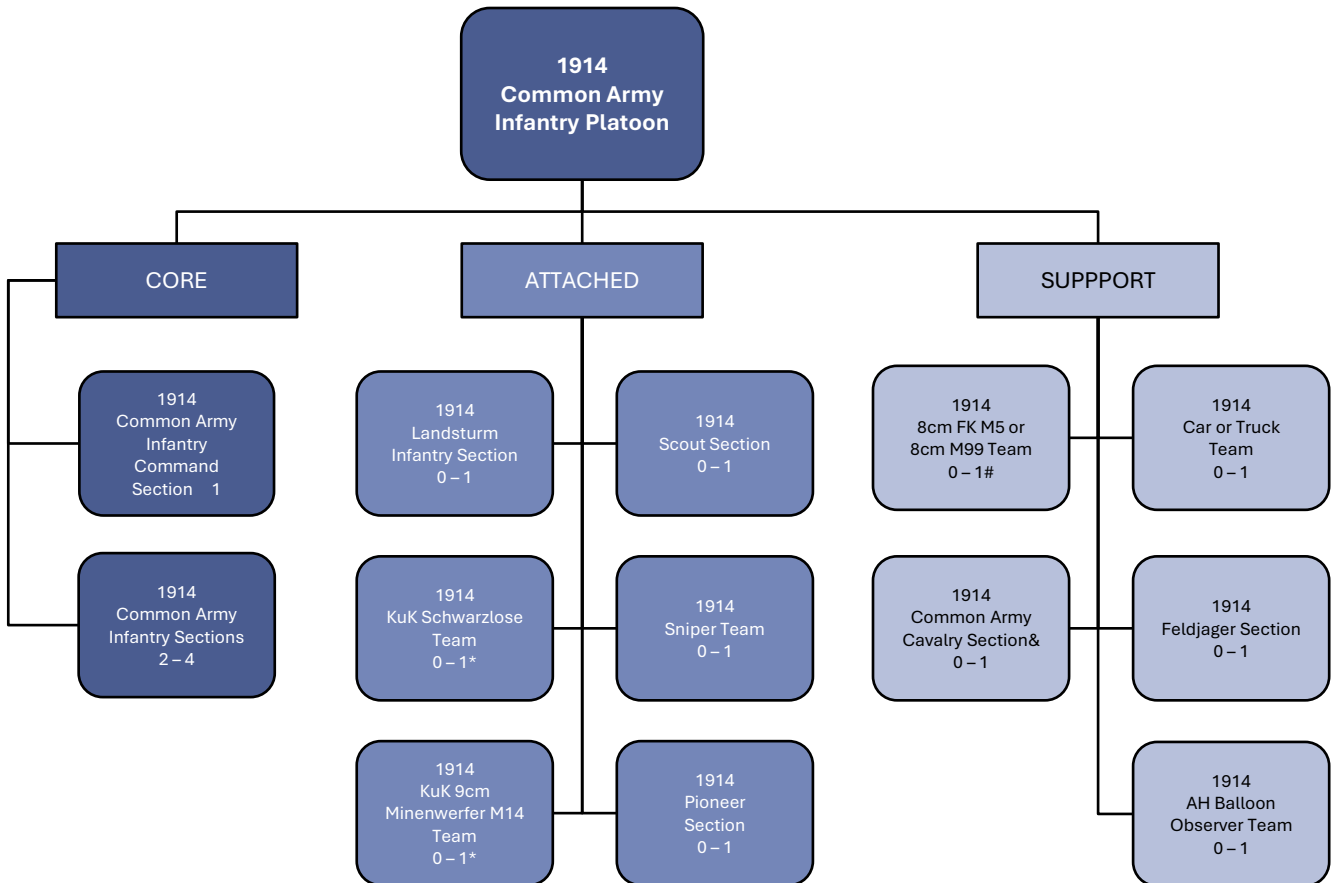




1914 COMMON ARMY INFANTRY PLATOON

National Special Rules – Common Army only.

ORGANIZATION DIAGRAM



* = Line Holder Unit @ = excludes command units # = Support Artillery & = Mounted or Dismounted

1914 Common Army Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword			1	19		
Upgrade Leadership Level to Competent			0-1	+10		
Upgrade Officer to Valiant			0-1	+20		
Attached Staff Officer and Aide, pistols			0-1	27		
Medic, unarmed			0-1	13		
Chaplain, unarmed			0-1	10		
Musician, pistol			0-1	16		
Handler, pistol or BA rifle, Medical Dog			0-1	16		
Senior NCO, pistol or BA rifle			0-1	21		
Add Riflemen with BA rifle			0-4	11		
Upgrade pistol to SA Pistol			Any	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Leadership
Adequate

Infantry Unit



Formation

Linear Order

BG Modifiers

Attack +1
Recon 0

No Head Protection

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

Unit Special Rules:

Medical Dog – once per turn, the HQ unit may re-roll a Triage check. The dog's handler may re-roll one failed Assault check in each round of close combat.

No Head Protection – unit receives -1 on Triage Checks.

Valiant Officer – a Valiant officer gains +1 die in close combat, may add one to a single Activation die of 4 or less per turn, and may re-roll one Encouragement die each turn.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		
Sword	Melee						Impact, Sword

1914 Common Army Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	103		
7 Riflemen with BA rifle			0-7	11		
Add Riflemen with BA rifle			Any	+1 ea		
Upgrade pistol to SA Pistol						

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Infantry Unit



Formation

Linear Order

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.

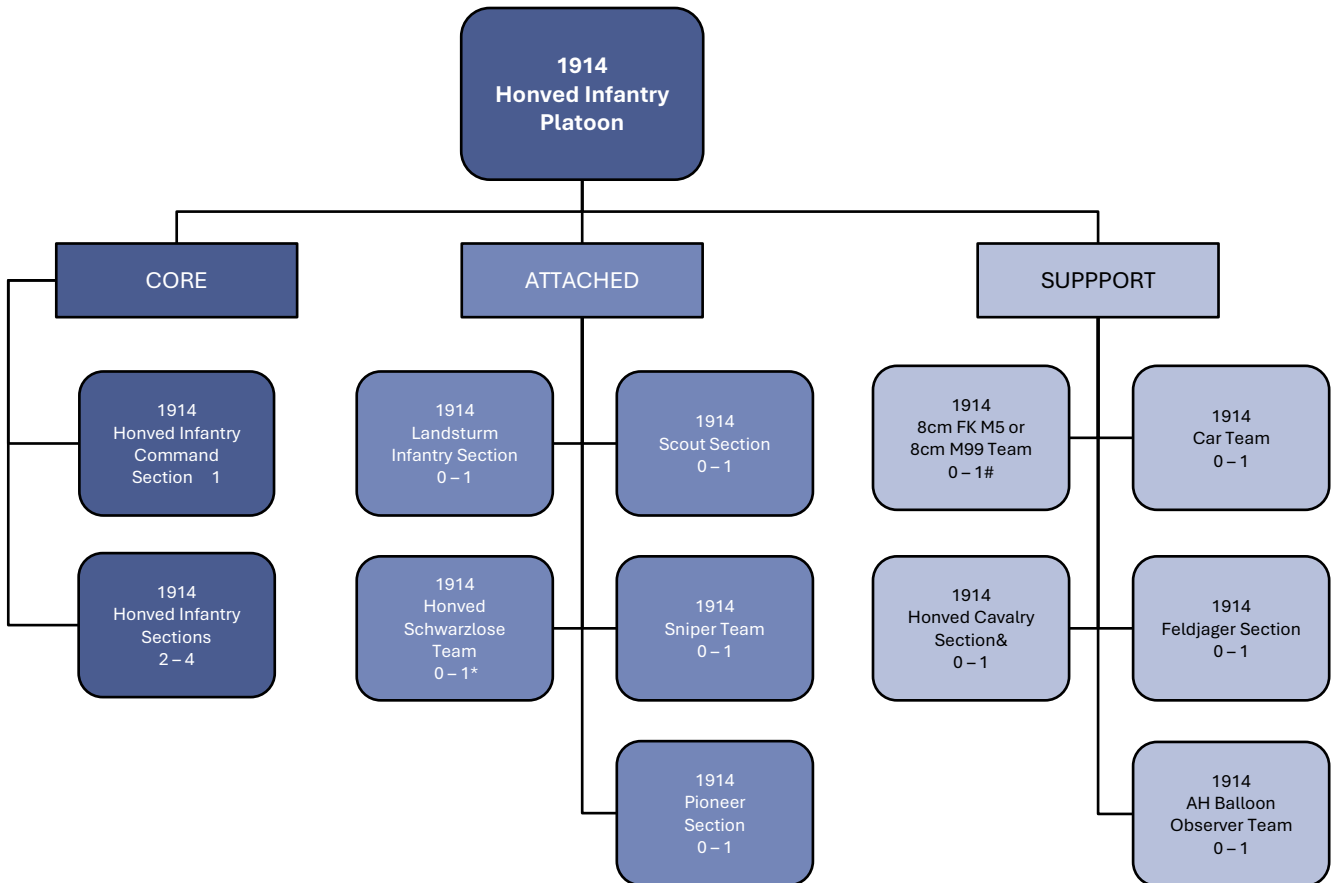
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		



1914 HONVED INFANTRY PLATOON

National Special Rules – Hungarian or Croat only.

ORGANIZATION DIAGRAM



* = Line Holder Unit @ = excludes command units # = Support Artillery & = Mounted or Dismounted

1914 Honved Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword	1	13				
<i>Upgrade Officer to Valiant</i>	0-1	+20				
Attached Staff Officer and Aide, pistols	0-1	23				
Medic, unarmed	0-1	11				
Chaplain, unarmed	0-1	8				
Musician, pistol	0-1	12				
Handler, pistol or BA rifle, Medical Dog	0-1	12				
Senior NCO, pistol or BA rifle	0-1	17				
Add Riflemen with BA rifle	0-4	7				
<i>Upgrade pistol to SA Pistol</i>	Any	+1 ea				
<i>Downgrade all BA rifles to SS rifles</i>	All/none	-1 ea				

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Leadership

Adequate

Infantry Unit



Formation

Linear Order

BG Modifiers

Attack +1
Recon 0

No Head Protection

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

Unit Special Rules:

Medical Dog – once per turn, the HQ unit may re-roll a Triage check. The dog's handler may re-roll one failed Assault check in each round of close combat.

No Head Protection – unit receives -1 on Triage Checks.

