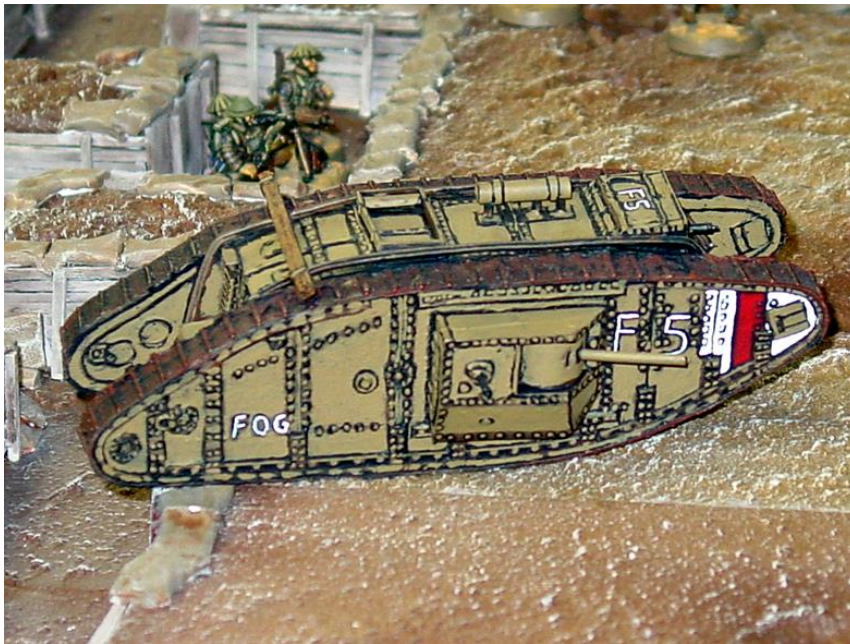




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Bolt Action

Version 2



**Unofficial Great War
Modifications**

Bolt Action

GAJO WW1 Variant

Introduction:

I greatly enjoy the Bolt Action rules set from Warlord Games, and I play it frequently.

As I have a large collection of 28mm Great War Miniatures, I thought that Bolt Action would work wonderfully for this era as well.

It turned out that the rules required very few changes to work for the period, and I really enjoy the result.

I hope that they give you some ideas, and enjoyment as well.

Bolt Action

GAJO Great War Variant

Rules Changes:

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

- Air Support
 - Air combat was in its infancy during WW1, and tactical support of ground troops was pioneered relatively late in the conflict
 - No Air Force Forward Observers may be used prior to 1917
 - From June of 1917 an Air Force Forward Observer may be fielded, based on the army list being used
 - Roll as normal on the Air Strike Chart to determine whether the plane arrives and the possibility of friendly fire
 - Instead of rolling for attack effectiveness, airstrikes in WW1 utilize a GW large blast template. The attacker rolls for each unit under the template, inflicting 1 pin on roll of 4-5, and 2 pins on a roll of 6

Bolt Action

GAJO Great War Variant

Rules Changes (continued):

- Early Armor
 - Tanks played an important role in opening up warfare, but the early tanks employed during WW1 still had fairly thin armor and were not as invulnerable to medium weapons as later AFVs.
 - Medium Machine Guns (MMGs) from any nation are treated as heavy weapons (ie – they may inflict pins) when firing at armored vehicles. Their penetration remains unaffected.

Bolt Action

GAJO Great War Variant

New Weapons:

<u>Weapon</u>	<u>Range</u>	<u>Shots</u>	<u>Pen</u>	<u>Special Rules</u>
Rifle Grenade	6-12"	1	HE	Indirect Fire, HE (1"), or may shoot as rifle; may not move & shoot
Carbine	18"	1	-	
Shotgun	6"	2	-	assault
Granatwerfer	12-24"	1	HE	Team, indirect fire, HE (1")
Minenwerfer	12-48"	1	HE	Team, fixed, indirect fire, HE (2")
Heavy Minenwerfer	12-60"	1	HE	Team, fixed, indirect fire, HE (3")
Lewis Gun	36"	4	-	Team
MG08/15	36"	4	-	Team, -2 if moving
Chauchat LMG	36"	4	-	No -1 if moving; jam
3.7cm AT Gun	36"	1	+4	Team, Fixed, No HE
37mm M1916 Gun	36"	1	+3	Team, Fixed, HE (1")
Trench Catapult	6-18"	1	HE	Team, Fixed, Indirect Fire, HE (1")

