

Austro-Hungarian 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

OFFICER TRAIT – AUSTRIA-HUNGARY

An Austro-Hungarian force has the following special rules in 1917-18:

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

Mass Assault –

Austro-Hungarian troops made determined advances in mass throughout the war.

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

Gas Protection –

Austria-Hungary increasingly adopted German designs and supplies of gas protection equipment in the later years of the war.

Austro-Hungarian forces have the following gas protection levels:

- 1917 – two
- 1918 – two

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) –

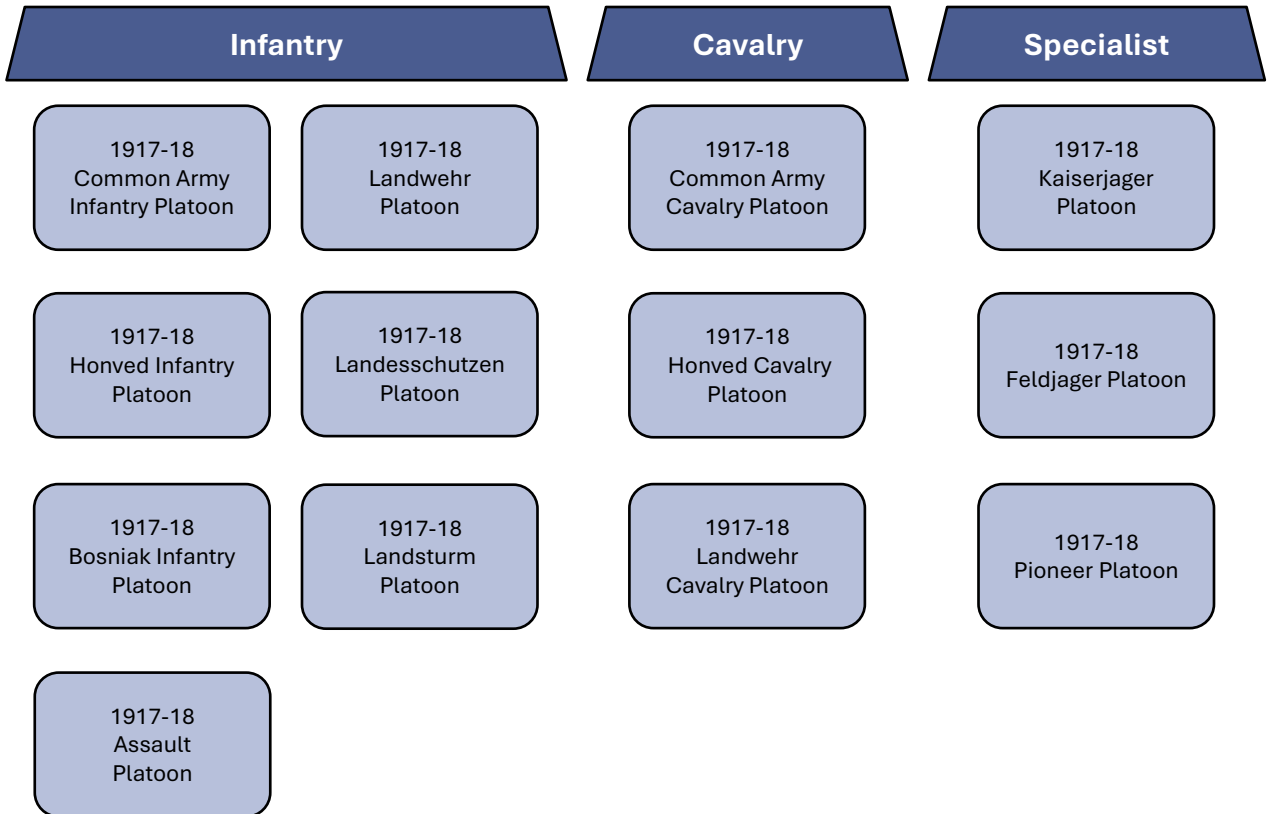
Bosniak units excelled in close combat.

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

Battlegroup Diagram



Austria-Hungary 1917-18



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

Infantry Battlegroups and Units

Austria-Hungary 1917-18



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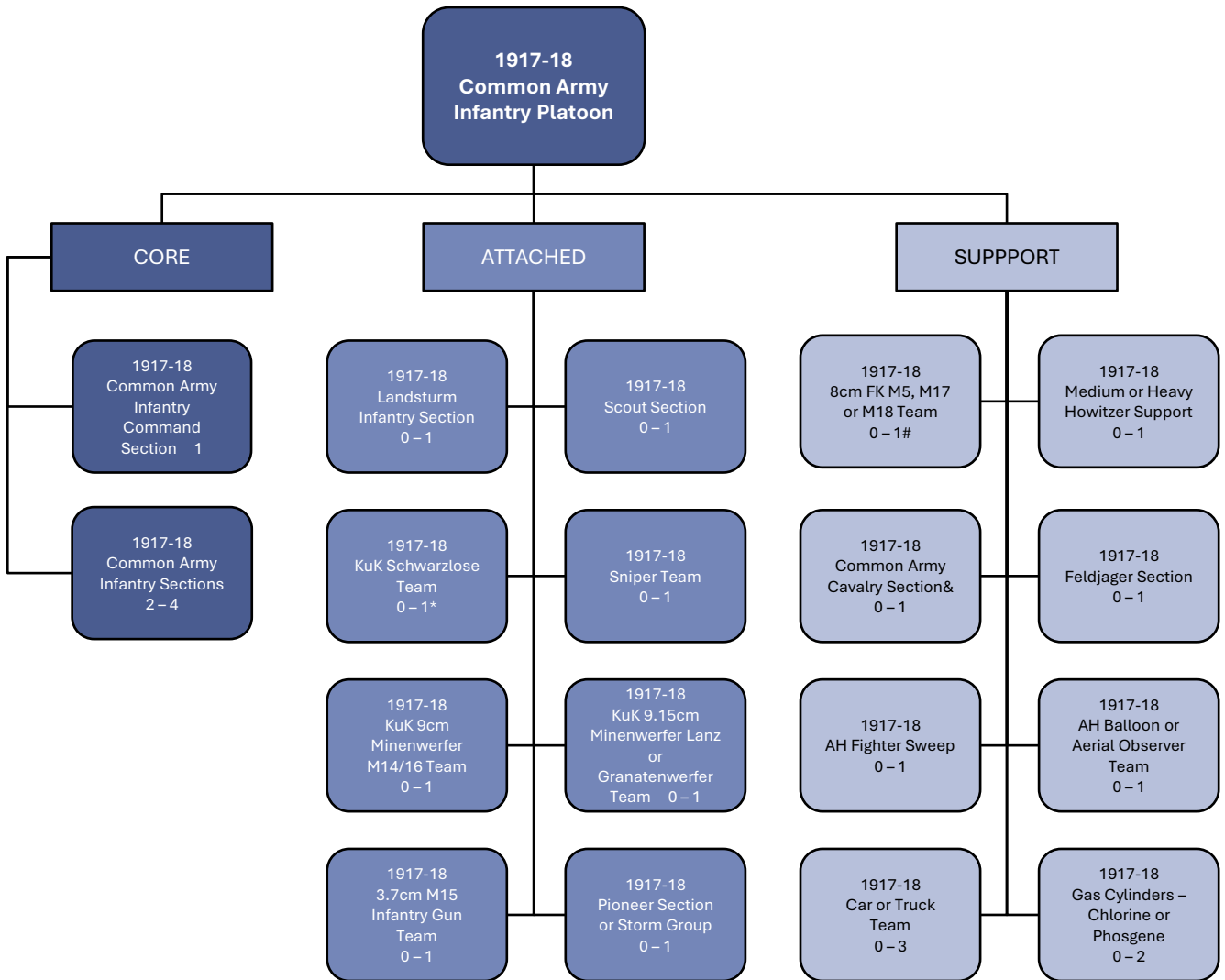




1917-18 COMMON ARMY INFANTRY PLATOON

National Special Rules – Common Army only.

ORGANIZATION DIAGRAM



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

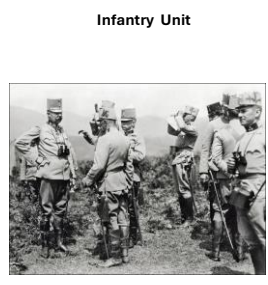
1917-18 Common Army Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword, grenades			1	19	1	25
<i>Upgrade Officer to Valiant</i>			0-1	+20	0-1	+20
Attached Staff Officer and Aide, pistols			0-1	27	0-1	31
Medic, unarmed			0-1	13	0-1	15
Chaplain, unarmed			0-1	10	0-1	12
Comms Specialist (Level 1), pistol			0-1	21	0-1	24
Handler, pistol or BA rifle, grenades, Medical Dog			0-1	16	0-1	19
Senior NCO, pistol or BA rifle, grenades			0-1	21	0-1	24
Add Riflemen with BA rifle, grenades			0-4	11	0-4	14
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace Officer's sword with CFW</i>			Any	-	Any	-
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale
 Rally 4+
 Aggression 4+
 Tenacity 5+

Leadership
 Adequate



Formation
 Close 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. This rule does not apply if the unit has been upgraded to steel helmets.

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+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sword	Melee						Impact, Sword
CFW	Melee						+1 to Assault Checks

1917-18 Common Army Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	70	1	85
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0-10	11	0-10	14
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with rifle grenade (L)</i>			0-3	+6 ea	0-3	+6 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale
 Rally 4+
 Aggression 4+
 Tenacity 5+



Formation
 Close 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. This rule does not apply if the unit has been upgraded to steel helmets.

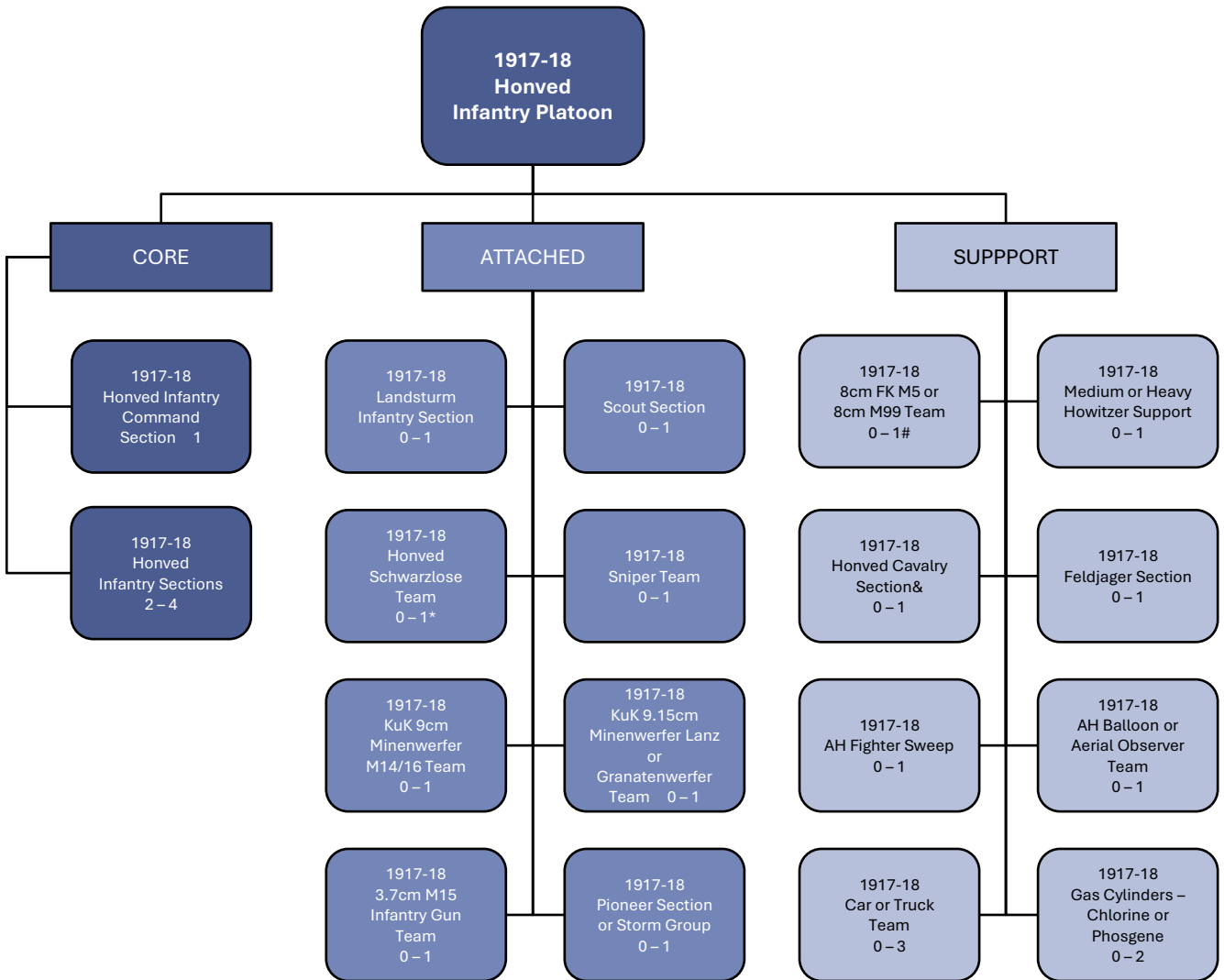
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Rifle Grenade (L)	6-24"	1	-	+2	4+	d2	OH Fire, Rifle Grenade, Suppression

1917-18 HONVED INFANTRY PLATOON



National Special Rules – Honved only.