Valiant Officer – a Valiant officer gains +1 die in close combat, may add one to a single Activation die of 4 or less per turn, and may re-roll one Encouragement die each turn.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Single Shot Rifle	24"	SS	SS*	-	5+		
BA Rifle	24"	RF	RF*	-	5+		
Sword	Melee						Impact, Sword

1914 Honved Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle	1	71				
7 Riflemen with BA rifle						
Add Riflemen with BA rifle	0-7	7				
<i>Upgrade pistol to SA Pistol</i>	Any	+1 ea				
<i>Downgrade all BA rifles to SS rifles</i>	All/none	-1 ea				

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Infantry Unit



Formation

Linear Order

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.

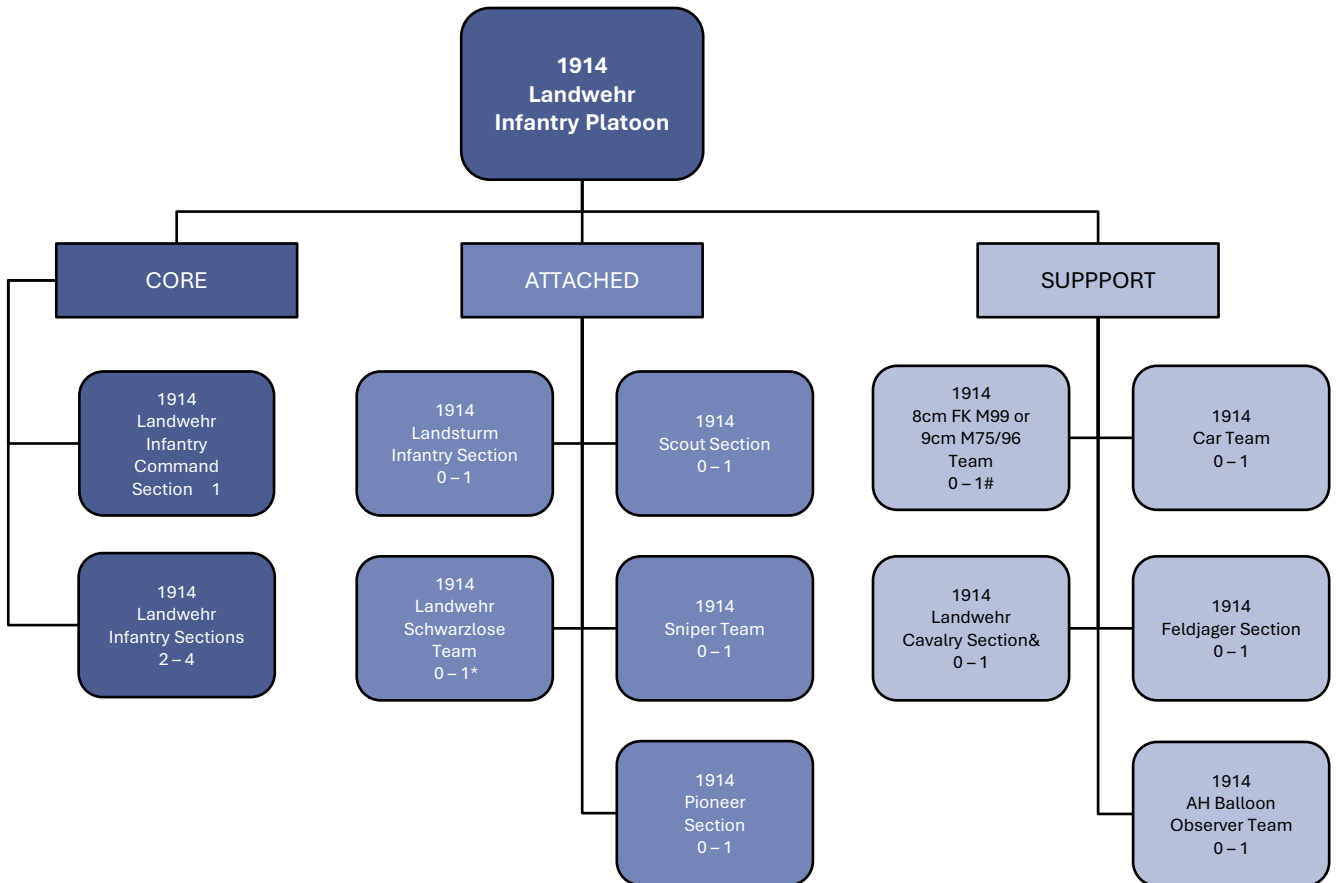
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Single Shot Rifle	24"	SS	SS*	-	5+		
BA Rifle	24"	RF	RF*	-	5+		



1914 LANDWEHR INFANTRY PLATOON

National Special Rules – Austrian Landwehr only.

ORGANIZATION DIAGRAM



* = Line Holder Unit @ = excludes command units # = Support Artillery & = Mounted or Dismounted

1914 Landwehr Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword	1	6				
<i>Upgrade Officer to Valiant</i>	0-1	+20				
Attached Staff Officer and Aide, pistols	0-1	23				
Medic, unarmed	0-1	11				
Chaplain, unarmed	0-1	8				
Musician, pistol	0-1	10				
Handler, pistol or BA rifle, Medical Dog	0-1	10				
Senior NCO, pistol or BA rifle	0-1	15				
Add Riflemen with BA rifle	0-4	5				
<i>Upgrade pistol to SA Pistol</i>	<i>Any</i>	<i>+1 ea</i>				
<i>Downgrade all BA rifles to SS rifles</i>	<i>All/none</i>	<i>-1 ea</i>				

Morale

Rally 3+
Aggression 5+
Tenacity 5+

Leadership

Poor

Infantry Unit



Formation

Linear Order

BG Modifiers

Attack +1
Recon 0

No Head Protection, Poor Drill

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

Unit Special Rules:

Medical Dog – once per turn, the HQ unit may re-roll a Triage check. The dog's handler may re-roll one failed Assault check in each round of close combat.

No Head Protection – unit receives -1 on Triage Checks.

Poor Drill – if the unit changes alignment it requires the entire double time action (it may not also move).

Valiant Officer – a Valiant officer gains +1 die in close combat, may add one to a single Activation die of 4 or less per turn, and may re-roll one Encouragement die each turn.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Single Shot Rifle	24"	SS	SS*	-	5+		
BA Rifle	24"	RF	RF*	-	5+		
Sword	Melee						Impact, Sword

1914 Landwehr Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle	1	55				
7 Riflemen with BA rifle	0-7	5				
<i>Upgrade pistol to SA Pistol</i>	<i>Any</i>	<i>+1 ea</i>				
<i>Downgrade all BA rifles to SS rifles</i>	<i>All/none</i>	<i>-1 ea</i>				

Morale

Rally 3+
Aggression 5+
Tenacity 5+

Infantry Unit



Formation

Linear Order

No Head Protection, Poor Drill

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

Unit Special Rules:

No Head Protection – unit receives -1 on Triage Checks.

Poor Drill – if the unit changes alignment it requires the entire double time action (it may not also move).

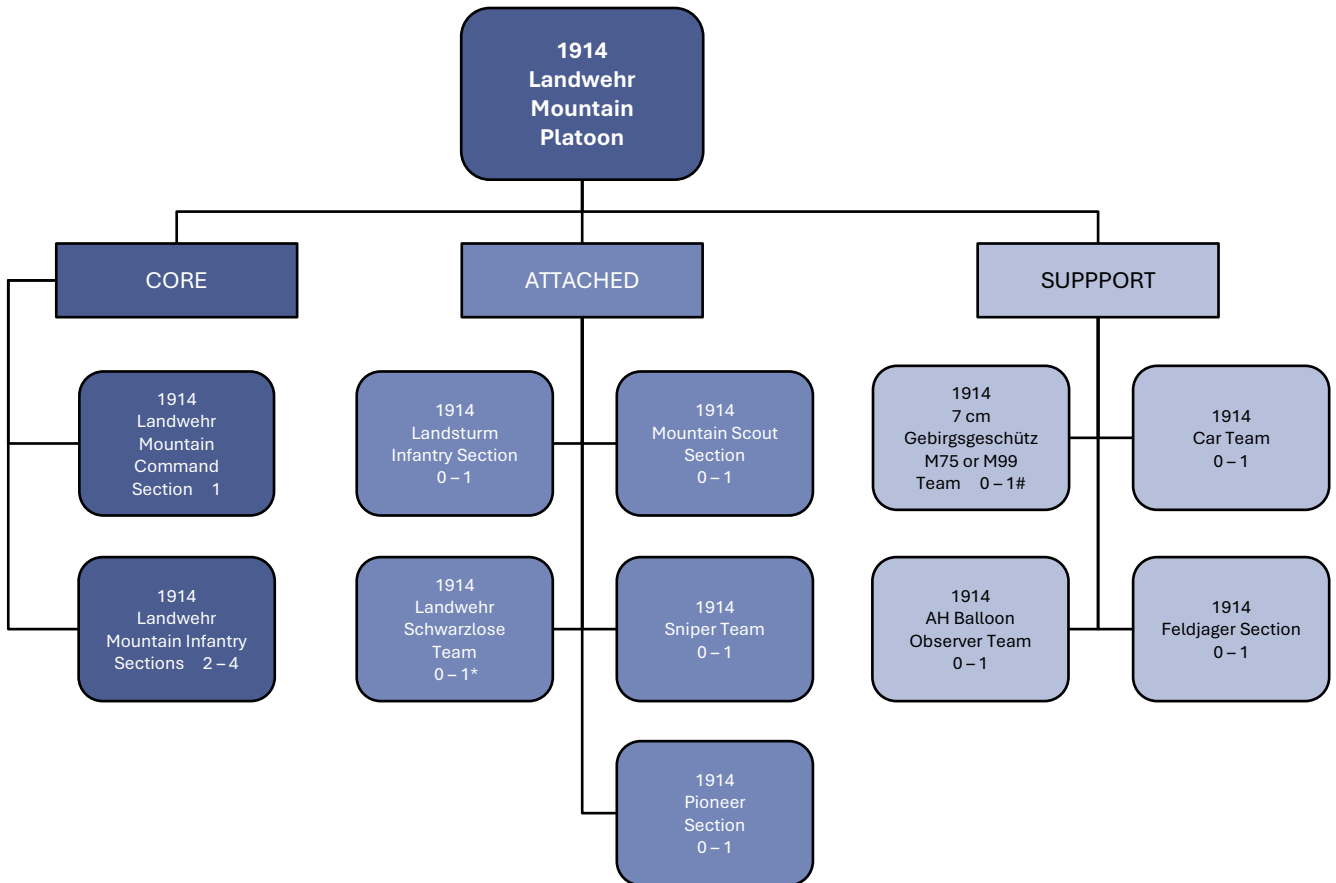
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Single Shot Rifle	24"	SS	SS*	-	5+		
BA Rifle	24"	RF	RF*	-	5+		

1914 LANDESSCHUTZEN / LANDWEHR MTN PLATOON



National Special Rules – Austrian Landwehr only.