Bolt Action

GAJO Great War Variant

Additional Special Rules:

- Armor-piercing Rounds – an MG team with these rounds may fire as either a medium MG or a heavy MG when using a Fire order.
- Barrages – in addition to rolling for units, each section of barbed wire should be rolled for during preliminary barrages. A result of suppression or greater causes the removal of the wire section.
- Cuirass – a unit equipped with a cuirass has some protection in close combat. For each casualty it suffers in close combat roll a d6, on a 6 the casualty is ignored.
- Infiltration Tactics – the unit may move 3” further in rough terrain (total move of 9” vs. 6” normally), counts as a run action (even though not normally allowed in rough terrain).
- Jam – if the firer rolls 2 or more 1s when shooting, the weapon jams and may not fire in the following turn
- Lance – if a mounted cavalry unit armed with lances charges at least 6” each soldier receives 2 attacks in close combat, on the turn they charge only. A unit utilizing the lance bonus does not also receive the benefit of tough fighters for that turn.
- Nausea – a unit disembarking from a transport with this rule must go down after exiting the vehicle, and takes 2 pins.

Bolt Action

GAJO Great War Variant

Additional Special Rules (continued):

- No HE – unit takes an additional -1 to hit an infantry or artillery target
- Pantalons Rouge – French infantry in 1914 was instilled with tremendous offensive spirit. A unit with this attribute receives tough fighters if it charges into close combat.
- Pioneers – if 3 or more figures from the unit are in contact with a section of wire, they may remove it on receiving a successful run order. Removing the wire consumes all of the unit's movement for that turn.
- Poor Shots – the unit suffers an additional -1 modifier if shooting while mounted
- Rapid Fire – ROF increases to 2 when firing directly at a target
- Scouts – the unit is trained for reconnaissance and stealthy movement. They may attempt to react to a fire action against them by disengaging, succeeding on a 4+ on a d6. If successful, they may make a full move, getting no closer to any visible enemy unit, and then go down.

Bolt Action

GAJO Great War Variant

Additional Special Rules (continued):

- **Transporter** – a vehicle with this rule may transport one unit of no more than 10 men in addition to its crew. It takes a run order to embark or disembark the unit transported – the vehicle does not move and cannot fire, but the transported unit disembarks (is placed anywhere within 6” of any door on the vehicle) or embarks (all figures embarked must be within 6” of any door on the vehicle).
- **Unreliable** – when attempting to move through difficult terrain the vehicle rolls 1d6, on a 1 it becomes bogged and makes no further move that turn. A vehicle that bogs on 2 consecutive turns has broken down and is immobilized for the remainder of the action
- **Unstable** – an unstable vehicle may not fire any weapon other than machine or Lewis guns if it moves. Machine guns and Lewis guns fire at ROF1 if the vehicle moved. Pivoting in place (on an advance order) does not count as movement for the purposes of this rule.

Bolt Action

GAJO Great War Variant

Army Lists:

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

GAJO Great War Bolt Action Army Lists

British 1917-18



British 1917-18:

Reinforced Infantry Platoon:

Number	Unit
1	Officer - 1 st or 2 nd Lieutenant
2-5	Infantry sections
0-1	Cavalry troop
0-1	Captain or Major
0-1	Medic
0-1	Artillery or Air Forward Observer
0-1	Scout section OR Bomber party
0-1	MG team
0-1	Mortar team
0-1	Sniper team
0-1	Field Artillery gun team
0-1	Tank
0-1	Tow vehicle per gun

GAJO Great War Bolt Action Army Lists

British 1917-18



Officer:

Type	Regular	Veteran
2 nd Lieutenant	50	65
1 st Lieutenant	75	90
Captain	110	125
Major	150	165
0-2 added soldiers (each)	10	13

Weapons – pistol, rifle or SMG as depicted

Medic:

1x Medic @ 30 pts (veteran)

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

Weapons – pistol or none

GAJO Great War Bolt Action Army Lists

British 1917-18



Artillery Forward Observer:

Type	Regular	Veteran
Artillery FO	100	115
0-2 added soldiers (each)	10	13

Weapons – pistol, rifle or SMG as depicted

Air Forward Observer:

Type	Regular	Veteran
Air FO	50	57
0-2 added soldiers (each)	10	13

Weapons – pistol, rifle or SMG as depicted

GAJO Great War Bolt Action Army Lists

British 1917-18



Infantry Section (Squad):

Type	Regular	Veteran
NCO + 4 soldiers	50	65
0-5 additional soldiers (each)	10	13

Weapons – rifles

Options:

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

Sniper Team:

Type	Regular	Veteran
Sniper & Spotter	50	65

Weapons – 1x sniper rifle, pistols

Special Rules – team weapon, sniper

GAJO Great War Bolt Action Army Lists

British 1917-18



Scout Section:

1x NCO plus 4 soldiers @70 points (veteran)

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

Weapons – rifles

Special Rules - scouts

Assault Party or Bombers:

NCO + 4x soldiers @ 80 pts (veteran)

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

Weapons – rifles

Special Rules – tough fighters

Cavalry Troop (Squad):

Type	Regular	Veteran
NCO + 4 soldiers	75	100
0-5 additional soldiers (each)	15	20

Weapons – swords, rifles

Special Rules – cavalry

GAJO Great War Bolt Action Army Lists

British 1917-18



Machine Gun Team:

Type	Regular	Veteran
.303 Vickers MMG, 3 crew	50	65

Special Rules – team, fixed

Medium Mortar Team:

Type	Regular	Veteran
3" Stokes Mortar, 3 crew	50	65

Options – may add a spotter @10 points

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

Heavy Mortar Team:

Type	Regular	Veteran
Heavy Mortar, 4 crew	65	84

Options – may add a spotter @10 points

Special Rules – team, fixed, indirect fire, HE (3")

GAJO Great War Bolt Action Army Lists

British 1917-18



18-Pounder Field Gun:

Type	Regular	Veteran
Light Howitzer, 4 crew	60	70

Special Rules – gun shield, team weapon, fixed, howitzer, HE (2”)

Mark IV Male Tank:

Type	Regular	Veteran
Mark IV Male	195	234

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

Damage Value – 8+ (tank)

Special Rules – slow, unreliable, unstable

Mark IV Female Tank:

Type	Regular	Veteran
Mark IV Female	195	234

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

Damage Value – 8+ (tank)

Special Rules – slow, unreliable, unstable

GAJO Great War Bolt Action Army Lists

British 1917-18



Whippet Tank:

Type	Regular	Veteran
Whippet	135	162

Weapons – 4x LMG, each firing on separate arc

Damage Value – 8+ (tank)

Special Rules – may only fire 1 LMG if moving

Mark V Tank:

Type	Regular	Veteran
Mark V	234	280

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

Options – may be upgraded to Mark V Star @15 points

Damage Value – 8+ (tank)

Special Rules – slow, unstable, transporter (Mark V Star), nausea (Mark V Star)

GAJO Great War Bolt Action Army Lists

British 1917-18



Austin Armored Car:

Type	Regular	Veteran
Austin Armored Car	120	144

Weapons – 2x turrets, each with MMG, mounted side by side. Each may fire to front, rear and that turret's side arc.

Damage Value – 7+ (armored car)

Special Rules – unstable

Armored Autocar:

Type	Regular	Veteran
Armored Autocar	120	144

Weapons – 2x .303 Vickers MMG which fire out of either side arc

Damage Value – 7+ (armored car)

Special Rules – unstable

GAJO Great War Bolt Action Army Lists

French 1917-18



Char St. Chamond:

Type	Regular	Veteran
Char St. Chamond	205	250

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

Damage Value – 8+ (tank)

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

White AM 1915/18 Armored Car:

Type	Regular	Veteran
White Armored Car	120	144

Weapons – turret mounted 37mm SA18, turret rear-facing MMG

Damage Value – 7+ (armored car)

Special Rules – unstable

GAJO Great War Bolt Action Army Lists

French 1917-18



French 1917-18:

Reinforced Infantry Platoon:

Number	Unit
1	Officer - 1 st or 2 nd Lieutenant
2-5	Infantry Squads – LMG/Rifle Grenade, Rifle / Bomber or Colonial
0-1	Cavalry troop
0-1	Captain or Major
0-1	Medic
0-1	Artillery or Air Forward Observer
0-1	Scout squad
0-1	MG team
0-1	Mortar team
0-1	Sniper team
0-1	Field Artillery or Infantry gun team
0-1	Tank or Renault FT group
0-1	Tow vehicle per gun

GAJO Great War Bolt Action Army Lists

French 1917-18



Officer:

Type	Regular	Veteran
2 nd Lieutenant	50	65
1 st Lieutenant	75	90
Captain	110	125
Major	150	165
0-2 added soldiers (each)	10	13

Weapons – pistol or rifle as depicted

Medic:

1x Medic @ 30 pts (veteran)

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

Weapons – pistol or none

GAJO Great War Bolt Action Army Lists

French 1917-18



Artillery Forward Observer:

Type	Regular	Veteran
Artillery FO	100	115
0-2 added soldiers (each)	10	13

Weapons – pistol or rifle as depicted

Air Forward Observer:

Type	Regular	Veteran
Air FO	50	57
0-2 added soldiers (each)	10	13

Weapons – pistol or rifle as depicted

GAJO Great War Bolt Action Army Lists

French 1917-18



Infantry Squad – LMG / Rifle Grenade:

Type	Regular	Veteran
NCO + 4 soldiers	50	65
0-7 additional soldiers (each)	10	13

Weapons – rifles

Options:

- up to one soldier may replace his rifle with a Chauchat LMG@ 20 pts. Another soldier becomes the loader.
- Up to three soldiers may replace their rifle with a VB rifle grenade launcher @ 10 pts
- Unit may be downgraded to shirkers @ -3 points per figure

Infantry Squad – Rifle / Bomber:

Type	Regular	Veteran
NCO + 4 soldiers	50	65
0-7 additional soldiers (each)	10	13

Weapons – rifles

Options:

- Up to 2 soldiers may be upgraded to bombers @ +3 pts
- Up to one soldier may replace their rifle with a VB rifle grenade launcher @ 10 pts

Special Rules – bombers are tough fighters

GAJO Great War Bolt Action Army Lists

French 1917-18



Colonial Infantry Squad:

Type	Regular	Veteran
NCO + 4 soldiers	60	72
0-7 additional soldiers (each)	12	14

Weapons – rifles

Options:

- up to one soldier may replace his rifle with a Chauchat LMG@ 20 pts. Another soldier becomes the loader.
- Up to three soldiers may replace their rifle with a VB rifle grenade launcher @ 10 pts

Special Rules – tough fighters

GAJO Great War Bolt Action Army Lists

French 1917-18



Sniper Team:

Sniper plus spotter:

Type	Regular	Veteran
2 soldiers	50	65

Weapons – 1x sniper rifle, pistols

Special Rules – team weapon, sniper

Scout Squad:

1x NCO plus 4 soldiers @70 points (veteran)

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

Weapons – rifles

Special Rules - scouts

Cavalry Troop (Squad):

Type	Regular
NCO + 4 soldiers	70
0-5 additional soldiers (each)	14

Weapons – swords, carbines

Special Rules – cavalry

GAJO Great War Bolt Action Army Lists

French 1917-18



Machine Gun Team:

Type	Regular	Veteran
Hotchkiss MMG, 3 crew	50	65

Options – downgrade MMG to St. Etienne @-5 points

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

Medium Mortar Team:

Type	Regular	Veteran
Medium Mortar, 3 crew	50	65

Options – may add a spotter @10 points

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

37mm Infantry Gun Team:

Type	Regular	Veteran
37mm M1916 gun, 3 crew	50	60

Special Rules – team, fixed, indirect fire, HE (1")

GAJO Great War Bolt Action Army Lists

French 1917-18



75mm Field Gun:

Type	Regular	Veteran
75mm Light Howitzer, 4 crew	70	85

Special Rules – gun shield, team weapon, fixed, howitzer, HE (2”), rapid fire

Renault FT (MG):

Type	Regular	Veteran
Renault FT (MG)	140	168

FT Tank Group – up to 2 Renault FT tanks may be selected together as a group, counting as one tank for force selection

Weapons – turret mounted MMG

Damage Value – 8+ (tank)