ORGANIZATION DIAGRAM



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

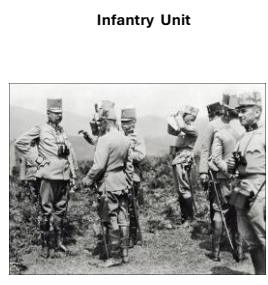
1917-18 Honved Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword, grenades <i>Upgrade Officer to Valiant</i>			1	9		
Attached Staff Officer and Aide, pistols			0-1	+20		
Medic, unarmed			0-1	27		
Chaplain, unarmed			0-1	13		
Comms Specialist (Level 1), pistol			0-1	10		
Handler, pistol or BA rifle, grenades, Medical Dog			0-1	19		
Senior NCO, pistol or BA rifle, grenades			0-1	14		
Add Riflemen with BA rifle, grenades			0-1	19		
<i>Upgrade pistol to SA Pistol</i>			0-4	9		
<i>Replace Officer's sword with CFW</i>			Any	+1 ea		
<i>Upgrade entire unit with steel helmets</i>			Any	-		
			For unit	+1 ea		

Morale
 Rally 5+
 Aggression 5+
 Tenacity 5+

Leadership
 Poor



Infantry Unit

Formation
 Close 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. This rule does not apply if the unit has been upgraded to steel helmets.

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+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sword	Melee						Impact, Sword
CFW	Melee						+1 to Assault Checks

1917-18 Honved Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	60		
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0-10	9		
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea		
<i>Replace BA rifle with rifle grenade (L)</i>			0-3	+6 ea		
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea		

Morale
 Rally 5+
 Aggression 5+
 Tenacity 5+



Infantry Unit

Formation
 Close 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. This rule does not apply if the unit has been upgraded to steel helmets.

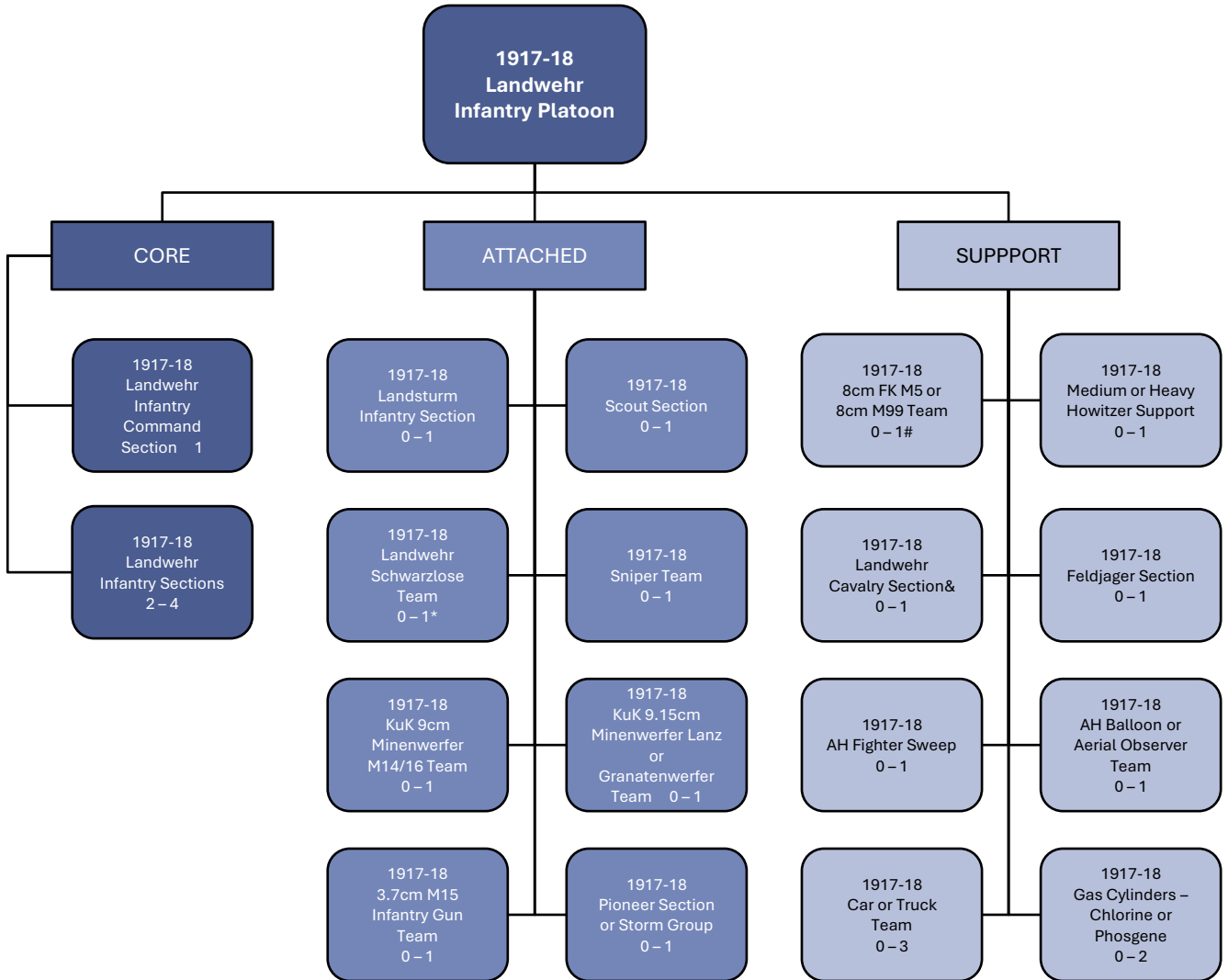
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Rifle Grenade (L)	6-24"	1	-	+2	4+	d2	OH Fire, Rifle Grenade, Suppression

1917-18 LANDWEHR INFANTRY PLATOON



National Special Rules – Austrian Landwehr only.

ORGANIZATION DIAGRAM



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

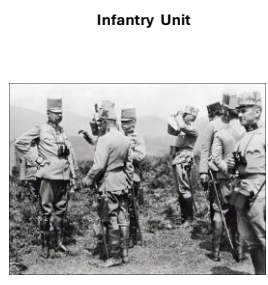
1917-18 Landwehr Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword, grenades <i>Upgrade Officer to Valiant</i>			1	0		
Attached Staff Officer and Aide, pistols			0-1	+20		
Medic, unarmed			0-1	27		
Chaplain, unarmed			0-1	13		
Comms Specialist (Level 1), pistol			0-1	10		
Handler, pistol or BA rifle, grenades, Medical Dog			0-1	18		
Senior NCO, pistol or BA rifle, grenades			0-1	13		
Add Riflemen with BA rifle, grenades			0-1	18		
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea		
<i>Replace Officer's sword with CFW</i>			Any	-		
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea		

Morale
 Rally 5+
 Aggression 5+
 Tenacity 5+

Leadership
 Lax



Formation
 Close Order

BG Modifiers
 Attack +1
 Recon 0

Conscripts, No Head Protection

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

Unit Special Rules:

Conscripts – unit rolls 1d6 the first time it takes a casualty during each turn. On a 1 the unit must make an immediate Fall-Back action. On a 6+ it increases its Rally value by one for the duration of the action. The maximum increase to a Conscript unit's Rally value is +1.

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. This rule does not apply if the unit has been upgraded to steel helmets.

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+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sword	Melee						Impact, Sword
CFW	Melee						+1 to Assault Checks

1917-18 Landwehr Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	55		
4 Riflemen with BA rifle, grenades			0-10	8		
Add Riflemen with BA rifle, grenades <i>Upgrade pistol to SA Pistol</i>			Any	+1 ea		
<i>Replace BA rifle with rifle grenade (L)</i>			0-3	+6 ea		
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea		

Morale
 Rally 5+
 Aggression 5+
 Tenacity 5+



Formation
 Close Order

Conscripts, No Head Protection

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

Unit Special Rules:

Conscripts – unit rolls 1d6 the first time it takes a casualty during each turn. On a 1 the unit must make an immediate Fall-Back action. On a 6+ it increases its Rally value by one for the duration of the action. The maximum increase to a Conscript unit's Rally value is +1.

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

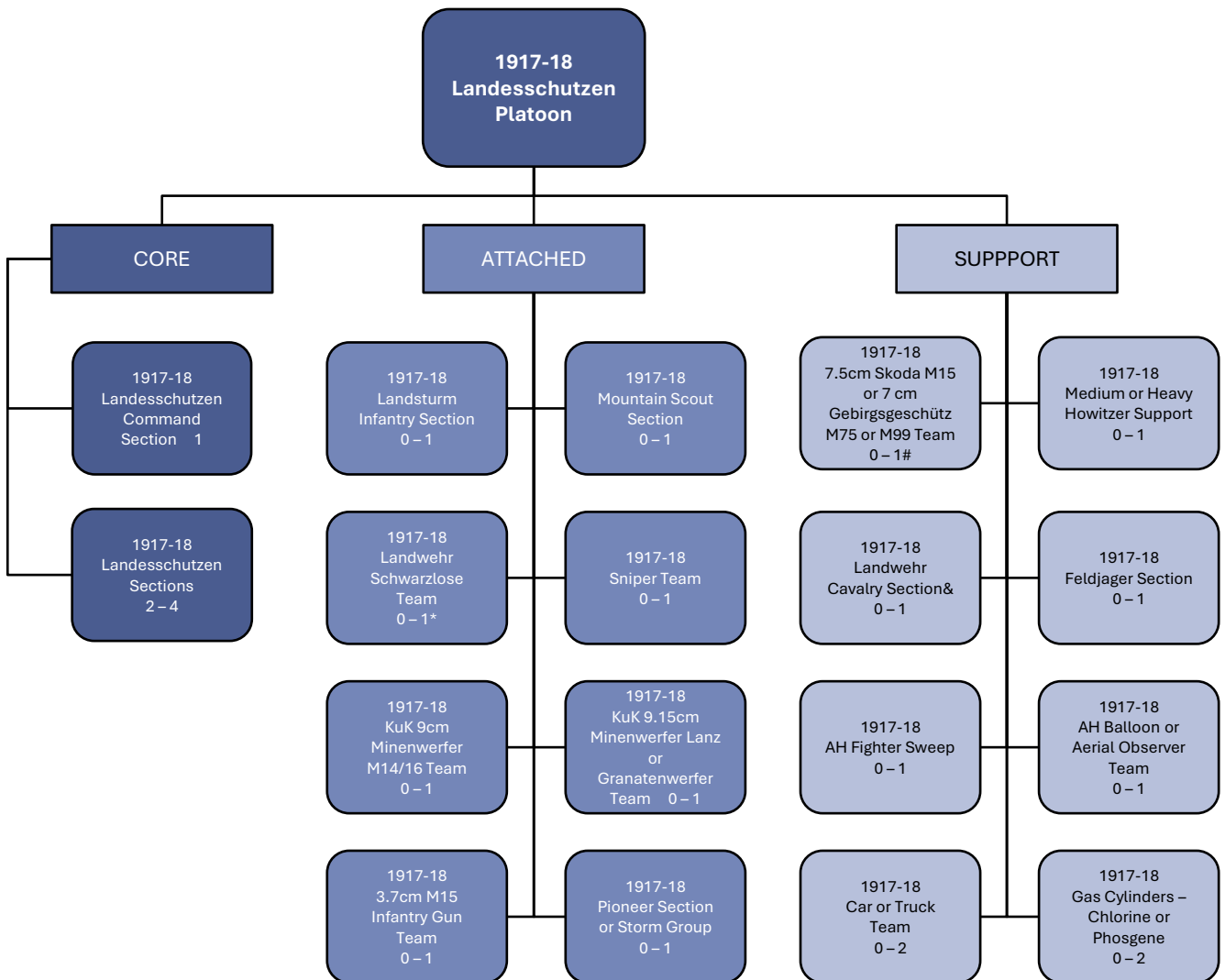
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Rifle Grenade (L)	6-24"	1	-	+2	4+	d2	OH Fire, Rifle Grenade, Suppression