ORGANIZATION DIAGRAM



* = Line Holder Unit @ = excludes command units # = Support Artillery & = Mounted or Dismounted

1914 Landwehr Mountain Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, CFW			1	19		
<i>Upgrade Leadership Level to Competent</i>			0-1	+10		
<i>Upgrade Officer to Valiant</i>			0-1	+20		
Attached Staff Officer and Aide, pistols			0-1	27		
Medic, unarmed			0-1	13		
Chaplain, unarmed			0-1	10		
Musician, pistol			0-1	19		
Handler, pistol or BA carbine, Medical Dog			0-1	19		
Senior NCO, pistol or BA carbine			0-1	24		
Add Riflemen with BA carbine			0-4	14		
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea		
<i>Equip NCO and Riflemen with CFW</i>			All/none	+1 ea		

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Leadership
Adequate

Infantry Unit



Mountaineers, No Head Protection

Formation

Loose Order

BG Modifiers

Attack +1
Recon 0

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

Unit Special Rules:

Medical Dog – once per turn, the HQ unit may re-roll a Triage check. The dog's handler may re-roll one failed Assault check in each round of close combat.

Mountaineers – 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.

Valiant Officer – a Valiant officer gains +1 die in close combat, may add one to a single Activation die of 4 or less per turn, and may re-roll one Encouragement die each turn.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
CFW	Melee						+1 to Assault Checks

1914 Landwehr Mountain Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA carbine			1	127		
7 Riflemen with BA carbine						
Add Riflemen with BA carbine			0-7	14		
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea		
<i>Equip unit with CFW</i>			All/none	+1 ea		

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Infantry Unit



Mountaineers, No Head Protection

Formation

Loose Order

Unit Special Rules:

Mountaineers – 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.

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

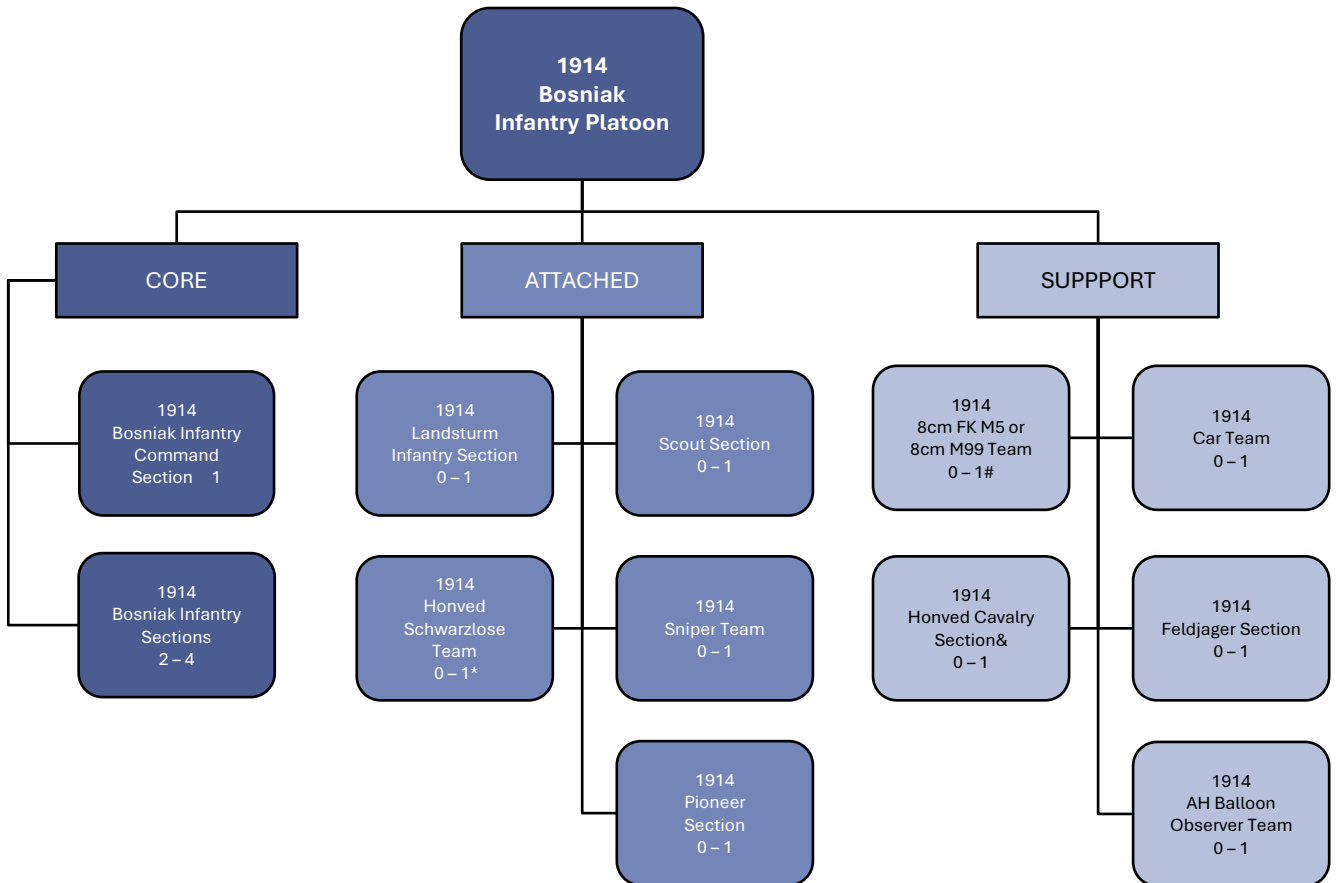
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
CFW	Melee						+1 to Assault Checks



1914 BOSNIAK INFANTRY PLATOON

National Special Rules – Bosniak only.

ORGANIZATION DIAGRAM



* = Line Holder Unit @ = excludes command units # = Support Artillery & = Mounted or Dismounted

1914 Bosniak Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, CFW			1	19		
Upgrade Leadership Level to Competent			0-1	+10		
Upgrade Officer to Valiant			0-1	+20		
Attached Staff Officer and Aide, pistols			0-1	27		
Medic, unarmed			0-1	13		
Chaplain, unarmed			0-1	10		
Musician, pistol			0-1	18		
Handler, pistol or BA rifle, Medical Dog			0-1	18		
Senior NCO, pistol or BA rifle			0-1	23		
Add Riflemen with BA rifle			0-4	13		
Upgrade pistol to SA Pistol			Any	+1 ea		
Equip NCO and Riflemen with CFW			All/none	+1 ea		

Morale

Rally 3+
Aggression 3+
Tenacity 4+

Leadership

Adequate

Infantry Unit



Formation

Linear Order

BG Modifiers

Attack +1
Recon 0

Ferocious, No Head Protection

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

Unit Special Rules:

Ferocious – enemy units within 6" of this unit receive a -1 to their Aggression checks.

Medical Dog – once per turn, the HQ unit may re-roll a Triage check. The dog's handler may re-roll one failed Assault check in each round of close combat.

No Head Protection – unit receives -1 on Triage Checks.

Valiant Officer – a Valiant officer gains +1 die in close combat, may add one to a single Activation die of 4 or less per turn, and may re-roll one Encouragement die each turn.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		
CFW	Melee						+1 to Assault Checks

1914 Bosniak Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	119		
7 Riflemen with BA rifle						
Add Riflemen with BA rifle			0-7	13		
Upgrade pistol to SA Pistol			Any	+1 ea		
Equip unit with CFW			All/none	+1 ea		

Morale

Rally 3+
Aggression 3+
Tenacity 4+

Infantry Unit



Formation

Linear Order

Ferocious, No Head Protection

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

Unit Special Rules:

Ferocious – enemy units within 6" of this unit receive a -1 to their Aggression checks.

No Head Protection – unit receives -1 on Triage Checks.

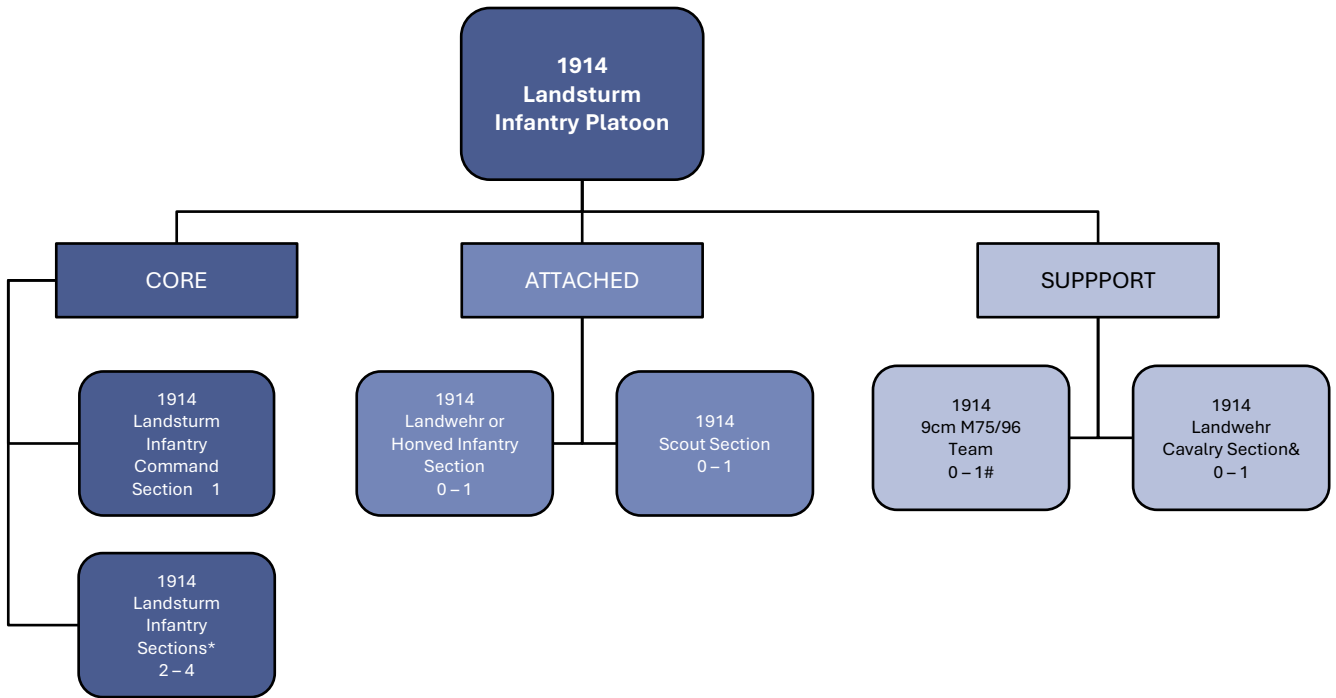
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		
CFW	Melee						+1 to Assault Checks

1914 LANDSTURM INFANTRY PLATOON



National Special Rules – Austrian Landwehr, Hungarian or Croat only.