Special Rules – unstable

GAJO Great War Bolt Action Army Lists

French 1917-18



Renault FT (37mm):

Type	Regular	Veteran
Renault FT (37mm)	150	180

FT Tank Group – up to 2 Renault FT tanks may be selected together as a group, counting as one tank for force selection

Weapons – turret mounted 37mm M1916

Damage Value – 8+ (tank)

Special Rules – unstable

Char Schneider:

Type	Regular	Veteran
Char Schneider	185	220

Weapons – 1x MMG each side; 1x light howitzer (fires in front and right arcs)

Damage Value – 8+ (tank)

Special Rules – slow, unreliable, unstable

GAJO Great War Bolt Action Army Lists

French 1917-18



Char St. Chamond:

Type	Regular	Veteran
Char St. Chamond	205	250

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

Damage Value – 8+ (tank)

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

White AM 1915/18 Armored Car:

Type	Regular	Veteran
White Armored Car	120	144

Weapons – turret mounted 37mm SA18, turret rear-facing MMG

Damage Value – 7+ (armored car)

Special Rules – unstable

GAJO Great War Bolt Action Army Lists

German 1917-18

German 1917-18:



Reinforced Infantry Platoon:

Number	Unit
1	Officer - 1 st or 2 nd Lieutenant
2-5	Infantry sections
0-1	Cavalry troop
0-1	Captain or Major
0-1	Medic
0-1	Artillery or Air Forward Observer
0-1	Scout squad OR Assault party
0-1	MG team
0-1	Granatwerfer or Minenwerfer team
0-1	Sniper team
0-1	AT Rifle team or AT Gun team
0-1	Field Artillery gun team
0-1	Tank
0-1	Tow vehicle per gun

GAJO Great War Bolt Action Army Lists

German 1917-18



German Special Rules:

Captured Weapons - German forces made considerable use of captured Lewis guns. Up to ½ of a force's MG08/15s may be exchanged for Lewis guns at no cost.

Officer:

Type	Regular	Veteran
2 nd Lieutenant	50	65
1 st Lieutenant	75	90
Captain	110	125
Major	150	165
0-2 added soldiers (each)	10	13

Weapons – pistol, rifle or SMG as depicted

Medic:

1x Medic @ 30 pts (veteran)

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

Weapons – pistol or none

GAJO Great War Bolt Action Army Lists

German 1917-18



Artillery Forward Observer:

Type	Regular	Veteran
Artillery FO	100	115
0-2 added soldiers (each)	10	13

Weapons – pistol, rifle or SMG as depicted

Air Forward Observer:

Type	Regular	Veteran
Air FO	50	57
0-2 added soldiers (each)	10	13

Weapons – pistol, rifle or SMG as depicted

GAJO Great War Bolt Action Army Lists

German 1917-18



Infantry Squad:

Type	Regular	Veteran
NCO + 4 soldiers	50	65
0-5 additional soldiers (each)	10	13

Weapons – rifles

Options:

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

Sniper Team:

Type	Regular	Veteran
2 soldiers	50	65

Weapons – 1x sniper rifle, pistols

Special Rules – team weapon, sniper

GAJO Great War Bolt Action Army Lists

German 1917-18



Scout Section:

1x NCO plus 4 soldiers @70 points (veteran)

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

Weapons – rifles

Special Rules - scouts

Stosstruppen (1918 Assault Battalion) Squad:

NCO + 4x soldiers @ 80 pts (veteran)

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

Weapons – rifles

Special Rules – initiative training, infiltration tactics, pioneers

Options:

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

GAJO Great War Bolt Action Army Lists

German 1917-18



Elite Stormtrooper (Sturm Battalion) Squad:

NCO + 4x soldiers @ 90 pts (veteran)

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

Weapons – rifles

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

Options:

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

Assault (1917 Assault Battalion) Squad:

NCO + 4x soldiers @ 70 pts (veteran)

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

Weapons – rifles

Special Rules – initiative training

Options:

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

GAJO Great War Bolt Action Army Lists

German 1917-18



Machine Gun Team:

Type	Regular	Veteran
MMG, 3 crew	50	65

Options – equip with armor-piercing rounds @+10 points

Special Rules – team, fixed

AT Rifle Team:

Type	Regular	Veteran
ATR, 2 crew	30	39

Special Rules – team, fixed

3.7cm Anti-Tank Gun:

Type	Regular	Veteran
ATG, 3 crew	50	60

Options – may add a spotter @10 points

Special Rules – team, fixed

GAJO Great War Bolt Action Army Lists

German 1917-18



Granatenwerfer Team:

Type	Regular	Veteran
Granatenwerfer, 2 crew	35	46

Special Rules – team, indirect fire, HE (1”)

Minenwerfer Team:

Type	Regular	Veteran
Mortar, 3 crew	50	65

Options – may add a spotter @10 points

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

Heavy Minenwerfer Team:

Type	Regular	Veteran
Mortar, 4 crew	65	84

Options – may add a spotter @10 points

Special Rules – team, fixed, indirect fire, HE (3”)

GAJO Great War Bolt Action Army Lists

German 1917-18



7.62cm Infantry Gun:

Type	Regular	Veteran
7.62cm IG, 3 crew	50	60

Special Rules – gun shield, team weapon, fixed, howitzer, HE (2”)

77mm FK96 Field Gun:

Type	Regular	Veteran
Light Howitzer, 4 crew	60	70

Special Rules – gun shield, team weapon, fixed, howitzer, HE (2”)

Captured Mark IV Male Tank:

Type	Regular	Veteran
Mark IV Male	195	234

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

Damage Value – 8+ (tank)

Special Rules – slow, unreliable, unstable

GAJO Great War Bolt Action Army Lists

German 1917-18



Captured Mark IV Female Tank:

Type	Regular	Veteran
Mark IV Female	195	234

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

Damage Value – 8+ (tank)

Special Rules – slow, unreliable, unstable

A7V Tank:

Type	Regular	Veteran
A7V	205	250

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

Damage Value – 8+ (tank)

Special Rules – slow, unstable, transporter

GAJO Great War Bolt Action Army Lists

German 1917-18



Hussar Cavalry Troop (Squad):

Type	Regular	Veteran
NCO + 4 soldiers	80	106
0-5 additional soldiers (each)	16	21

Weapons – swords, lances, rifles

Special Rules – cavalry, lance

Uhlan Cavalry Troop (Squad):

Type	Regular	Veteran
NCO + 4 soldiers	75	100
0-5 additional soldiers (each)	15	20

Weapons – swords, lances, rifles

Special Rules – cavalry, lance, poor shots

GAJO Great War Bolt Action Army Lists

United States 1917-18



American 1917-18:

Reinforced Infantry Platoon:

Number	Unit
1	Officer - 1 st or 2 nd Lieutenant
2-5	Infantry Squads – Army or Marine
0-1	Cavalry troop
0-1	Captain or Major
0-1	Medic
0-1	Artillery or Air Forward Observer
0-1	Scout squad or Assault party
0-1	MG team
0-1	Mortar team
0-1	Sniper team
0-1	Field Artillery or Infantry gun team
0-1	Tank or Renault FT group
0-1	Tow vehicle per gun

GAJO Great War Bolt Action Army Lists

United States 1917-18



Officer:

Type	Regular	Veteran
2 nd Lieutenant	50	65
1 st Lieutenant	75	90
Captain	110	125
Major	150	165
0-2 added soldiers (each)	10	13

Options –

- Accompanying soldiers may exchange rifles for shotguns for +2 points each

Weapons – pistol, SMG or rifle as depicted

Medic:

1x Medic @ 30 pts (veteran)

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

Weapons – pistol or none

GAJO Great War Bolt Action Army Lists

United States 1917-18



Artillery Forward Observer:

Type	Regular	Veteran
Artillery FO	100	115
0-2 added soldiers (each)	10	13

Weapons – pistol, SMG or rifle as depicted

Air Forward Observer:

Type	Regular	Veteran
Air FO	50	57
0-2 added soldiers (each)	10	13

Weapons – pistol, SMG or rifle as depicted

GAJO Great War Bolt Action Army Lists

United States 1917-18



Infantry Squad – Army:

Type	Regular	Veteran
NCO + 4 soldiers	50	65
0-10 additional soldiers (each)	10	13

Weapons – rifles

Options:

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

GAJO Great War Bolt Action Army Lists

United States 1917-18



Infantry Squad – Marine:

Type	Veteran
NCO + 4 soldiers	80
0-10 additional soldiers (each)	16

Weapons – rifles

Options:

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

Special Rules – stubborn

Sniper Team:

Type	Regular	Veteran
2 soldiers	50	65

Weapons – 1x sniper rifle, pistols

Special Rules – team weapon, sniper

GAJO Great War Bolt Action Army Lists

United States 1917-18



Scout Squad:

1x NCO plus 4 soldiers @70 points (veteran)

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

Weapons – rifles

Special Rules - scouts

Assault Party / Bombers:

Type	Veteran
NCO + 4 soldiers	80
0-7 additional soldiers (each)	16

Weapons – rifles

Options –

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

Special Rules – tough fighters

GAJO Great War Bolt Action Army Lists

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Machine Gun Team:

Type	Regular	Veteran
Hotchkiss or Browning MMG, 3 crew	50	65

Special Rules – team, fixed

Medium Mortar Team:

Type	Regular	Veteran
3" Stokes Mortar, 3 crew	50	65

Options – may add a spotter @10 points

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

37mm Infantry Gun Team:

Type	Regular	Veteran
37mm M1916 gun, 3 crew	50	60

Special Rules – team, fixed, indirect fire, HE (1")

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75mm Field Gun:

Type	Regular	Veteran
Light Howitzer, 4 crew	70	85

Special Rules – gun shield, team weapon, fixed, howitzer, HE (2”), rapid fire

Renault FT (MG):

Type	Regular	Veteran
Renault FT (MG)	140	168

FT Tank Group – up to 2 Renault FT tanks may be selected together as a group, counting as one tank for force selection

Weapons – turret mounted MMG

Damage Value – 8+ (tank)

Special Rules – unstable

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Renault FT (37mm):

Type	Regular	Veteran
Renault FT (37mm)	150	180

FT Tank Group – up to 2 Renault FT tanks may be selected together as a group, counting as one tank for force selection

Weapons – turret mounted 37mm M1916

Damage Value – 8+ (tank)

Special Rules – unstable

White AM 1915/18 Armored Car:

Type	Regular	Veteran
White Armored Car	120	144

Weapons – turret mounted 37mm SA18, turret rear-facing MMG

Damage Value – 7+ (armored car)

Special Rules – unstable

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Mark V Tank:

Type	Regular	Veteran
Mark V	234	280

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

Damage Value – 8+ (tank)

Special Rules – slow, unstable

Bolt Action Great War Weapon Chart

<u>Weapon</u>	<u>Range</u>	<u>Shots</u>	<u>Pen</u>	<u>Special Rules</u>
SMALL ARMS				
Rifle	24"	1	-	
Carbine	18"	1	-	
Pistol	6"	1	-	
SMG	12"	2	-	
Shotgun	6"	2	-	assault
Lewis Gun	36"	4	-	Team
MG08/15	36"	4	-	Team, -2 if moving
Chauchat LMG	36"	4	-	No -1 if moving; jam
MMG	36"	5	-	Team, fixed
HEAVY WEAPONS				
HMG	36"	3	+1	Team, fixed
Rifle Grenade Launcher	6-12"	1	HE	Indirect Fire, HE (1"), or may shoot as rifle; may not move & shoot
37mm M1916	36"	1	+3	Team, Fixed, HE (1")
37mm SA18	36"	1	+3	HE (1")
AT Rifle	36"	1	+2	team
3.7cm AT Gun	36"	1	+4	Team, Fixed, No HE
Medium tank gun	60"	1	+5	HE (1")
7.62cm Infantry gun	36" or 18-60"	1	HE	Team, fixed, indirect fire, HE (2")
Flamethrower	6"	D6	+3	Team, flamethrower
Granatwerfer	12-24"	1	HE	Team, indirect fire, HE (1")
Leech Trench Catapult	6-18"	1	HE	Team, Fixed, Indirect Fire, HE (1")
Minenwerfer	12-48"	1	HE	Team, fixed, indirect fire, HE (2")
Medium mortar	18-60"	1	HE	Team, fixed, indirect fire, HE (2")
Heavy Minenwerfer	12-60"	1	HE	Team, fixed, indirect fire, HE (3")
Light howitzer	48" or 24-60"	1	HE	Team, fixed, indirect fire, HE (2")