1917-18 LANDESSCHUTZEN PLATOON

National Special Rules – Austrian Landwehr only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

@ = excludes command units

= Support Artillery

& = Mounted or Dismounted

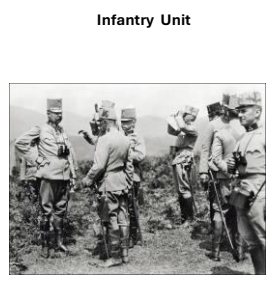
1917-18 Landeschutzen Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword, grenades			1	19	1	25
<i>Upgrade Officer to Valiant</i>			0-1	+20	0-1	+20
Attached Staff Officer and Aide, pistols			0-1	27	0-1	31
Medic, unarmed			0-1	13	0-1	15
Chaplain, unarmed			0-1	10	0-1	12
Comms Specialist (Level 1), pistol			0-1	23	0-1	26
Handler, pistol or BA carbine, grenades, Medical Dog			0-1	18	0-1	21
Senior NCO, pistol or BA carbine, grenades			0-1	23	0-1	26
Add Riflemen with BA carbine, grenades			0-4	13	0-4	16
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace Officer's sword with CFW</i>			Any	-	Any	-
<i>Equip NCO and Riflemen with CFW</i>			All/none	+1 ea	All/none	+1 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale
 Rally 4+
 Aggression 5+
 Tenacity 4+

Leadership
 Adequate



Formation
 Loose Order

BG Modifiers
 Attack +1
 Recon 0

Mountaineers, 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.

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. This rule does not apply if the unit has been upgraded to steel helmets.

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
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sword	Melee						Impact, Sword
CFW	Melee						+1 to Assault Checks

1917-18 Landeschutzen Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA carbine, grenades			1	80	1	95
4 Riflemen with BA carbine, grenades						
Add Riflemen with BA carbine, grenades			0-10	13	0-10	16
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with rifle grenade (L)</i>			0-3	+6 ea	0-3	+6 ea
<i>Equip unit with CFW</i>			All/none	+1 ea	All/none	+1 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale
 Rally 4+
 Aggression 5+
 Tenacity 4+



Formation
 Loose Order

Mountaineers, No Head Protection

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

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. This rule does not apply if the unit has been upgraded to steel helmets.

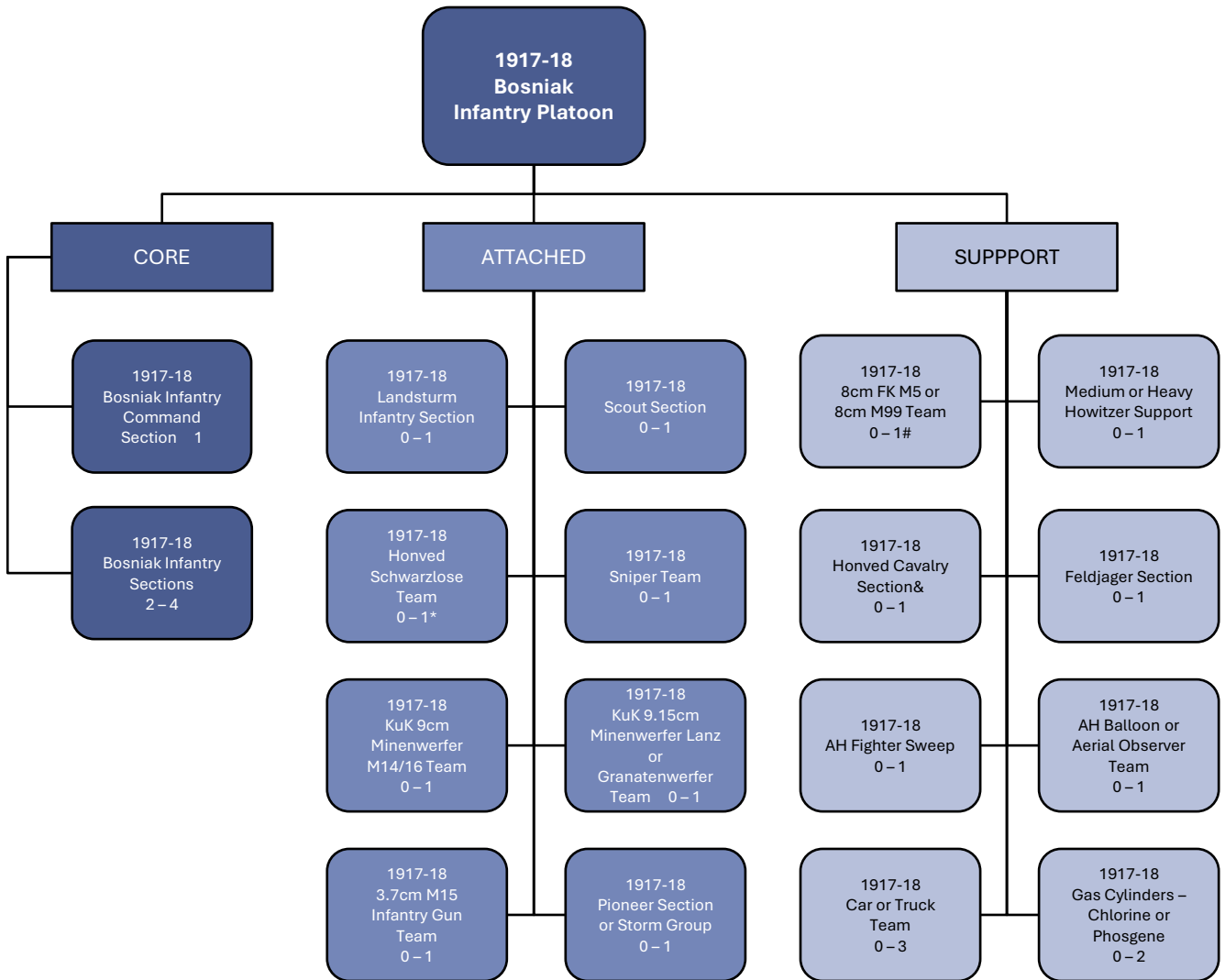
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
BA Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Rifle Grenade (L)	6-24"	1	-	+2	4+	d2	OH Fire, Rifle Grenade, Suppression
CFW	Melee						+1 to Assault Checks



1917-18 BOSNIAK INFANTRY PLATOON

National Special Rules – Bosniak only.

ORGANIZATION DIAGRAM



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

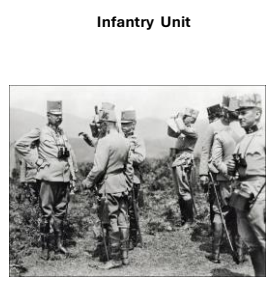
1917-18 Bosniak Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword, grenades			1	19	1	25
<i>Upgrade Officer to Valiant</i>			0-1	+20	0-1	+20
Attached Staff Officer and Aide, pistols			0-1	27	0-1	31
Medic, unarmed			0-1	13	0-1	15
Chaplain, unarmed			0-1	10	0-1	12
Comms Specialist (Level 1), pistol			0-1	24	0-1	27
Handler, pistol or BA rifle, grenades, Medical Dog			0-1	19	0-1	22
Senior NCO, pistol or BA rifle, grenades			0-1	24	0-1	27
Add Riflemen with BA rifle, grenades			0-4	14	0-4	17
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace Officer's sword with CFW</i>			Any	-	Any	-
<i>Equip NCO and Riflemen with CFW</i>			All/none	+1 ea	All/none	+1 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale
 Rally 4+
 Aggression 3+
 Tenacity 5+

Leadership
 Adequate



Formation
 Close 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. This rule does not apply if the unit has been upgraded to steel helmets.

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+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sword	Melee						Impact, Sword
CFW	Melee						+1 to Assault Checks

1917-18 Bosniak Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	85	1	100
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0-10	14	0-10	17
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with rifle grenade (L)</i>			0-3	+6 ea	0-3	+6 ea
<i>Equip unit with CFW</i>			All/none	+1 ea	All/none	+1 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale
 Rally 4+
 Aggression 3+
 Tenacity 5+



Formation
 Close 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. This rule does not apply if the unit has been upgraded to steel helmets.

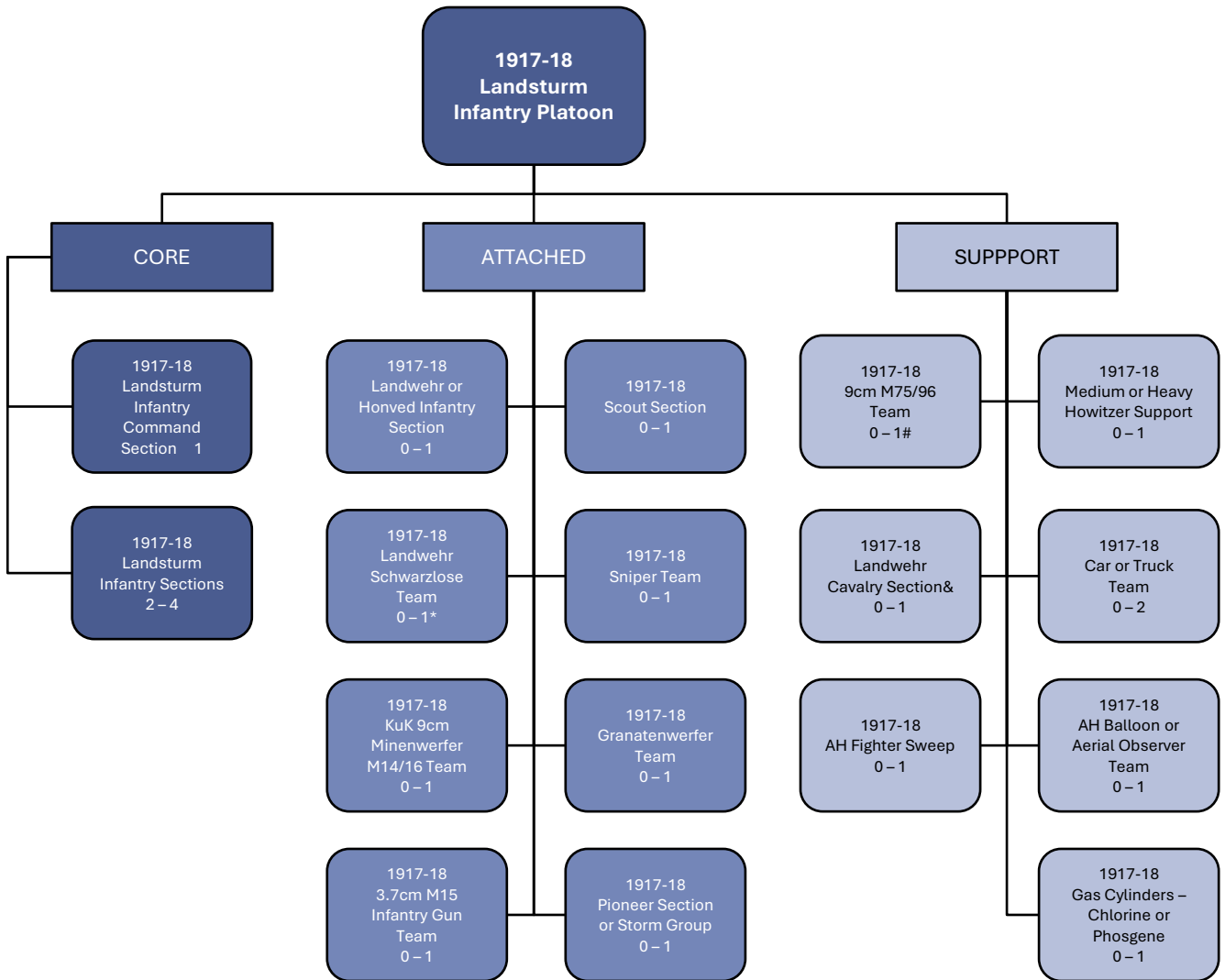
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Rifle Grenade (L)	6-24"	1	-	+2	4+	d2	OH Fire, Rifle Grenade, Suppression
CFW	Melee						+1 to Assault Checks