ORGANIZATION DIAGRAM



* = Line Holder Unit @ = excludes command units # = Support Artillery & = Mounted or Dismounted

1914 Landsturm Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword	1	0				
Attached Staff Officer and Aide, pistols	0-1	23				
Medic, unarmed	0-1	11				
Chaplain, unarmed	0-1	8				
Musician, pistol	0-1	8				
Handler, pistol or BA rifle, Medical Dog	0-1	8				
Senior NCO, pistol or SS rifle	0-1	13				
Add Riflemen with SS rifle	0-4	3				
<i>Upgrade pistol to SA Pistol</i>	<i>Any</i>	<i>+1 ea</i>				

Morale

Rally 3+
Aggression 5+
Tenacity 5+

Leadership

Lax

Infantry Unit



Formation

Linear Order

BG Modifiers

Attack 0
Recon 0

Militia, No Head Protection, Poor Drill

Unit	Maneuver	Double Time	Assault	Agility
Militia Infantry	7"	11"	6"	Auto

Unit Special Rules:

Medical Dog – once per turn, the HQ unit may re-roll a Triage check. The dog's handler may re-roll one failed Assault check in each round of close combat.

Militia – the unit reduces its Maneuver and Double time move distances by 1".

No Head Protection – unit receives -1 on Triage Checks.

Poor Drill – when if the unit changes alignment it requires the entire double time action (it may not also move).

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Single Shot Rifle	24"	SS	SS*	-	5+		
Sword	Melee						Impact, Sword

1914 Landsturm Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or SS rifle	1	39				
7 Riflemen with SS rifle	0-7	3				
Add Riflemen with SS rifle	<i>Any</i>	<i>+1 ea</i>				
<i>Upgrade pistol to SA Pistol</i>						

Morale

Rally 3+
Aggression 5+
Tenacity 5+

Infantry Unit



Formation

Linear Order

Militia, No Head Protection, Poor Drill

Unit	Maneuver	Double Time	Assault	Agility
Militia Infantry	7"	11"	6"	Auto

Unit Special Rules:

Militia – the unit reduces its Maneuver and Double time move distances by 1".

No Head Protection – unit receives -1 on Triage Checks.

Poor Drill – if the unit changes alignment it requires the entire double time action (it may not also move).

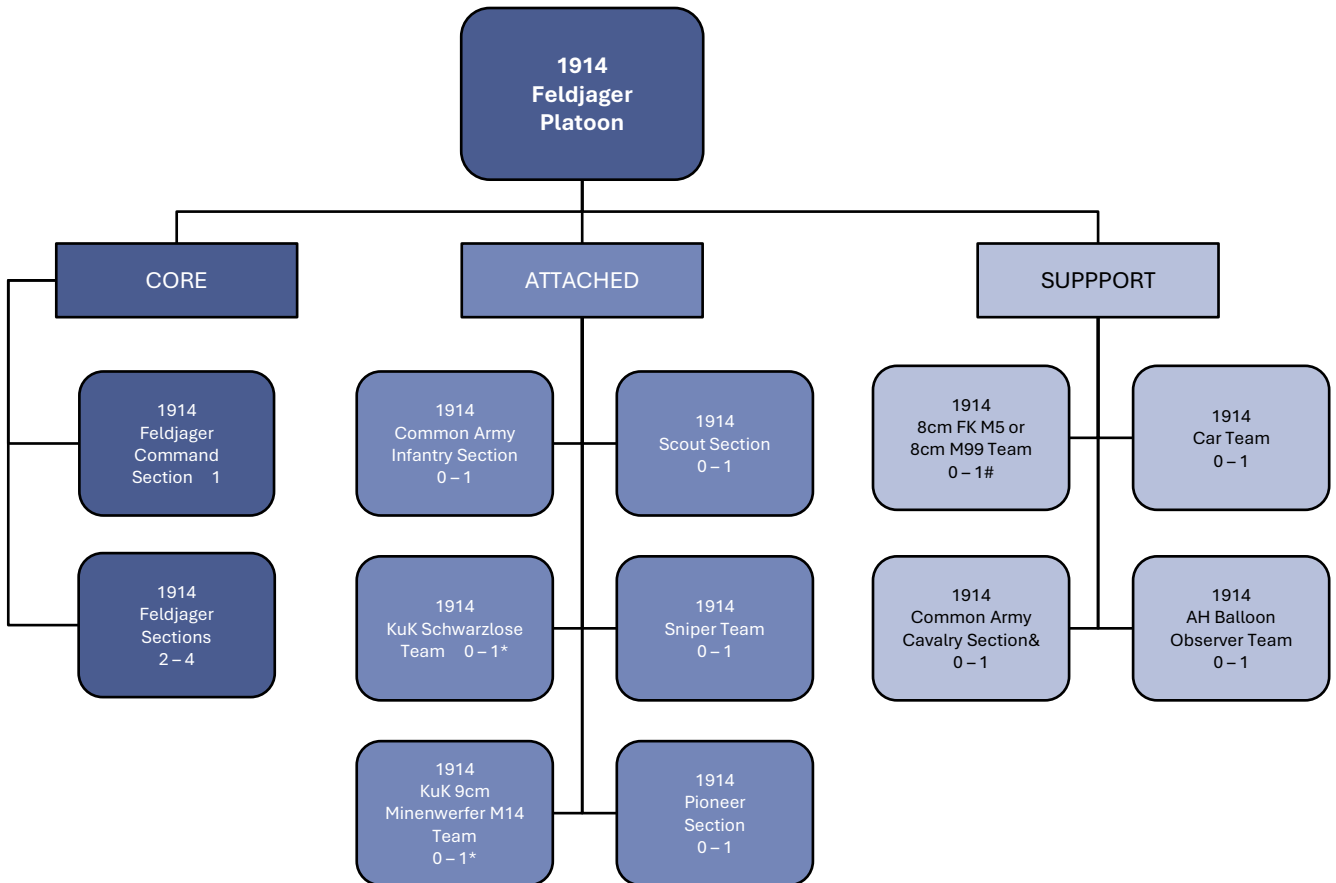
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Single Shot Rifle	24"	SS	SS*	-	5+		



1914 FELDJÄGER PLATOON

National Special Rules – any.

ORGANIZATION DIAGRAM



* = Line Holder Unit @ = excludes command units # = Support Artillery & = Mounted or Dismounted

1914 Feldjager Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword			1	19		
Upgrade Leadership Level to Competent			0-1	+10		
Upgrade Officer to Valiant			0-1	+20		
Attached Staff Officer and Aide, pistols			0-1	27		
Medic, unarmed			0-1	13		
Chaplain, unarmed			0-1	10		
Musician, pistol			0-1	20		
Handler, pistol or BA rifle, Medical Dog			0-1	20		
Senior NCO, pistol or BA rifle			0-1	25		
Add Riflemen with BA rifle			0-4	15		
Upgrade pistol to SA Pistol			Any	+1 ea		

Morale
 Rally 4+
 Aggression 3+
 Tenacity 3+

Leadership
 Adequate

Infantry Unit

Formation
 Loose Order

BG Modifiers
 Attack +1
 Recon 0

No Head Protection

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

Unit Special Rules:

Medical Dog – once per turn, the HQ unit may re-roll a Triage check. The dog's handler may re-roll one failed Assault check in each round of close combat.

No Head Protection – unit receives -1 on Triage Checks.

Valiant Officer – a Valiant officer gains +1 die in close combat, may add one to a single Activation die of 4 or less per turn, and may re-roll one Encouragement die each turn.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		
Sword	Melee						Impact, Sword

1914 Feldjager Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	135		
7 Riflemen with BA rifle						
Add Riflemen with BA rifle			0-7	15		
Upgrade pistol to SA Pistol			Any	+1 ea		

Morale
 Rally 4+
 Aggression 3+
 Tenacity 3+

Infantry Unit

Formation
 Loose Order

No Head Protection, Recon 1

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

Unit Special Rules:

No Head Protection – unit receives -1 on Triage Checks.

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

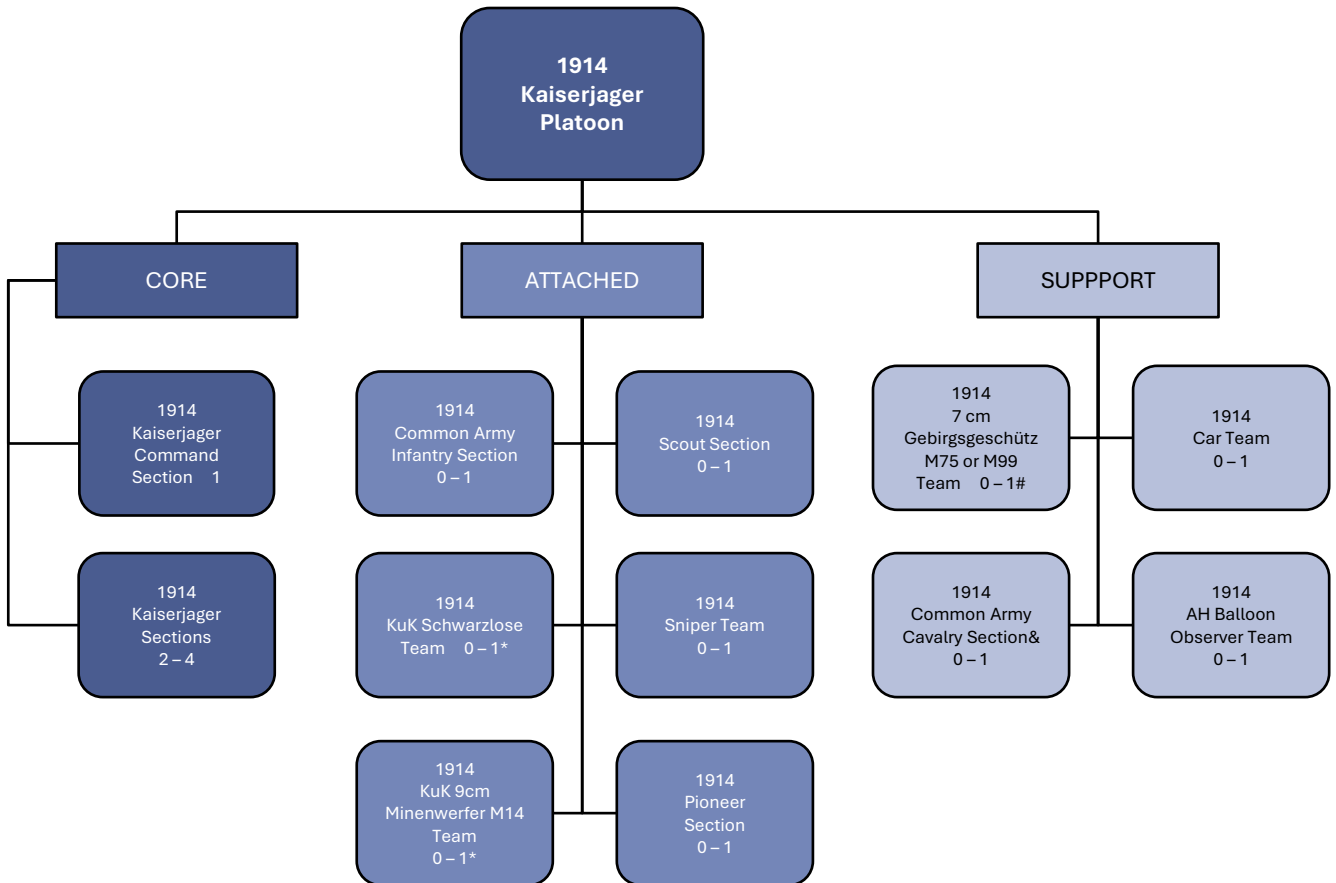
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		