1917-18 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

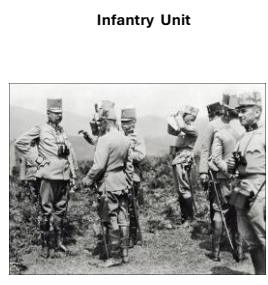
1917-18 Landsturm Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword, grenades	1	0	1	0		
Attached Staff Officer and Aide, pistols	0-1	23	0-1	27		
Medic, unarmed	0-1	11	0-1	13		
Chaplain, unarmed	0-1	8	0-1	10		
Comms Specialist (Level 1), pistol	0-1	14	0-1	16		
Handler, pistol or BA rifle, grenades, Medical Dog	0-1	9	0-1	11		
Senior NCO, pistol or BA rifle, grenades	0-1	14	0-1	16		
Add Riflemen with BA rifle, grenades	0-4	4	0-4	6		
<i>Upgrade pistol to SA Pistol</i>	<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>		
<i>Upgrade all SS rifles to BA rifles</i>	<i>All/none</i>	<i>+1 ea</i>	<i>All/none</i>	<i>+1 ea</i>		
<i>Replace Officer's sword with CFW</i>	<i>Any</i>	<i>-</i>	<i>Any</i>	<i>-</i>		
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>		

Morale
 Rally 5+
 Aggression 5+
 Tenacity 6+

Leadership
 Lax



Infantry Unit

Formation
 Close Order

BG Modifiers
 Attack -1
 Recon 0

Conscripts, No Head Protection

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

Unit Special Rules:

Conscripts – unit rolls 1d6 the first time it takes a casualty during each turn. On a 1 the unit must make an immediate Fall-Back action. On a 6+ it increases its Rally value by one for the duration of the action. The maximum increase to a Conscript unit's Rally value is +1.

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. This rule does not apply if the unit has been upgraded to steel helmets.

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+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sword	Melee						Impact, Sword
CFW	Melee						+1 to Assault Checks

1917-18 Landsturm Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades	1	35	1	45		
4 Riflemen with BA rifle, grenades	0-10	4	0-10	6		
Add Riflemen with BA rifle, grenades	<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>		
<i>Upgrade pistol to SA Pistol</i>	<i>All/none</i>	<i>+1 ea</i>	<i>All/none</i>	<i>+1 ea</i>		
<i>Upgrade all SS rifles to BA rifles</i>	<i>0-3</i>	<i>+6 ea</i>	<i>0-3</i>	<i>+6 ea</i>		
<i>Replace BA rifle with rifle grenade (L)</i>	<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>		
<i>Upgrade entire unit with steel helmets</i>						

Morale
 Rally 5+
 Aggression 5+
 Tenacity 6+



Infantry Unit

Formation
 Close Order

Conscripts, No Head Protection

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

Unit Special Rules:

Conscripts – unit rolls 1d6 the first time it takes a casualty during each turn. On a 1 the unit must make an immediate Fall-Back action. On a 6+ it increases its Rally value by one for the duration of the action. The maximum increase to a Conscript unit's Rally value is +1.

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

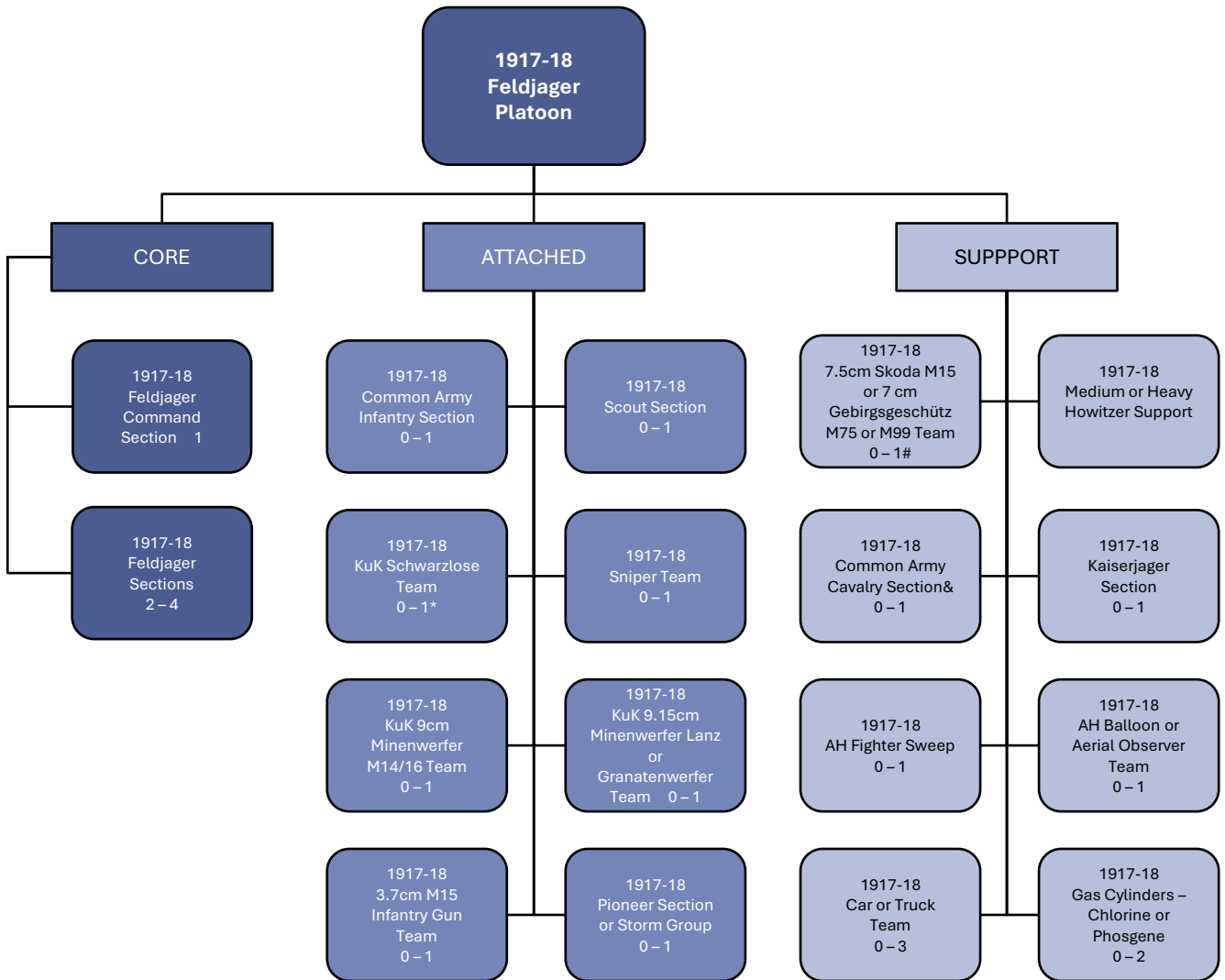
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Single Shot Rifle	24"	SS	SS*	-	5+		
BA Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Rifle Grenade (L)	6-24"	1	-	+2	4+	d2	OH Fire, Rifle Grenade, Suppression



1917-18 FELDJÄGER PLATOON

National Special Rules – any.

ORGANIZATION DIAGRAM



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

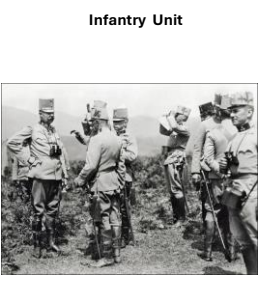
1917-18 Feldjager Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword, grenades			1	19	1	25
<i>Upgrade Officer to Valiant</i>			0-1	+20	0-1	+20
Attached Staff Officer and Aide, pistols			0-1	27	0-1	31
Medic, unarmed			0-1	13	0-1	15
Chaplain, unarmed			0-1	10	0-1	12
Comms Specialist (Level 1), pistol			0-1	26	0-1	29
Handler, pistol or BA rifle, grenades, Medical Dog			0-1	21	0-1	24
Senior NCO, pistol or BA rifle, grenades			0-1	26	0-1	29
Add Riflemen with BA rifle, grenades			0-4	16	0-4	19
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace Officer's sword with CFW</i>			Any	-	Any	-
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale
 Rally 4+
 Aggression 4+
 Tenacity 4+

Leadership
 Adequate



Formation
 Extended 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. This rule does not apply if the unit has been upgraded to steel helmets.

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+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sword	Melee						Impact, Sword
CFW	Melee						+1 to Assault Checks

1917-18 Feldjager 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			0-10	16	0-10	19
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with rifle grenade (L)</i>			0-3	+6 ea	0-3	+6 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale
 Rally 4+
 Aggression 4+
 Tenacity 4+



Formation
 Extended 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. This rule does not apply if the unit has been upgraded to steel helmets.

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

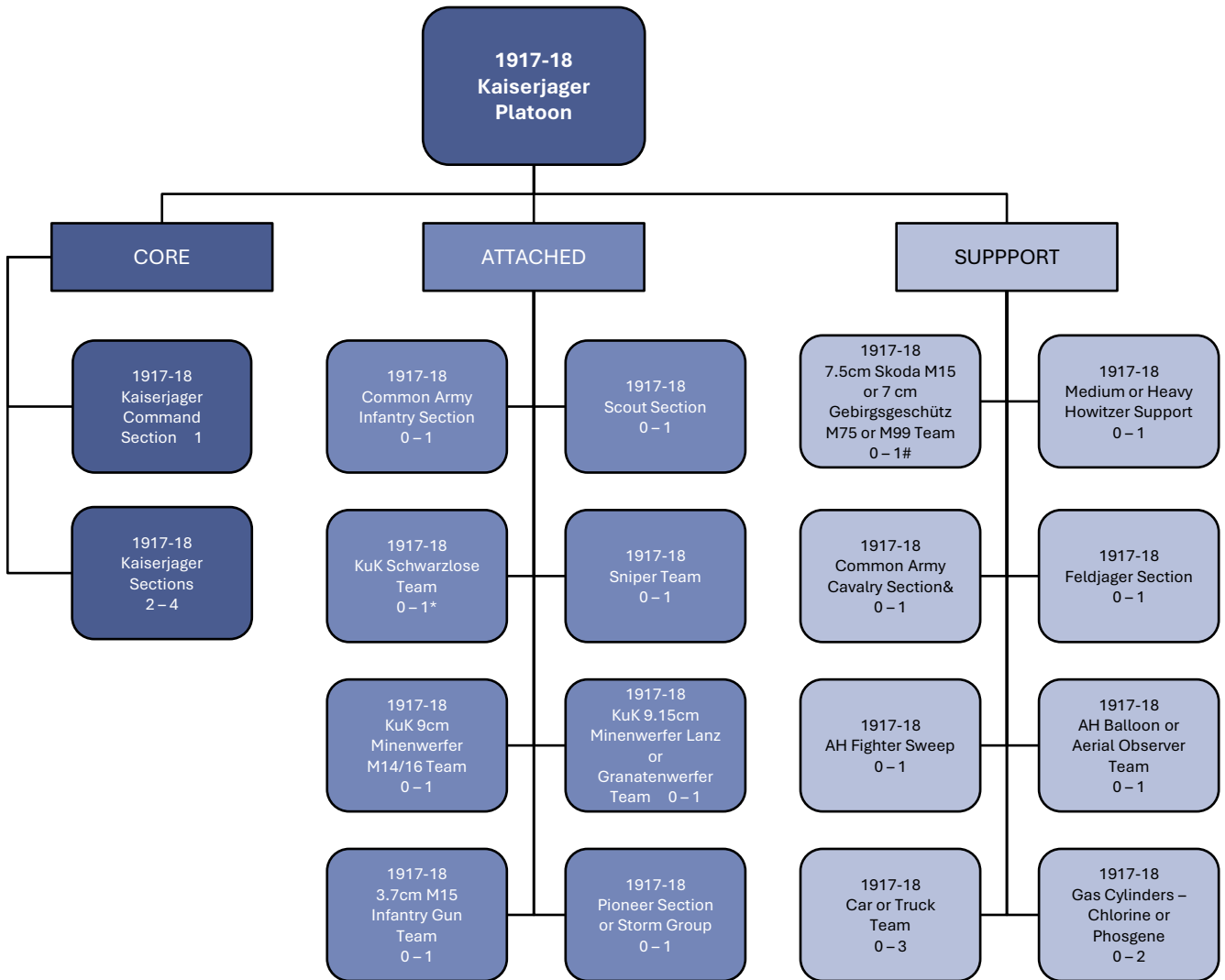
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Rifle Grenade (L)	6-24"	1	-	+2	4+	d2	OH Fire, Rifle Grenade, Suppression



1917-18 KAISERJAGER PLATOON

National Special Rules – Austrian Landwehr only.

ORGANIZATION DIAGRAM



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

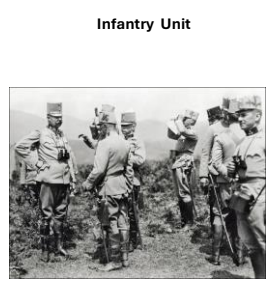
1917-18 Kaiserjager Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword, grenades			1	19	1	25
Upgrade Leadership Level to Competent			0-1	+10	0-1	+13
Upgrade Officer to Valiant			0-1	+20	0-1	+20
Attached Staff Officer and Aide, SA pistols			0-1	27	0-1	31
Medic, unarmed			0-1	13	0-1	15
Chaplain, unarmed			0-1	10	0-1	12
Comms Specialist (Level 1), SA pistol			0-1	28	0-1	31
Handler, SA pistol or BA rifle, grenades, Medical Dog			0-1	23	0-1	26
Senior NCO, SA pistol or BA rifle, grenades			0-1	28	0-1	31
Add Riflemen with BA rifle, grenades			0-4	18	0-4	21
Replace Officer's sword with CFW			Any	-	Any	-
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale
 Rally 4+
 Aggression 4+
 Tenacity 3+

Leadership
 Adequate



Formation
 Extended Order

BG Modifiers
 Attack +1
 Recon 0

Marksmen, Mountaineers, No Head Protection

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

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. This rule does not apply if the unit has been upgraded to steel helmets.

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 Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sword	Melee						Impact, Sword
CFW	Melee						+1 to Assault Checks

1917-18 Kaiserjager Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with SA pistol or BA rifle, grenades			1	105	1	120
4 Riflemen with BA rifle, grenades			0-10	18	0-10	21
Add Riflemen with BA rifle, grenades			0-3	+6 ea	0-3	+6 ea
Replace BA rifle with rifle grenade (L)			For unit	+1 ea	For unit	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale
 Rally 4+
 Aggression 4+
 Tenacity 3+



Formation
 Extended Order

Marksmen, Mountaineers, No Head Protection

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

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. This rule does not apply if the unit has been upgraded to steel helmets.

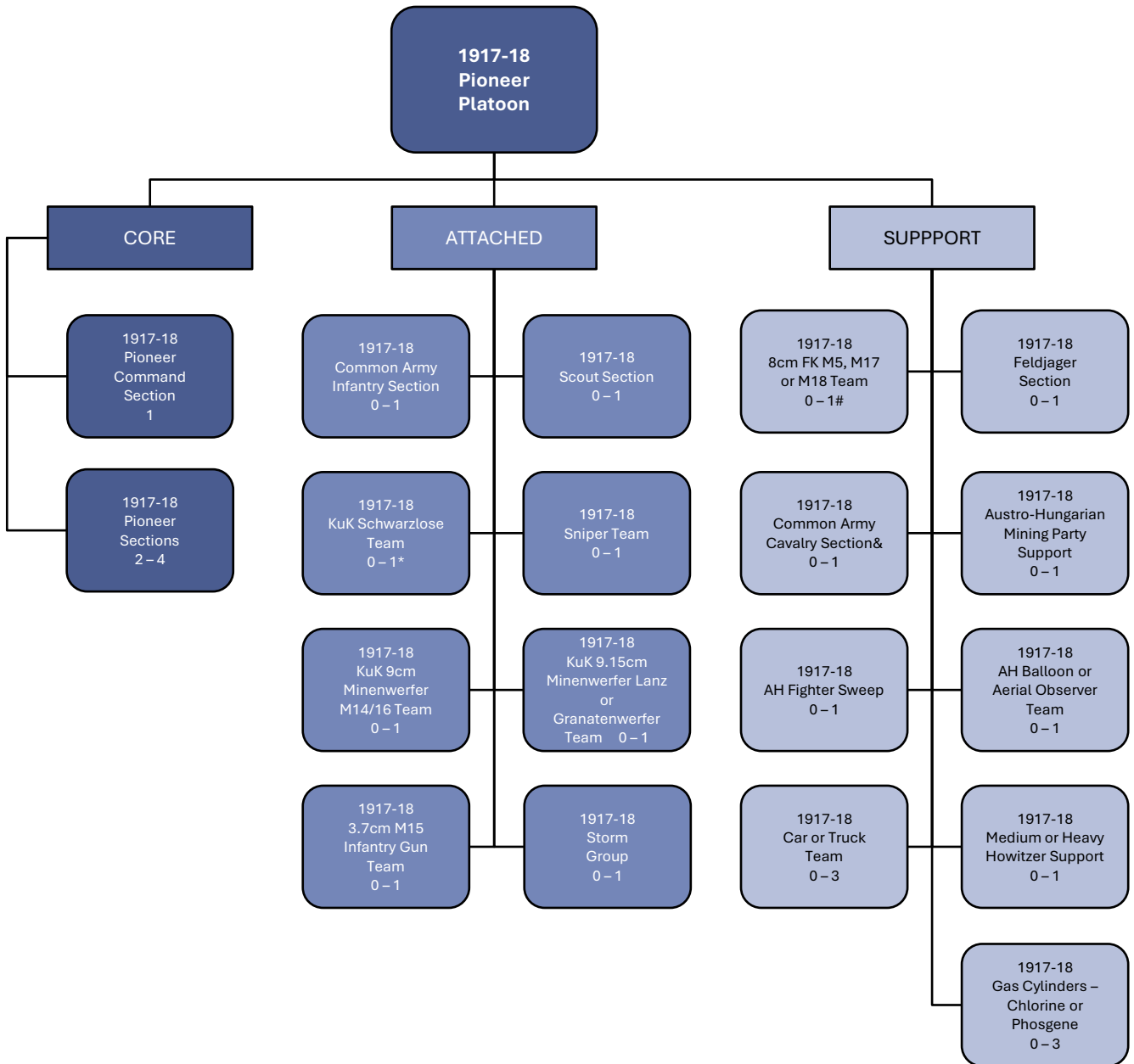
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Rifle Grenade (L)	6-24"	1	-	+2	4+	d2	OH Fire, Rifle Grenade, Suppression



1917-18 PIONEER PLATOON

National Special Rules – Common Army only.

ORGANIZATION DIAGRAM



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

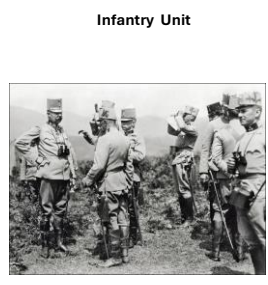
1917-18 Pioneer Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sword, grenades			1	19	1	25
<i>Upgrade Officer to Valiant</i>			0-1	+20	0-1	+20
Attached Staff Officer and Aide, pistols			0-1	27	0-1	31
Medic, unarmed			0-1	13	0-1	15
Chaplain, unarmed			0-1	10	0-1	12
Comms Specialist (Level 1), pistol			0-1	24	0-1	27
Handler, pistol or BA rifle, grenades, Medical Dog			0-1	19	0-1	22
Senior NCO, pistol or BA rifle, grenades			0-1	24	0-1	27
Add Riflemen with BA rifle, grenades			0-4	14	0-4	17
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace Officer's sword with CFW</i>			Any	-	Any	-
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale
 Rally 4+
 Aggression 4+
 Tenacity 5+

Leadership
 Adequate



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. 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.

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+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sword	Melee						Impact, Sword
CFW	Melee						+1 to Assault Checks

1917-18 Pioneer Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	85	1	100
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0-10	14	0-10	17
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Equip unit with extended charges</i>			For unit	+7	For unit	+7
<i>Replace BA rifle with rifle grenade (L)</i>			0-3	+6 ea	0-3	+6 ea
<i>Replace 2 BA riflemen with Flammenwerfer team</i>			0-1	+14	0-1	+14
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea
<i>Add Pioneer Tools to unit</i>			For unit	+35	For unit	+35

Morale
 Rally 4+
 Aggression 4+
 Tenacity 5+



Formation
 Loose Order

No Head Protection, Pioneers

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
With Flammenwerfer	7"	11"	5"	Auto

Unit Special Rules:

Extended Charges – may be deployed using a special action. The unit may target a single enemy unit or wire section within 6". For every 4 figures in the unit an extended charge attack may be made. Each attack succeeds on a skill check, and each success destroys a wire or mine section or inflicts a d6 blast or a +3 PEN hit on an enemy unit, with LETH 4+. Any roll of 1 on a skill check inflicts 2 wounds on the using 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.

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.

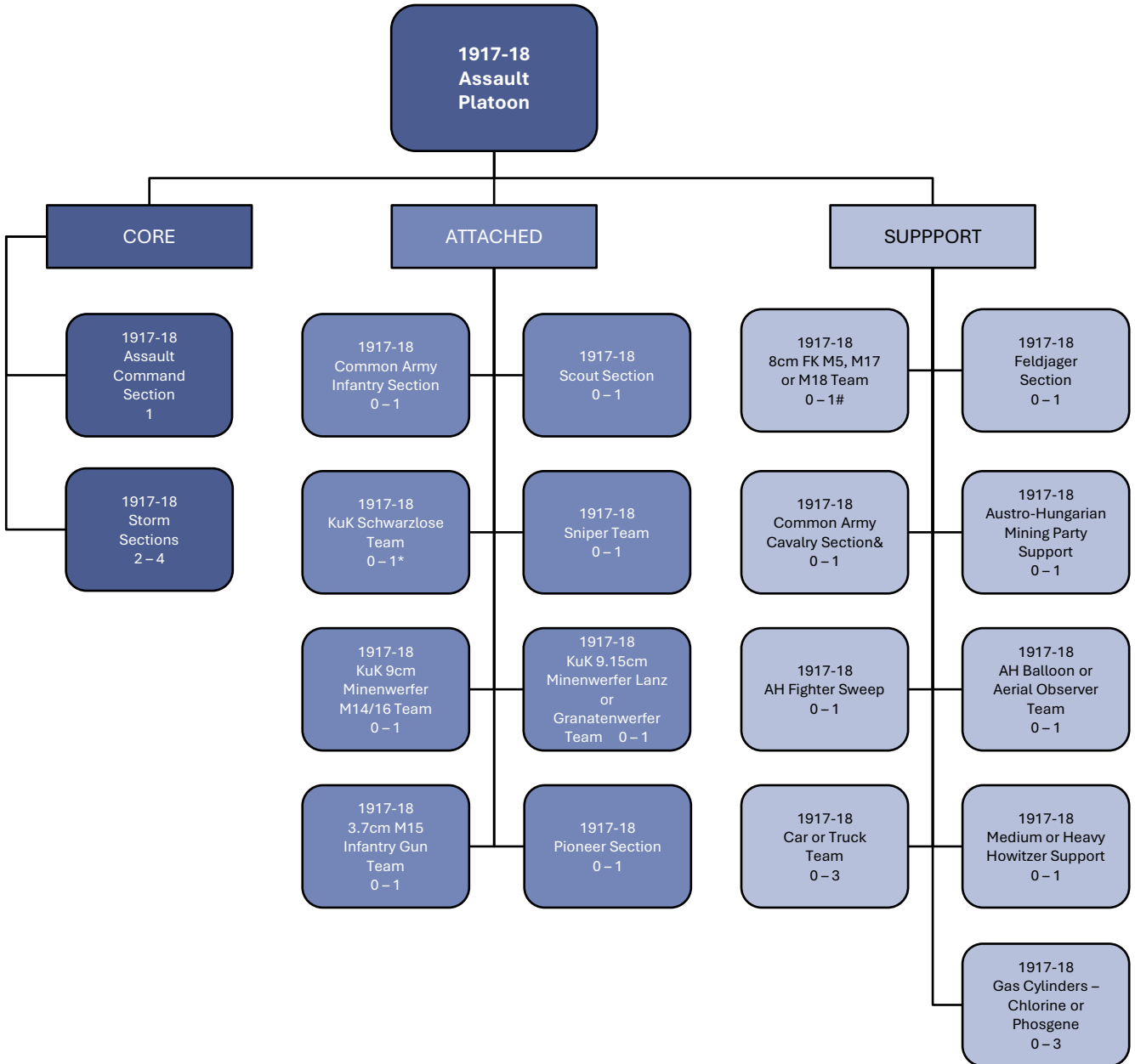
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Rifle Grenade (L)	6-24"	1	-	+2	4+	d2	OH Fire, Rifle Grenade, Suppression
Flammenwerfer	6"	d6	d6	+3	3+		Bulky, FT, Suppression



1917-18 ASSAULT PLATOON

National Special Rules – Common Army only.