1914 KAISERJAGER PLATOON

National Special Rules – Austrian Landwehr only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

@ = excludes command units

= Support Artillery

& = Mounted or Dismounted

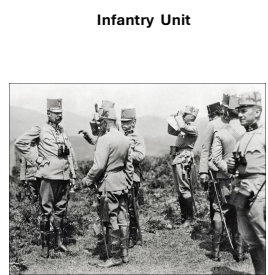
1914 Kaiserjager Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword			1	29		
<i>Upgrade Officer to Valiant</i>			0-1	+20		
Attached Staff Officer and Aide, pistols			0-1	27		
Medic, unarmed			0-1	13		
Chaplain, unarmed			0-1	10		
Musician, pistol			0-1	24		
Handler, pistol or BA rifle, Medical Dog			0-1	24		
Senior NCO, pistol or BA rifle			0-1	29		
Add Riflemen with BA rifle			0-4	19		
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea		

Morale
 Rally 3+
 Aggression 3+
 Tenacity 3+

Leadership
 Competent



Formation
 Extended Order

BG Modifiers
 Attack +1
 Recon 0

Unit Special Rules:

Marksmen - the unit may re-roll up to two missed Accuracy checks each time it shoots.

Medical Dog – once per turn, the HQ unit may re-roll a Triage check. The dog's handler may re-roll one failed Assault check in each round of close combat.

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.

Valiant Officer – a Valiant officer gains +1 die in close combat, may add one to a single Activation die of 4 or less per turn, and may re-roll one Encouragement die each turn.

Marksmen, 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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		
Sword	Melee						Impact, Sword

1914 Kaiserjager Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	167		
7 Riflemen with BA rifle						
Add Riflemen with BA rifle			0-7	19		
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea		

Morale
 Rally 3+
 Aggression 3+
 Tenacity 3+



Formation
 Extended Order

Unit Special Rules:

Marksmen - the unit may re-roll up to two missed Accuracy checks each time it shoots.

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.

Marksmen, Mountaineers, No Head Protection

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

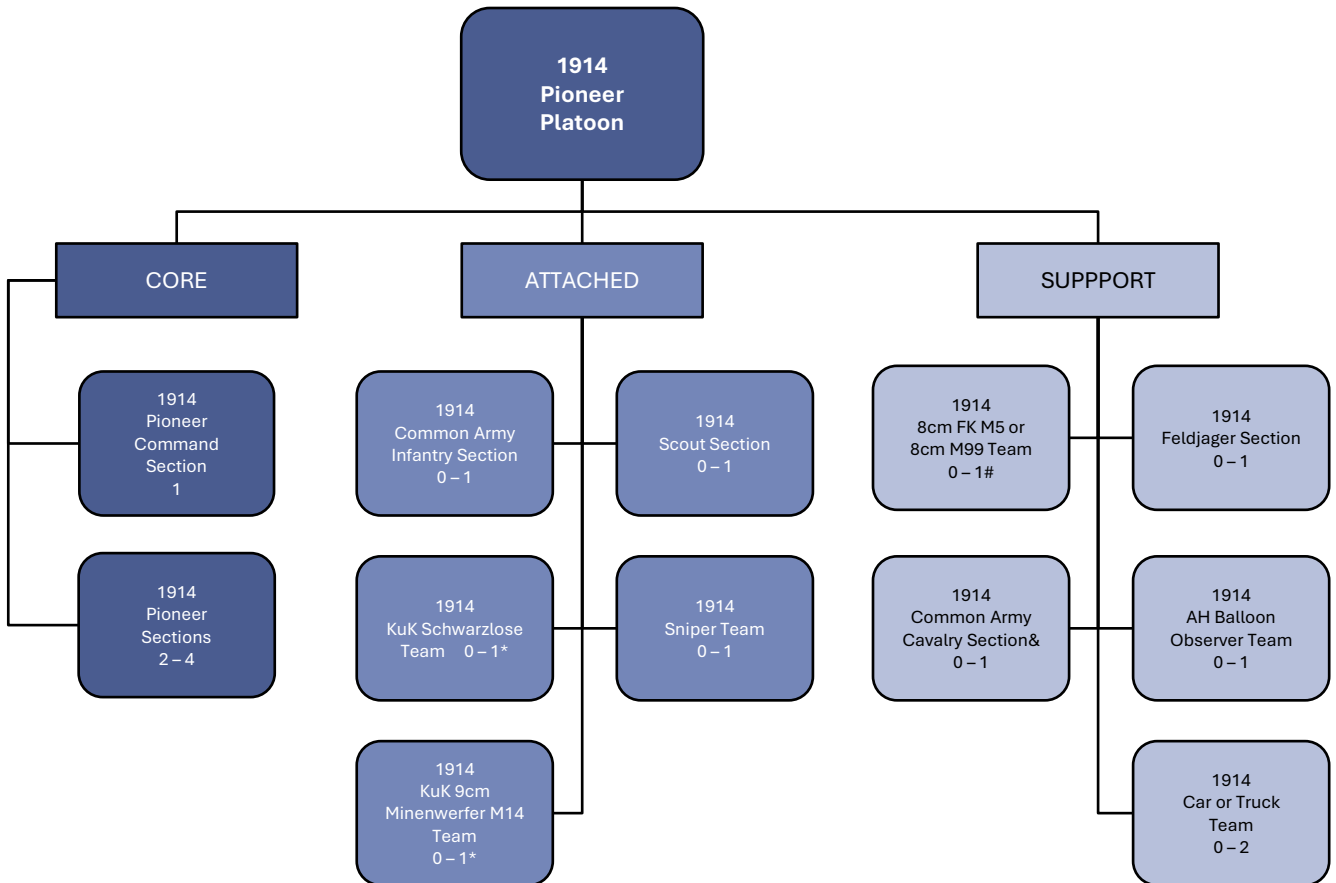
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		



1914 PIONEER PLATOON

National Special Rules – Common Army only.

ORGANIZATION DIAGRAM



* = Line Holder Unit @ = excludes command units # = Support Artillery & = Mounted or Dismounted

1914 Pioneer Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword, improvised grenades <i>Upgrade Officer to Valiant</i>			1	19		
Attached Staff Officer and Aide, pistols			0-1	+20		
Medic, unarmed			0-1	27		
Chaplain, unarmed			0-1	13		
Musician, pistol			0-1	10		
Handler, pistol or BA rifle, Medical Dog			0-1	21		
Senior NCO, pistol or BA rifle, improvised grenades			0-1	26		
Add Riflemen with BA rifle, improvised grenades <i>Upgrade pistol to SA Pistol</i>			0-4	16		
			<i>Any</i>	<i>+1 ea</i>		

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Leadership

Adequate

Infantry Unit



Formation

Loose Order

BG Modifiers

Attack +1
Recon 0

No Head Protection, Pioneers

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

Unit Special Rules:

Medical Dog – once per turn, the HQ unit may re-roll a Triage check. The dog's handler may re-roll one failed Assault check in each round of close combat.

No Head Protection – unit receives -1 on Triage Checks.

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

Valiant Officer – a Valiant officer gains +1 die in close combat, may add one to a single Activation die of 4 or less per turn, and may re-roll one Encouragement die each turn.

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

1914 Pioneer Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, improvised grenades			1	143		
7 Riflemen with BA rifle, improvised grenades						
Add Riflemen with BA rifle, improvised grenades <i>Upgrade pistol to SA Pistol</i>			0-7	16		
<i>Add Pioneer Tools to unit</i>			<i>For unit</i>	<i>+35</i>		

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Infantry Unit



Formation

Loose Order

No Head Protection, Pioneers

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

Unit Special Rules:

No Head Protection – unit receives -1 on Triage Checks.

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

Pioneer Tools – unit may add 1 to skill checks for Pioneer actions. It may also deploy up to 5 temporary fortification points during deployment in a mission where they are not the attacker. One scrape section is 1 point, a wire section is 2 points, and a temporary bridge section is 3 points.

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

1914 Scout Section



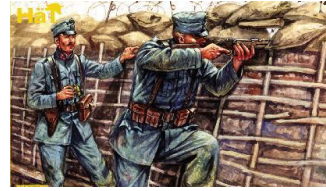
Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	111		
7 Scouts with BA rifle						
Add Scouts with BA rifle			0-7	12		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace all BA rifles with BA carbines			All/none	-		

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Infantry Unit

Formation
Extended Order



Independent, No Head Protection, Recon 1, Scouts

Unit Special Rules:

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

No Head Protection – unit receives -1 on Triage checks.

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.

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
BA Carbine	18"	RF	RF*	-	5+		Handy
BA Rifle	24"	RF	RF*	-	5+		

1914 Mountain Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with CFW, pistol or BA rifle			1	151		
7 Scouts with BA rifle						
Add Scouts with CFW, BA rifle			0-7	17		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace all BA rifles with BA carbines			All/none	-		

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Infantry Unit

Formation
Extended Order



Independent, Mountaineers, No Head Protection, Recon 1, Scouts, Skiers

Unit Special Rules:

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

No Head Protection – unit receives -1 on Triage checks.