ORGANIZATION DIAGRAM



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

1917-18 Assault Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, CFW, grenades			1	30	1	39
Upgrade Leadership Level to Energetic			0-1	+15	0-1	+20
Upgrade Officer to Valiant			0-1	+20	0-1	+20
Attached Staff Officer and Aide, pistols			0-1	27	0-1	31
Medic, unarmed			0-1	13	0-1	15
Chaplain, unarmed			0-1	10	0-1	12
Comms Specialist (Level 1), pistol			0-1	34	0-1	37
Handler, pistol or BA rifle, grenades, Medical Dog			0-1	29	0-1	32
Senior NCO, pistol or BA rifle, grenades			0-1	34	0-1	37
Add Storm Troopers with BA rifle, grenades			0-4	24	0-4	27

Morale
 Rally 4+
 Aggression 3+
 Tenacity 4+

Leadership
 Competent



Formation
 Extended Order

BG Modifiers
 Attack +1
 Recon 0

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. 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.

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.

Veteran NCOs – NCO(s) receive a +1 to their Encourage checks.

Infiltration Tactics, Veteran NCOs

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+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sword	Melee						Impact, Sword
CFW	Melee						+1 to Assault Checks

1917-18 Storm Group



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with SA pistol or BA carbine, CFW, grenades			1	135	1	150
4 Bombers with SA pistol or BA carbine, CFW, grenades						
Add Bombers with SA pistol or BA carbine, CFW, grenades			0-10	24	0-10	27
Replace 2 Bombers with Flammenwerfer team			0-1	+14	0-1	+14
Equip unit with Bangalore Torpedos			For unit	+15	For unit	+15
Upgrade unit to Pioneers			All/none	+2 ea	All/none	+2 ea

Morale
 Rally 4+
 Aggression 3+
 Tenacity 4+



Formation
 Extended Order

Unit Special Rules:

Bangalore Torpedoes – may be deployed 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, with LETH 4+. Any successes also create a 1" by 6" smoke section, centered on the aiming point.

Bombers – figures may throw 2 grenades and gain +1 die during Assault combat.

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

Infiltration Tactics – a unit with this rule counts as having Hit the Dirt if targeted when moving through rough terrain.

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.

Veteran NCOs – NCO(s) receive a +1 to their Encourage checks.

Bombers, Independent, Infiltration Tactics, Veteran NCOs

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
With Flammenwerfer	7"	11"	5"	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
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Flammenwerfer	6"	d6	d6	+3	3+		Bulky, FT, Suppression
CFW	Melee						+1 to Assault Checks

1917-18 Scout Section



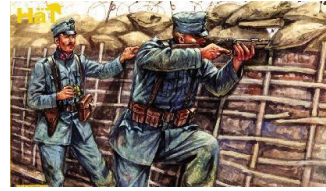
Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	75	1	85
4 Scouts with BA rifle, grenades						
Add Scouts with BA rifle, grenades			0-10	12	0-10	14
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace all BA rifles with BA carbines			All/none	-	All/none	-
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 5+
Tenacity 6+

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. This rule does not apply if the unit has been upgraded to steel helmets.

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+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression

1917-18 Mountain Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with CFW, pistol or BA rifle, grenades			1	105	1	120
4 Scouts with CFW, BA rifle, grenades						
Add Scouts with CFW, BA rifle, grenades			0-10	18	0-10	21
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace all BA rifles with BA carbines			All/none	-	All/none	-
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

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. This rule does not apply if the unit has been upgraded to steel helmets.

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+		
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
CFW	Melee						+1 to Assault Checks

Cavalry Battlegroups and Units

Austria-Hungary 1917-18



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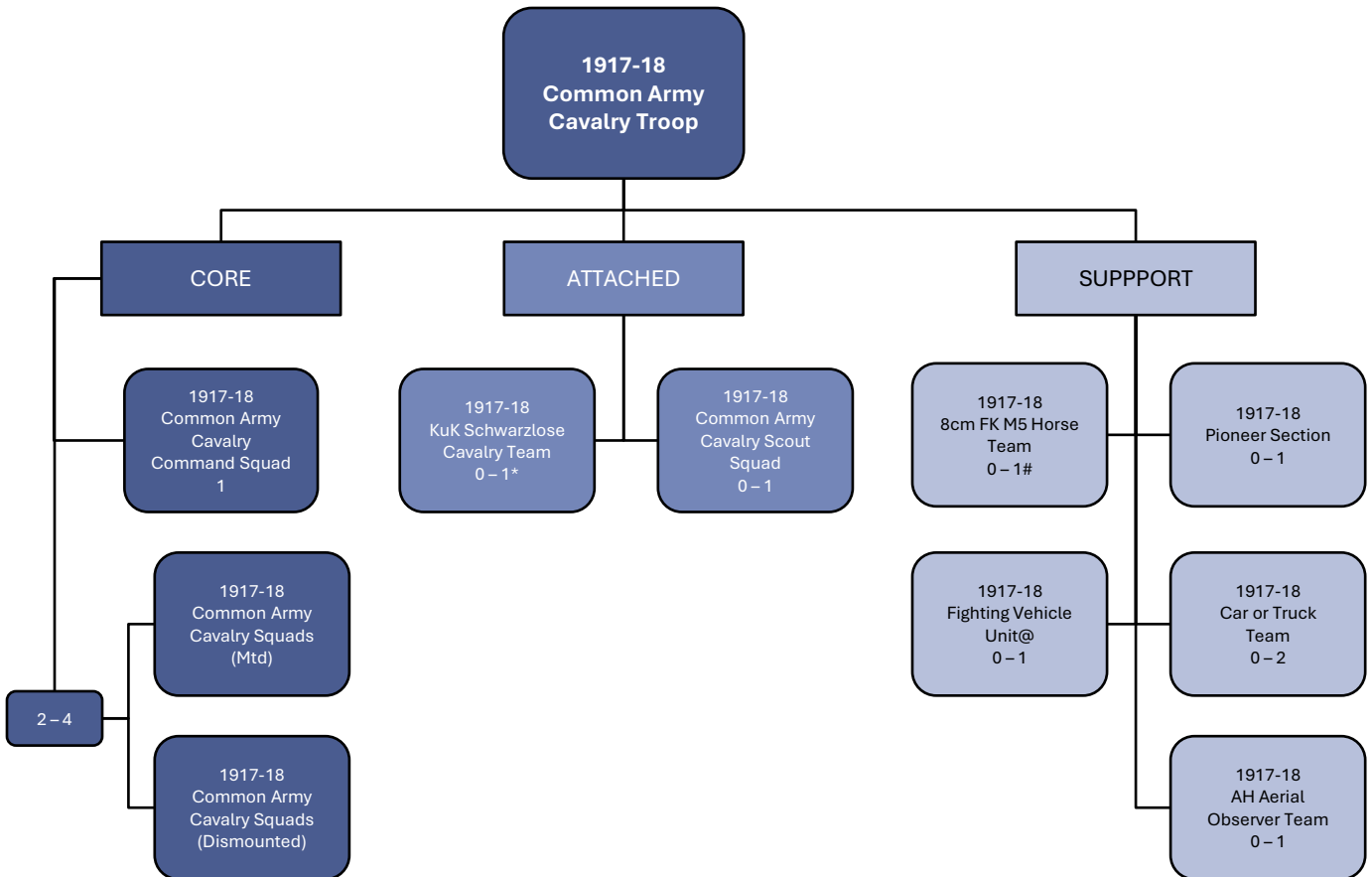


1917-18 COMMON ARMY CAVALRY TROOP



National Special Rules – Common Army only.

ORGANIZATION DIAGRAM



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

1917-18 Common Army Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, sabre, grenades, horse <i>Upgrade Officer to Valiant</i>			1	22		
Attached Staff Officer and Aide, SA pistols, sabre, horse			0-1	29		
Medic, unarmed, horse			0-1	14		
Farrier, SA pistol, sabre, grenades, horse			0-1	25		
Musician, SA pistol, sabre, grenades, horse			0-1	20		
Senior NCO, BA carbine, sabre, grenades, horse			0-1	25		
Add Trooper, BA carbine, sabre, grenades, horse			0-3	15		
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>		

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Leadership

Poor

Mounted Unit



Formation

Extended Order

BG Modifiers

Attack +2
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. This rule does not apply if the unit has been upgraded to steel helmets.

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

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
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sabre	melee						Impact

1917-18 Common Army Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, SA pistol, sabre, grenades, horse			1	90		
4 Troopers, BA carbine, sabre, grenades, horse						
Add Trooper, BA carbine, sabre, grenades, horse			0-3	15		
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>		

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Mounted Unit



Formation

Extended 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. This rule does not apply if the unit has been upgraded to steel helmets.

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

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
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sabre	melee						Impact

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917-18 Common Army Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, SA pistol or BA carbine, grenades			1	80		
4 Troopers, BA carbine, grenades			0-3	13		
Add Trooper, BA carbine, grenades						
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>		

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Formation
Extended Order

No Head Protection

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.

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
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression

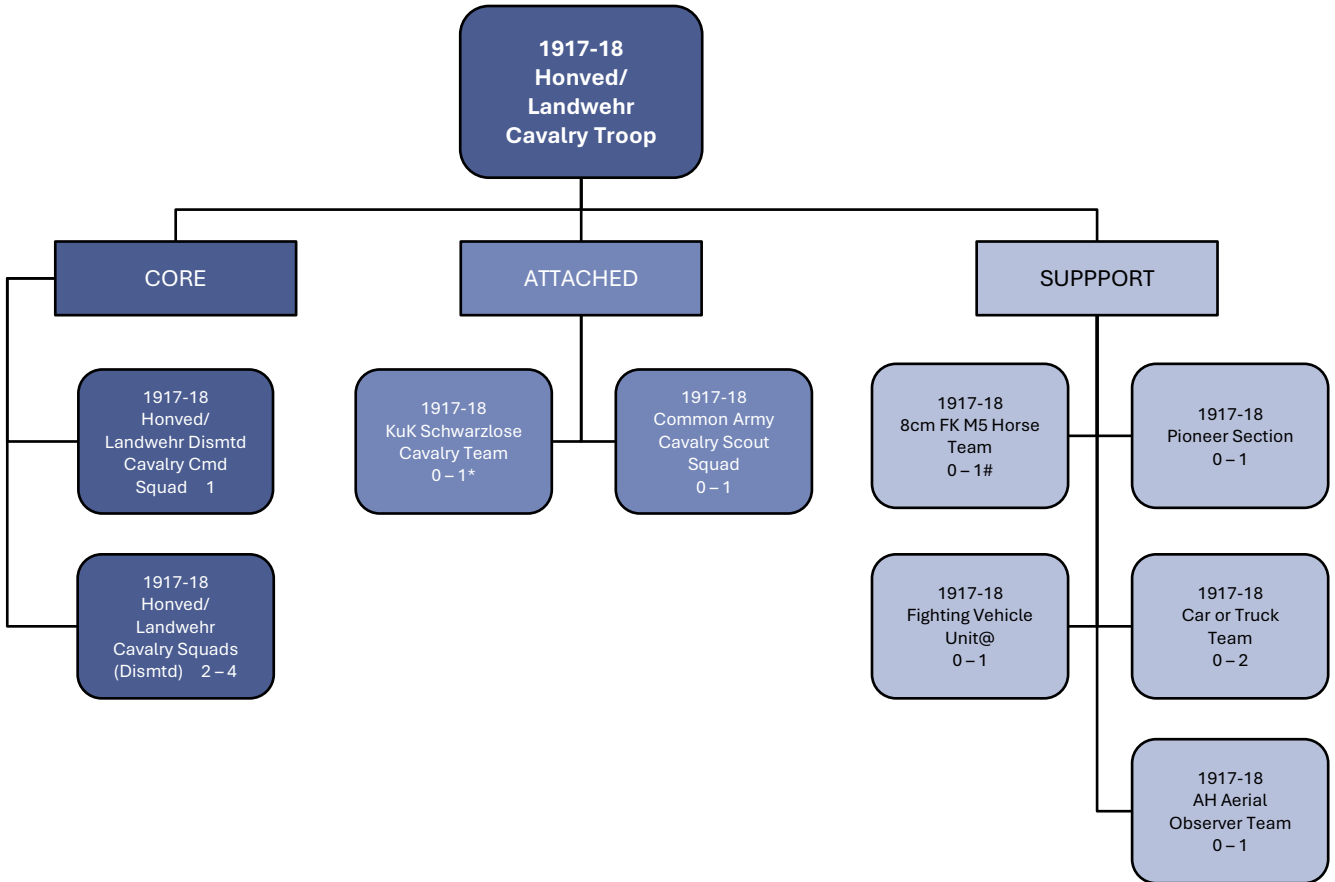
AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1917-18 HONVED OR LANDWEHR CAVALRY TROOP

National Special Rules – Honved or Austrian Landwehr only.



ORGANIZATION DIAGRAM



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

1917-18 Honved/ Landwehr Dismounted Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer, SA pistol, grenades <i>Upgrade Leadership Level to Poor</i>			1	0		
Attached Staff Officer and Aide, SA pistols			0-1	+9		
Medic, unarmed			0-1	29		
Musician, SA pistol, grenades			0-1	14		
Senior NCO, BA carbine, grenades			0-1	19		
Add Trooper, BA carbine, grenades <i>Upgrade entire unit with steel helmets</i>			0-3	9		
			<i>For unit</i>	<i>+1 ea</i>		

Morale

Rally 5+
Aggression 5+
Tenacity 5+

Leadership

Lax



Formation

Extended Order

BG Modifiers

Attack -
Recon 1

Conscripts, No Head Protection

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

Unit Special Rules:

Conscripts – unit rolls 1d6 the first time it takes a casualty during each turn. On a 1 the unit must make an immediate Fall-Back action. On a 6+ it increases its Rally value by one for the duration of the action. The maximum increase to a Conscript unit's Rally value is +1.

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

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
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression

1917-18 Honved/ Landwehr Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, SA pistol or BA carbine, grenades 4 Troopers, BA carbine, grenades			1	60		
Add Trooper, BA carbine, grenades <i>Upgrade entire unit with steel helmets</i>			0-3	9		
			<i>For unit</i>	<i>+1 ea</i>		

Morale

Rally 5+
Aggression 5+
Tenacity 5+



Formation

Extended Order

Conscripts, No Head Protection

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

Unit Special Rules:

Conscripts – unit rolls 1d6 the first time it takes a casualty during each turn. On a 1 the unit must make an immediate Fall-Back action. On a 6+ it increases its Rally value by one for the duration of the action. The maximum increase to a Conscript unit's Rally value is +1.

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

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
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917-18 Common Army Cavalry Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, SA pistol, sabre, grenades, horse			1	85		
4 Troopers, BA carbine, sabre, grenades, horse			0-3	14		
Add Trooper, BA carbine, sabre, grenades, horse			For unit	+1 ea		
<i>Upgrade entire unit with steel helmets</i>						

Morale	
Rally	4+
Aggression	5+
Tenacity	6+



Formation	
Extended 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.

Independent – the unit may activate outside of the influence range of the battlegroup 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. 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, HM (Poor), Independent, Mounted, No Head Protection, Recon 2

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
Grenades	6"	1	1	+2	4+	1	Grenade, Suppression
Sabre	melee						Impact

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Vehicle Battlegroups and Units

Austria-Hungary 1917-18



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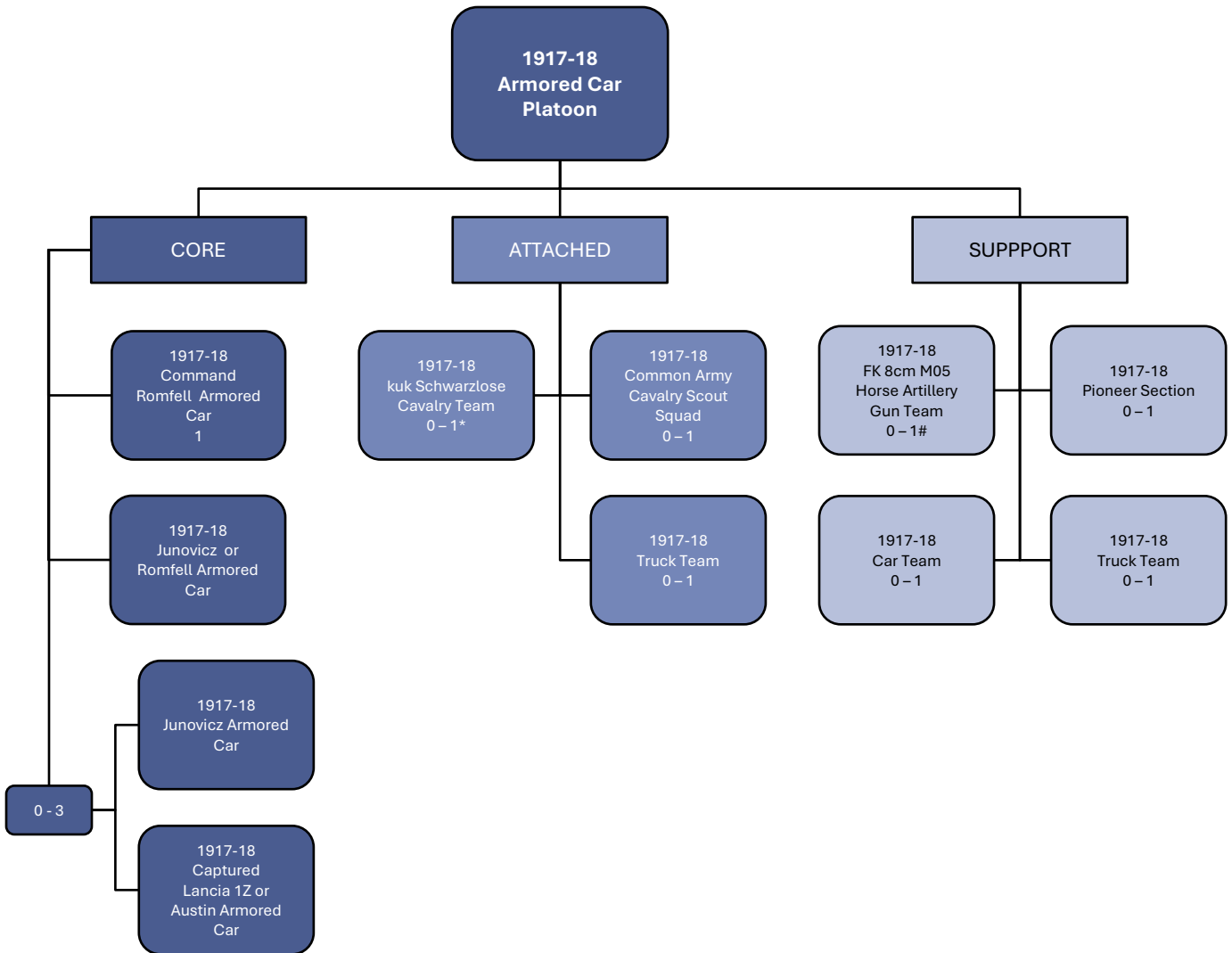


1917-18 ARMORED CAR PLATOON

Vehicle Battlegroup

National Special Rules – Common Army only.

ORGANIZATION DIAGRAM



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

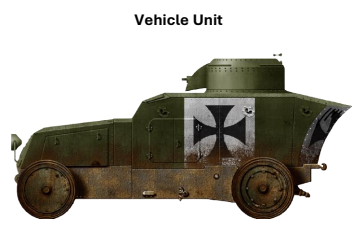
1917-18 Command Romfell Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Officer	1	17	1	23	1	29
Romfell Armored Car	1	43	1	54	1	65
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 5+

Leadership
 Adequate



Resilience 3

Armor
 Front 8
 Side 7
 Top 7

BG Modifiers
 Attack +2
 Recon 1

Defensive MGs (2), Tank Terror, Wheeled

- 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.

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.

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

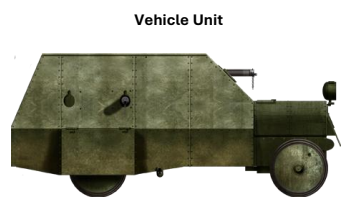
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret MG	24”	3	2	W	5+		Anti-Aircraft, Scythe, Suppression

1917-18 Junovicz Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Junovicz Armored Car	1	28	1	35	1	42
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 5+



Resilience 2

Armor
 Front 7
 Side 7
 Top 7

Defensive MGs (3), Tank Terror, Unreliable, Wheeled

- 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.

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.

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

Unit	Maneuver	Double Time	Assault	Agility
Junovicz Armored Car	5”	8”	4”	5+

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

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

1917-18 Romfell Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Romfell Armored Car	1	43	1	54	1	65
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 5+

Vehicle Unit



Resilience 3

Armor

Front 8
Side 7
Top 7

- 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.

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
Romfell Armored Car	8"	12"	6"	4+

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

1917-18 Captured Armored Car – Lancia 1Z



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Lancia 1Z Armored Car	1	47	1	59		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Vehicle Unit



Resilience 3

Armor

Front 7
Side 7
Top 7

- 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.

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 (4), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Lancia 1Z	6"	9"	6"	6+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Lower Turret MGs	24"	6	4	W	5+		Scythe, Suppression
Upper Turret MG	24"	3	2	W	5+		Scythe, Suppression

1917-18 Captured Austin Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Austin 2 nd /3 rd Series Armored Car	1	32	1	41		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

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



Resilience 3

Armor

- Front 7
- Side 7
- Top 7

Defensive MGs (3), Reverse Drive, Tank Terror, Wheeled

- 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.

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

Reverse Drive – the vehicle may make a reverse move using its full movement rate.

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.

Unit	Maneuver	Double Time	Assault	Agility
Austin 2/3 Series Armored Car	5"	8"	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 Austro-Hungarian 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+

Unarmored Vehicle Unit

Resilience 2



Unarmed Transport (6), Wheeled

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.

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

1917-18 Austro-Hungarian 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+

Unarmored Vehicle Unit

Resilience 2



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

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.

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 1917-18



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1917-18 KuK Schwarzlose MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Schwarzlose MG, NCO + 2 crew			1	56	1	67
Add Indirect Fire Training					For unit	+3
Upgrade entire unit with steel helmets			For unit	+3	For unit	+3

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Weapon Unit



Mitragliere Schwarzlose

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	6"	-	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.