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.

Skiers – the unit doubles its move distance when moving downhill on a steep slope using a Double Time action.

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
BA Carbine	18"	RF	RF*	-	5+		Handy
BA Rifle	24"	RF	RF*	-	5+		
CFW	Melee						+1 to Assault Checks

Cavalry Battlegroups and Units

Austria-Hungary 1914



Offered by Wasatch Miniatures and GAJO Games

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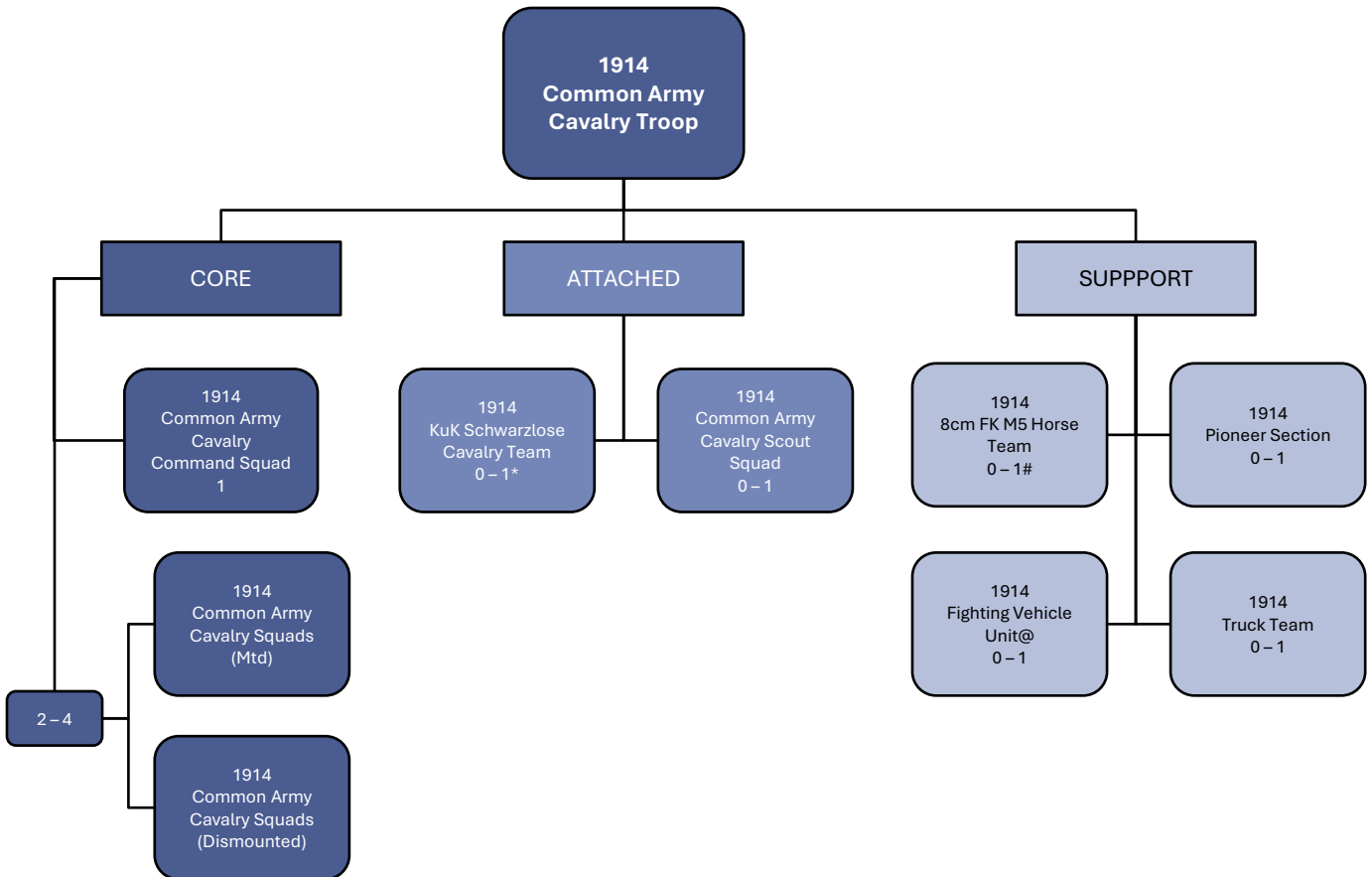


1914 COMMON ARMY CAVALRY TROOP



National Special Rules – Common Army only.

ORGANIZATION DIAGRAM



* = Line Holder Unit @ = excludes command units # = Support Artillery & = Mounted or Dismounted

1914 Common Army Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sabre, horse <i>Upgrade Officer to Valiant</i>			1	22		
Attached Staff Officer and Aide, SA pistols, sabre, horse			0-1	+20		
Medic, unarmed, horse			0-1	14		
Farrier, SA pistol, sabre, horse			0-1	22		
Musician, SA pistol, sabre, horse			0-1	17		
Senior NCO, BA carbine, sabre, horse			0-1	22		
Add Trooper, BA carbine, sabre, horse			0-3	12		

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Leadership

Adequate

Mounted Unit



Formation

Linear Order

BG Modifiers

Attack +3
Recon 2

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).

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – mounted units do not benefit from concealment or protection and receive -1 to Accuracy checks when shooting (except when using a pistol or SA pistol) and -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage checks.

Poor Shots – unit suffers an additional -1 to Accuracy checks while dismounted.

Valiant Officer – a Valiant officer gains +1 die in close combat, may add one to a single Activation die of 4 or less per turn, and may re-roll one Encouragement die each turn.

Cavalry, HM (Poor), Mounted, No Head Protection, Poor Shots

Unit	Maneuver	Double Time	Assault	Agility
Mounted	9"	15"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
Sabre	melee						Impact

1914 Common Army Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, SA pistol, sabre, horse			1	75		
4 Troopers, BA carbine, sabre, horse			0-3	12		
Add Trooper, BA carbine, sabre, horse						

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Mounted Unit



Formation

Linear Order

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).

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – mounted units do not benefit from concealment or protection and receive -1 to Accuracy checks when shooting (except when using a pistol or SA pistol) and -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage checks.

Poor Shots – unit suffers an additional -1 to Accuracy checks while dismounted.

Cavalry, HM (Poor), Mounted, No Head Protection, Poor Shots

Unit	Maneuver	Double Time	Assault	Agility
Mounted	9"	15"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
Sabre	melee						Impact

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1914 Common Army Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, SA pistol or BA carbine			1	75		
4 Troopers, BA carbine			0-3	12		
Add Trooper, BA carbine						

Morale	
Rally	4+
Aggression	3+
Tenacity	4+



Formation
Loose Order

No Head Protection, Poor Shots

Special Rules:

No Head Protection – unit receives -1 on Triage checks.

Poor Shots – unit suffers an additional -1 to Accuracy checks while dismounted.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy

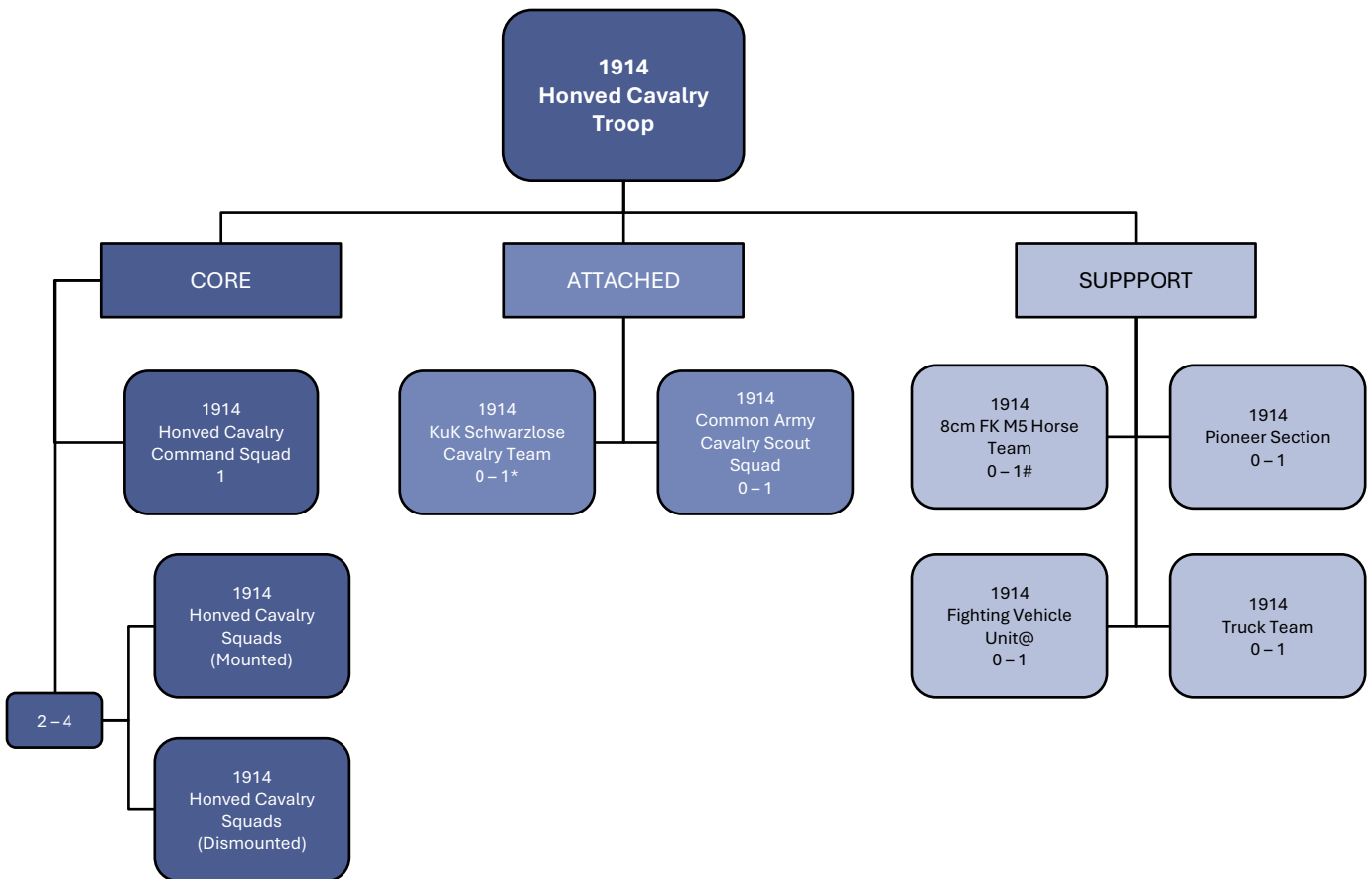
AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1914 HONVED CAVALRY TROOP

National Special Rules – Honved only.