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				
Schwarzlose MG	36"	6	2	-	4+	-	Beaten Zone, Crew 2, Scythe, Suppression
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

1917-18 Honved Schwarzlose MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Schwarzlose MG, NCO + 2 crew			1	42	1	50
Add Indirect Fire Training					For unit	+3
Upgrade entire unit with steel helmets			For unit	+3	For unit	+3

Morale	
Rally	5+
Aggression	6+
Tenacity	5+

Weapon Unit



Mitragliere Schwarzlose

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	6"	-	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.

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				
Schwarzlose MG	36"	6	2	-	4+	-	Beaten Zone, Crew 2, Scythe, Suppression
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

1917-18 Landwehr Schwarzlose MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Schwarzlose MG, NCO + 2 crew			1	42		
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	+3		

Morale	
Rally	5+
Aggression	6+
Tenacity	5+

Weapon 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. This rule does not apply if the unit has been upgraded to steel helmets.

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

1917-18 kuk Schwarzlose Cavalry MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Schwarzlose MG, NCO + 2 crew, pack animal			1	68	1	82
<i>Add Indirect Fire Training</i>					<i>For unit</i>	+3
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	+3	<i>For unit</i>	+3

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Weapon Unit



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. 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
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
<i>Firing Indirect</i>	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

1917-18 kuk 9cm Minenwerfer M14/16 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
9cm Minenwerfer M14/16, NCO + 2 crew			1	27	1	35
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	+3	<i>For unit</i>	+3

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Weapon Unit



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.

No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
9cm Minenwerfer M14/16	6-24"	1	-	+2	4+	d3+1	Black Powder, Crew 2, Suppression

1917-18 kuk 9.15cm Minenwerfer Lanz Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
9.15cm Minenwerfer Lanz, NCO + 2 crew			1	26	1	34
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	+3	<i>For unit</i>	+3

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

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. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
9.15cm Minenwerfer Lanz	12-36"	1	-	+2	4+	d3+1	Crew 2, Indirect Only, Suppression

1917-18 kuk Granatenwerfer Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Granatenwerfer, NCO + 1 crew			1	27	1	33
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Weapon Unit



No Head Protection

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.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Granatenwerfer	6-24"	2	1*	+2	4+	d3	Crew 2, OH Fire, Suppression

1917-18 KuK 3.7cm M15 Infantry Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
3.7cm M15 IG, NCO + 4 crew			1	24	1	29
<i>Upgrade entire unit with steel helmets (1916)</i>			<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Weapon 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. This rule does not apply if the unit has been upgraded to steel helmets.

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	2"	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
3.7cm M15 IG	30"	2	1	+2	5+	d3	Crew 2

1917-18 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol			1	27	1	32
Add Body Armor to unit			For unit	+2	For unit	+2
Add Head Armor to unit			For unit	+2	For unit	+2
Upgrade entire unit with steel helmets (1916)			For unit	+2	For unit	+2

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Weapon Unit



Camouflage, No Head Protection, Yield Ground

Unit Special Rules:

Body Armor – the unit ignores a successful damage roll against it on a 6+. The unit reduces its movement rate by 2". The unit may re-roll 1 failed Rally Check per Rally action.

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

Head Armor – the unit must have a clear facing and may only fire in a 90-degree arc to its front. The unit ignores a successful damage roll against it on a 6+. A unit with both head and body armor ignores a successful damage roll against it on a 5+.

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

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

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	-	Auto
Infantry in Body Armor	6"	10"	-	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 1917-18



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1917-18 FK 8cm M05 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
8cm FK M05 Gun, NCO + 3 crew			1	58	1	75
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Gun Unit

Fixed, Gun Shield, No Head Protection

May only Indirect fire with Shrapnel unless HE ammo is purchased.

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.

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
<i>Indirect: HE</i>	24-60"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1917-18 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	63	1	82
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Gun Unit

Fixed, Gun Shield, No Head Protection

May only Indirect fire with Shrapnel unless HE ammo is purchased.

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.

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
<i>Indirect: HE</i>	24-60"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

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

1917-18 FK 8cm M17 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
8cm FK M17 Gun, NCO + 3 crew			1	65	1	84
Add White Cross Load			0-3	+24 ea	0-3	+29 ea
Add Green Cross Load			0-2	+43 ea	0-2	+51 ea
Add Yellow Cross Load			0-2	+46 ea	0-2	+55 ea
Upgrade entire unit with steel helmets			For unit	+4	For unit	+4

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Gun Unit



Fixed, Gun Shield, No Head Protection

May only Indirect fire with Shrapnel unless HE ammo is purchased.

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.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
8cm FK M17	54"	1AF	1	+7	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-84"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-84"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression
<i>White Cross</i>	12-48"	1	-	-	5+	Gas 3	Crew 3, Indirect, Non-Lethal Gas, Persistent, Suppression, Tear Gas
<i>Green Cross</i>	12-48"	1	-	-	3+	Gas 8	Crew 3, Indirect, Suppression
<i>Yellow Cross</i>	12-48"	1	-	-	4+	Gas 5	Crew 3, Indirect, Irritant, Persistent, Suppression

1918 FK 8cm M18 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
8cm FK M18 Gun, NCO + 3 crew			1	62	1	80
Upgrade entire unit with steel helmets			For unit	+4	For unit	+4

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Gun Unit



Fixed, Gun Shield, No Head Protection

May only Indirect fire with Shrapnel unless HE ammo is purchased.

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.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
8cm FK M18	48"	1AF	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 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	43	1	56
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Gun Unit



Fixed, No Head Protection

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

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. This rule does not apply if the unit has been upgraded to steel helmets.

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

1917-18 FK 8cm M99 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
8cm FK M99 Gun, NCO + 3 crew			1	54	1	70
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Gun Unit



Fixed, No Head Protection

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

May only Indirect fire with Shrapnel unless HE ammo is purchased.

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. This rule does not apply if the unit has been upgraded to steel helmets.

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
<i>Indirect: HE</i>	24-60"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1917-18 7cm Gebirgeschutz M75 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7cm Gebirgeschutz M75 Gun, NCO + 3 crew			1	36	1	46
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally	4+
Aggression	5+
Tenacity	5+

Gun Unit



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. 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	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
<i>Indirect: HE</i>	24-48"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1917-18 7cm Gebirgeschutz M99 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7cm Gebirgeschutz M99 Gun, NCO + 3 crew			1	37		49
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally	4+
Aggression	5+
Tenacity	5+

Gun Unit



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. 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	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
<i>Indirect: HE</i>	24-48"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1917-18 7.5cm Skoda M15 Mountain Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.5cm Skoda M15 Gun, NCO + 3 crew			1	56	1	73
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally	4+
Aggression	5+
Tenacity	5+

Gun Unit



Fixed, Gun Shield, No Head Protection, Pack Animal

May only Indirect fire with Shrapnel unless HE ammo is purchased.

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				
7.5cm Skoda M15	48"	1	1*	+3	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-60"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-60"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1917-18 kuk 9cm Minenwerfer M17 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
9cm Minenwerfer M17, NCO + 3 crew			1	37	1	48
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally	4+
Aggression	5+
Tenacity	5+

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. This rule does not apply if the unit has been upgraded to steel helmets.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
9cm Minenwerfer M17	12-48"	1	-	+2	4+	d6	Crew 3, Indirect Only, Smoke, Suppression

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

SS = Single Shot

* = Slow Firing

1917-18 Medium Howitzer Support



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Medium Howitzer Support	1	49	1	62	1	74

Support Asset



Artillery Support Asset

Unit	Maneuver	Double Time	Assault	Agility
Support Asset	-	-	-	-

Support Asset Special Rules:

Artillery Support Asset – an artillery support asset must be purchased at the same training level as the player’s core Battlegroup HQ unit.

Medium Howitzer Support – allows an HQ unit to bring in a bombardment by a medium howitzer battery. The bombardment can utilize either observed fire or map fire.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Medium Howitzer Barrage	-	1		+2	4+	2d6	Salvo, Scythe, Suppression

1917-18 Heavy Howitzer Support



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Heavy Howitzer Support	1	57	1	71	1	85
<i>Upgrade to Rear Area Suppression</i>	<i>For unit</i>	<i>+25</i>	<i>For unit</i>	<i>+25</i>	<i>For unit</i>	<i>+25</i>

Support Asset



Artillery Support Asset, Positional, Slow Moving

Unit	Maneuver	Double Time	Assault	Agility
Support Asset	-	-	-	-

Support Asset Special Rules:

Artillery Support Asset – an artillery support asset must be purchased at the same training level as the player’s core Battlegroup HQ unit.

Heavy Howitzer Support – allows an HQ unit to bring in a bombardment by a heavy howitzer battery. The bombardment can utilize either observed fire or map fire.

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

Rear Area Suppression – the asset may be expended to prevent opposing artillery support assets from conducting bombardment during the mission, and forcing the opposing player to roll one fewer die for reserves each turn.

Slow Moving – the unit may not fire during the first turn of the mission.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Heavy Howitzer Barrage	-	1		+3	3+	2d6	Salvo, Scythe, Suppression

1917-18 Gas Cylinders - Chlorine



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Gas Cylinder - Chlorine			1	54		
<i>Add additional cylinder</i>			0-3	+54 ea		

Support Asset



Advanced Setup, Gas Cylinder, Positional

Unit Special Rules:

Advanced Setup – the unit may not be placed in reserve, and it must deploy in contact with the owning player's baseline.

Gas Cylinders – the owning player may release one gas cloud from a gas cylinder during the Barrage Phase of any turn. The gas cylinder is then removed.

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

Unit	Maneuver	Double Time	Assault	Agility
Support Asset	-	-	-	-

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Chlorine Gas Cloud	-	1	-	-	4+	Gas 5	Suppression

1917-18 Gas Cylinders - Phosgene



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Gas Cylinder - Phosgene			1	68		
<i>Add additional cylinder</i>			0-1	+68 ea		

Support Asset



Advanced Setup, Gas Cylinder, Positional

Unit Special Rules:

Advanced Setup – the unit may not be placed in reserve, and it must deploy in contact with the owning player's baseline.

Gas Cylinders – the owning player may release one gas cloud from a gas cylinder during the Barrage Phase of any turn. The gas cylinder is then removed.

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

Unit	Maneuver	Double Time	Assault	Agility
Support Asset	-	-	-	-

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Phosgene Gas Cloud	-	1	-	-	3+	Gas 8	Suppression

1917-18 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	31	1	37
Add LMG on Anti-Aircraft mount and 2 crew			0-1	+23	For unit	+28
Upgrade entire unit with steel helmets			For unit	+4	For unit	+4

Morale

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



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. This rule does not apply if the unit has been upgraded to steel helmets.

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
Support Asset	-	-	-	-

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
BA Rifle	24"	RF	RF*	-	5+		
Anti-Aircraft MG	36"	3	2	-	4+	-	Anti-Aircraft, Loader, Scythe

1917-18 Austro-Hungarian Aerial Observer Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Aerial Observation Team			1	20	1	24

Morale

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



Resilience 2

Aerial Observer

Unit Special Rules:

Aerial Observer – team may place its observation marker during phase zero by passing a skill check. The marker may not be placed within 6” beyond any height 2 or higher terrain. Any range in attempt on a unit within 12” of the marker receives a +1 to range in.

Unit	Maneuver	Double Time	Assault	Agility
Aircraft Unit	Unlimited	-	-	-

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


1917-18 Austro-Hungarian Fighter Sweep



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Fighter Sweep			1	69	1	83
Upgrade unit to Marksmen					For unit	+6

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Air Unit Resilience 3



Unit Special Rules:

Fighter Sweep – available to be activated during phase zero if the owning player's Battlegroup HQ unit passes a communication check during the turn. A Fighter Sweep may choose an activity for the turn - Balloon Busting, Intercept or Strafe. A Fighter Sweep must leave the table after completing its activity for the turn.

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

Unit	Maneuver	Double Time	Assault	Agility
Aircraft Unit	Unlimited	-	-	-

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Aerial MGs	12"	-	6	+1	4+	-	Scythe, Suppression

1917-18 Mining Party Support



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Mining Party			1	47	1	56

Support Asset



Unit Special Rules:

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

Unit	Maneuver	Double Time	Assault	Agility
Support Asset	-	-	-	-

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Mine Explosion	-	1		+3	3+	2d6	Brutal, Scythe, Suppression