ORGANIZATION DIAGRAM



* = Line Holder Unit @ = excludes command units # = Support Artillery & = Mounted or Dismounted

1914 Honved Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sabre, horse <i>Upgrade Officer to Valiant</i>	1	16				
Attached Staff Officer and Aide, SA pistols, sabre, horse	0-1	+20				
Medic, unarmed, horse	0-1	12				
Farrier, SA pistol, sabre, horse	0-1	21				
Musician, SA pistol, sabre, horse	0-1	16				
Senior NCO, BA carbine, sabre, horse	0-1	21				
Add Trooper, BA carbine, sabre, horse	0-3	11				

Morale
 Rally 3+
 Aggression 4+
 Tenacity 5+

Leadership
 Adequate



Formation
 Linear Order

BG Modifiers
 Attack +3
 Recon 2

Cavalry, HM (Poor), Mounted, No Head Protection, Poor Shots

Unit	Maneuver	Double Time	Assault	Agility
Mounted	9"	15"	8"	3+
Dismounted	8"	12"	6"	Auto

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).

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – mounted units do not benefit from concealment or protection and receive -1 to Accuracy checks when shooting (except when using a pistol or SA pistol) and -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage checks.

Poor Shots – unit suffers an additional -1 to Accuracy checks while dismounted.

Valiant Officer – a Valiant officer gains +1 die in close combat, may add one to a single Activation die of 4 or less per turn, and may re-roll one Encouragement die each turn.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
Sabre	melee						Impact

1914 Honved Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, SA pistol, sabre, horse	1	70				
4 Troopers, BA carbine, sabre, horse	0-3	11				

Morale
 Rally 3+
 Aggression 4+
 Tenacity 5+



Formation
 Linear Order

Cavalry, HM (Poor), Mounted, No Head Protection, Poor Shots

Unit	Maneuver	Double Time	Assault	Agility
Mounted	9"	15"	8"	3+
Dismounted	8"	12"	6"	Auto

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).

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Mounted – mounted units do not benefit from concealment or protection and receive -1 to Accuracy checks when shooting (except when using a pistol or SA pistol) and -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage checks.

Poor Shots – unit suffers an additional -1 to Accuracy checks while dismounted.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
Sabre	melee						Impact

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

1914 Honved Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	NCO, SA pistol or BA carbine 4 Troopers, BA carbine Add Trooper, BA carbine	1	70			
	0-3	11				

Morale	
Rally	3+
Aggression	4+
Tenacity	5+



Formation
Loose Order

No Head Protection, Poor Shots

Special Rules:

No Head Protection – unit receives -1 on Triage checks.

Poor Shots – unit suffers an additional -1 to Accuracy checks while dismounted.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy

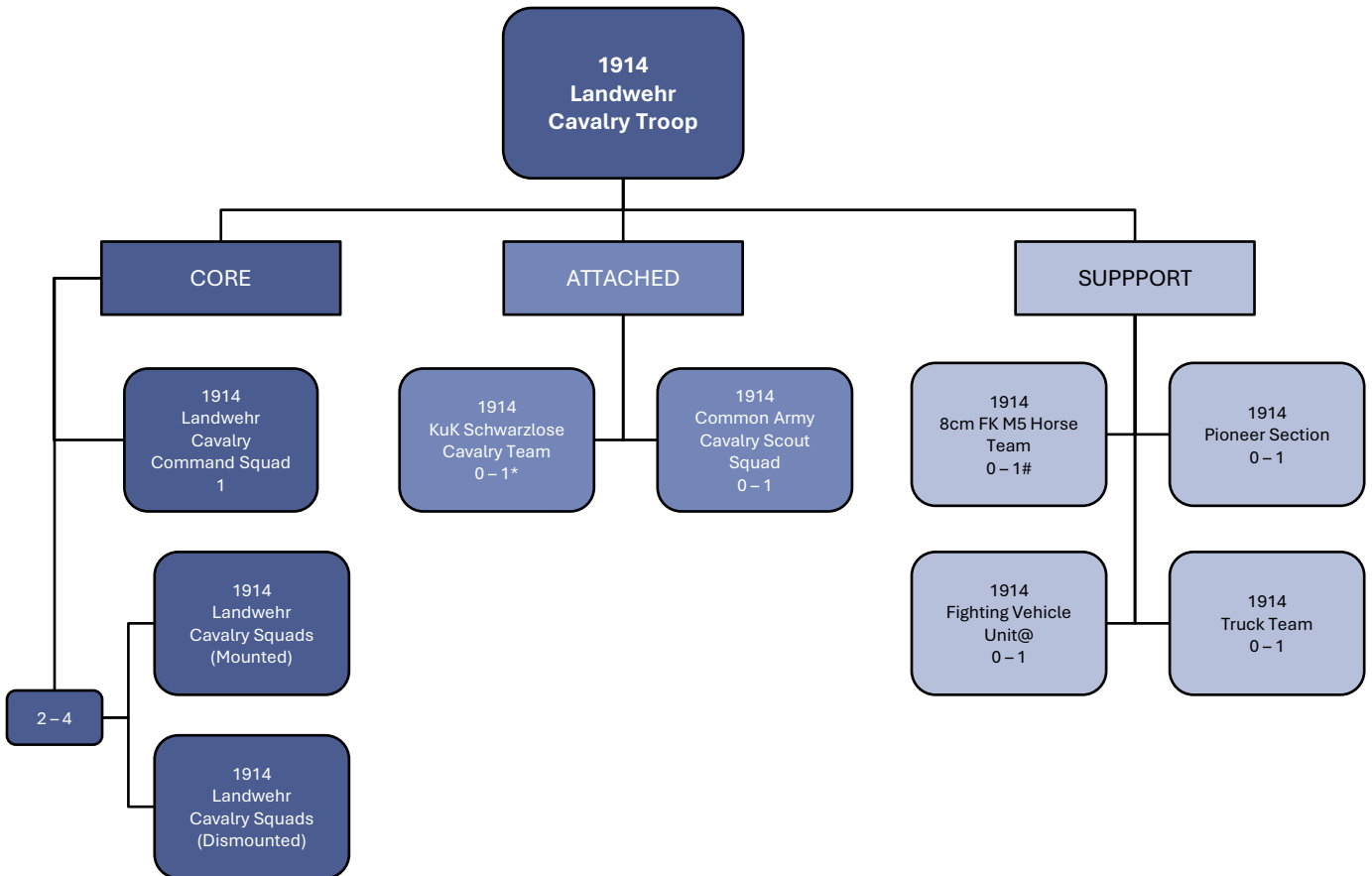
AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1914 LANDWEHR CAVALRY TROOP



National Special Rules – Austrian Landwehr only.

ORGANIZATION DIAGRAM



* = Line Holder Unit @ = excludes command units # = Support Artillery & = Mounted or Dismounted

1914 Landwehr Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sabre, horse <i>Upgrade Officer to Valiant</i>	1	9				
Attached Staff Officer and Aide, SA pistols, sabre, horse	0-1	+20				
Medic, unarmed, horse	0-1	12				
Farrier, SA pistol, sabre, horse	0-1	15				
Musician, SA pistol, sabre, horse	0-1	10				
Senior NCO, BA carbine, sabre, horse	0-1	15				
Add Trooper, BA carbine, sabre, horse <i>Replace BA carbines with BA rifles [Mtd Landesscutzen]</i>	0-3	5				
	All	-				

Morale

Rally 3+
Aggression 5+
Tenacity 5+

Leadership

Poor

Mounted Unit



Formation

Linear Order

BG Modifiers

Attack +3
Recon 2

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).

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Militia – the unit reduces its Maneuver and Double time move distances by 1".

Mounted – mounted units do not benefit from concealment or protection and receive -1 to Accuracy checks when shooting (except when using a pistol or SA pistol) and -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage checks.

Poor Drill – if the unit changes alignment it requires the entire double time action (it may not also move).

Poor Shots – unit suffers an additional -1 to Accuracy checks while dismounted.

Valiant Officer – a Valiant officer gains +1 die in close combat, may add one to a single Activation die of 4 or less per turn, and may re-roll one Encouragement die each turn.

Cavalry, HM (Poor), Militia, Mounted, No Head Protection, Poor Drill , Poor Shots

Unit	Maneuver	Double Time	Assault	Agility
Mounted	9"	15"	8"	3+
Dismounted	7"	11"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
BA Rifle	24"	RF	RF*	-	5+		
Sabre	melee						Impact

1914 Landwehr Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, SA pistol, sabre, horse 4 Troopers, BA carbine, sabre, horse	1	40				
Add Trooper, BA carbine, sabre, horse <i>Replace BA carbines with BA rifles [Mtd Landesscutzen]</i>	0-3	5				
	All	-				

Morale

Rally 3+
Aggression 5+
Tenacity 5+

Mounted Unit



Formation

Linear Order

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).

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

Militia – the unit reduces its Maneuver and Double time move distances by 1".

Mounted – mounted units do not benefit from concealment or protection and receive -1 to Accuracy checks when shooting (except when using a pistol or SA pistol) and -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage checks.

Poor Drill – if the unit changes alignment it requires the entire double time action (it may not also move).

Poor Shots – unit suffers an additional -1 to Accuracy checks while dismounted.

Cavalry, HM (Poor), Militia, Mounted, No Head Protection, Poor Drill , Poor Shots

Unit	Maneuver	Double Time	Assault	Agility
Mounted	9"	15"	8"	3+
Dismounted	7"	11"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
BA Rifle	24"	RF	RF*	-	5+		
Sabre	melee						Impact

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1914 Landwehr Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	NCO, SA pistol or BA carbine 4 Troopers, BA carbine	1	40			
Add Trooper, BA carbine	0-3	5				
Replace BA carbines with BA rifles [Mtd Landesscutzen]	All	-				

Morale	
Rally	3+
Aggression	5+
Tenacity	5+



Formation
Loose Order

Militia, No Head Protection, Poor Drill, Poor Shots

Special Rules:

Militia – the unit reduces its Maneuver and Double time move distances by 1”.

No Head Protection – unit receives -1 on Triage checks.

Poor Drill – if the unit changes alignment it requires the entire double time action (it may not also move).

Poor Shots – unit suffers an additional -1 to Accuracy checks while dismounted.

Unit	Maneuver	Double Time	Assault	Agility
Dismounted	7”	11”	6”	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6”	RF	RF	-	5+		Assault, Burst
BA Carbine	18”	RF	RF*	-	5+		Handy
BA Rifle	24”	RF	RF	-	5+		Slow Firing

1914 Common Army Cavalry Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	NCO, SA pistol, sabre, horse 4 Troopers, BA carbine, sabre, horse			1	90	
Add Trooper, BA carbine, sabre, horse			0-3	15		

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Formation
Extended Order

Cavalry, HM (Poor), Independent, Mounted, No Head Protection, Poor Shots, Recon 2

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).

Horse Mastership/HM (Poor) – the unit subtracts 1” from its Maneuver and Double Time move distances when mounted.

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

Mounted – mounted units do not benefit from concealment or protection and receive -1 to Accuracy checks when shooting (except when using a pistol or SA pistol) and -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage checks.

Poor Shots – unit suffers an additional -1 to Accuracy checks while dismounted.

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

Unit	Maneuver	Double Time	Assault	Agility
Mounted	9”	15”	8”	3+
Dismounted	8”	12”	6”	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6”	RF	RF	-	5+		Assault, Burst
BA Carbine	18”	RF	RF*	-	5+		Handy
Sabre	melee						Impact

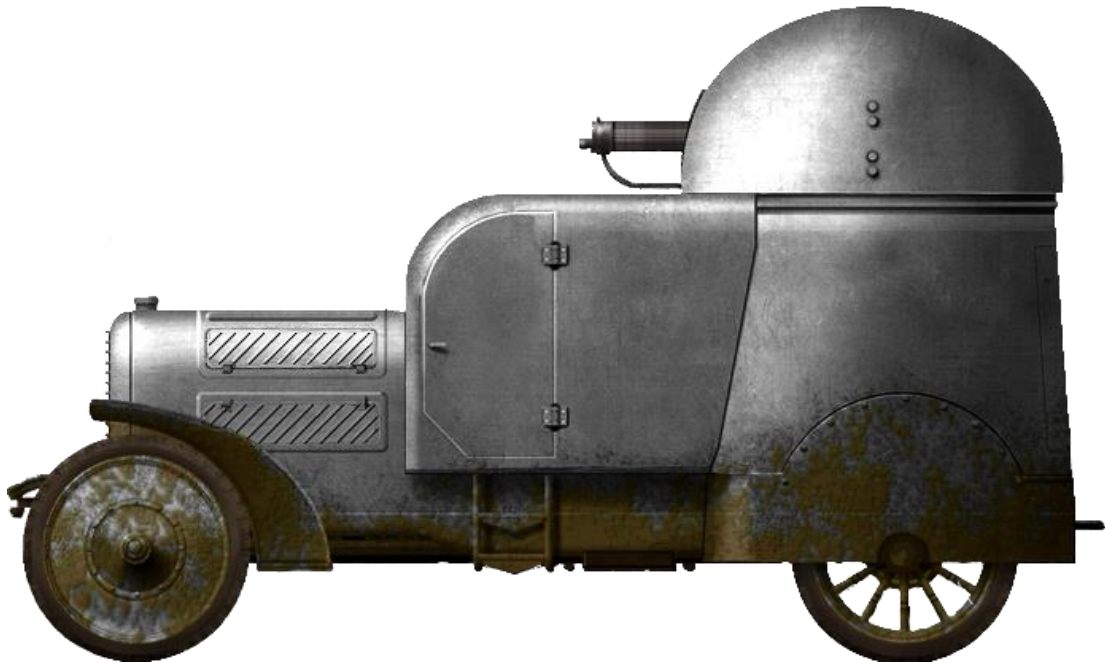
AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Vehicle Battlegroups and Units

Austria-Hungary 1914



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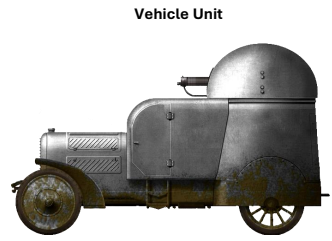


1914 Austro-Daimler Panzerautomobile



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Austro-Daimler Panzerautomobile Armored Car	1	66				

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience 2	
Armor	
Front	7
Side	7
Top	7

Defensive MGs (2), Tank Terror, Wheeled

Unit Special Rules:

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

Tank Terror – the vehicle causes Tank Terror.

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

Unit	Maneuver	Double Time	Assault	Agility
Panzerautomobile	5"	8"	4"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret MGs	24"	6	4	W	5+		Scythe, Suppression

1914 Austro-Hungarian Car Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Car, 2 crew with pistols	1	12	1	14		

Morale

- Rally 4+
- Aggression 5+
- Tenacity 6+

Unarmored Vehicle Unit

Resilience 2



No Head Protection, Unarmed Transport (6), Wheeled

Unit Special Rules:

No Head Protection – unit receives -1 on Triage Checks.

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.

Unit	Maneuver	Double Time	Assault	Agility
Car Team	6"	12"	-	5+

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

1914 Austro-Hungarian Truck Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Truck, 2 crew with pistols	1	16	1	20		

Morale

- Rally 4+
- Aggression 5+
- Tenacity 6+

Unarmored Vehicle Unit

Resilience 2



No Head Protection, Tow (H), Unarmed Transport (12), Wheeled

Unit Special Rules:

No Head Protection – unit receives -1 on Triage Checks.

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.

Unit	Maneuver	Double Time	Assault	Agility
Truck Team	6"	10"	-	5+

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

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

Weapon Units

Austria-Hungary 1914



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1914 KuK Schwarzlose MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Schwarzlose MG, NCO + 2 crew			1	70		

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Weapon Unit



Mitraglierc Schwarzlose

Fixed, 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.

No Head Protection – unit receives -1 on Triage Checks.

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Schwarzlose MG	36"	6	2	-	4+	-	Beaten Zone, Crew 2, Scythe, Suppression

1914 Honved Schwarzlose MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Schwarzlose MG, NCO + 2 crew			1	63		

Morale	
Rally	4+
Aggression	5+
Tenacity	4+

Weapon Unit



Mitraglierc Schwarzlose

Fixed, 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.

No Head Protection – unit receives -1 on Triage Checks.

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Schwarzlose MG	36"	6	2	-	4+	-	Beaten Zone, Crew 2, Scythe, Suppression

1914 Landwehr Schwarzlose MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Schwarzlose MG, NCO + 2 crew	1	45	1	56		

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Weapon Unit



Mitragliere Schwarzlose

Fixed, 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.

No Head Protection – unit receives -1 on Triage Checks.

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Schwarzlose MG	36"	6	2	-	4+	-	Beaten Zone, Crew 2, Scythe, Suppression

1914 kuk Schwarzlose Cavalry MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Schwarzlose MG, NCO + 2 crew, pack animal			1	76		

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Weapon Unit



Mitragliere Schwarzlose

Fixed, No Head Protection, Pack Animal

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.

No Head Protection – unit receives -1 on Triage Checks.

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Schwarzlose MG	36"	6	2	-	4+	-	Beaten Zone, Crew 2, Scythe, Suppression

1914 kuk 9cm Minenwerfer M14 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
9cm Minenwerfer M14, NCO + 2 crew			1	30		

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Weapon Unit



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.

No Head Protection – unit receives -1 on Triage Checks.

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
9cm Minenwerfer M14	24"	2	1*	+1	4+	d3	Black Powder, Crew 2, Suppression

1914 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol			1	30		

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.

No Head Protection – unit receives -1 on Triage Checks.

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

Camouflage, No Head Protection, 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 G = Gas Attack Value RF = Rapid Fire SS = Single Shot * = Slow Firing

Gun and Support Units

Austria-Hungary 1914



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1914 FK 8cm M05 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
8cm FK M05 Gun, NCO + 3 crew			1	61		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Gun Unit



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.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
8cm FK M05	48"	1AF	1*	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-60"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

1914 FK 8cm M05 Horse Artillery Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
8cm FK M05 Gun, NCO + 3 crew, limber			1	72		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Gun Unit



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.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
8cm FK M05	48"	1AF	1*	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-60"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

AF = Accelerated Fire G = Gas Attack Value RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1914 FK 9cm M75/96 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
9cm FK M75/96 Gun, NCO + 3 crew			1	54		

Morale

Rally	4+
Aggression	4+
Tenacity	4+

Gun Unit



Fixed, 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.

No Head Protection – unit receives -1 on Triage Checks.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
9cm FK M75/96	48"	1	1*	+5	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

1914 FK 8cm M99 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
8cm FK M99 Gun, NCO + 3 crew			1	57		

Morale

Rally	4+
Aggression	4+
Tenacity	4+

Gun Unit



Fixed, 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.

No Head Protection – unit receives -1 on Triage Checks.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
8cm FK M99	48"	1	1*	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-60"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

AF = Accelerated Fire G = Gas Attack Value RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1914 7cm Gebirgeschutz M75 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7cm Gebirgeschutz M75 Gun, NCO + 3 crew			1	34		

Morale

Rally	4+
Aggression	4+
Tenacity	4+

Gun Unit



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.

No Head Protection – unit receives -1 on Triage Checks.

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

Fixed, No Head Protection, Pack Animal

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	4"	8"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7cm Gebirgeschutz M75	30"	1	1*	+2	4+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-48"	1	-	-	4+	d6	Crew 3, Indirect, Shrapnel, Suppression

1914 7cm Gebirgeschutz M99 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7cm Gebirgeschutz M99 Gun, NCO + 3 crew			1	36		

Morale

Rally	4+
Aggression	4+
Tenacity	4+

Gun Unit



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.

No Head Protection – unit receives -1 on Triage Checks.

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

Fixed, No Head Protection, Pack Animal

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	4"	8"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7cm Gebirgeschutz M99	36"	1	1*	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-48"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

1914 Austro-Hungarian Balloon Observer Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Balloon Observation Team, NCO and 3 crew with BA rifles, Observer in Balloon			1	39		

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience 2

Balloon Observer, No Head Protection, Positional, Tethered

Unit Special Rules:

Balloon Observer – the team may place its observation marker during phase zero by passing a skill check. The marker may not be placed within 12” beyond any height 2 or higher terrain. Any range in attempts on a unit within 12” of the marker receive a +1 to range in.

No Head Protection – unit receives -1 on Triage Checks.

Positional – the unit or support asset may not be fielded in a mission with the Maneuver Battle rule.

Tethered – the unit must deploy in contact with its baseline and may not move after it is deployed.

Unit	Maneuver	Double Time	Assault	Agility
SupportAsset	-	-	-	-

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
BA Rifle	24"	RF	RF*	-	5+		

AF = Accelerated Fire G = Gas Attack Value RF = Rapid Fire SS = Single Shot * = Slow Firing