

# Belgian 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*

<http://www.gajominis.com>

[gajominis@aol.com](mailto:gajominis@aol.com)



# SPECIAL RULES – LATE WAR

## ERA SPECIAL RULES – BELGIUM

A Belgian force has the following Special Rules in 1917-18:

### **Liberation –**

The Belgian Army was determined to play a leading role in liberating the occupied part of their country as the Allies began to push the Germans back.

Belgian Infantry squads have this special rule.

*Units with this rule receive one bonus die in the first round of close combat if they make an Assault action.*

### **Creeping Barrage –**

This tactic was learned from their French and British Allies, and Belgian artillery quickly adapted it for their own use.

*Belgian forces can employ a Creeping Barrage in missions which allow it from 1918 onward.*

### **Half Platoons (Belgian) –**

The Belgian Army found their large platoon structure cumbersome in action. They reorganized their infantry in 1917 on the lines of the French M1916 organization, including the French half platoon structure, with a sergeant commanding each half platoon, which were made up of 2 squads.

*Up to two Belgian Infantry squads may add a senior NCO, to represent the half platoon leader fighting with that squad. A squad with a senior NCO, and up to one additional squad within his influence distance, are within influence distance for activation.*

## NATIONAL SPECIAL RULES – BELGIUM

Plus, a Belgian force will have one of following national Special Rules:

### **Endurance (Congolese) –**

Congolese units were stoic and endured unbelievable hardship.

*Congolese units with this special rule do not suffer from excess suppression unless they have five or more suppression markers.*

### **On Flanders Soil (Flemish) –**

The Flemish were fighting for their homes, soon cut off from their families. They fought with tenacity.

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

### **Dedicated (Walloon) –**

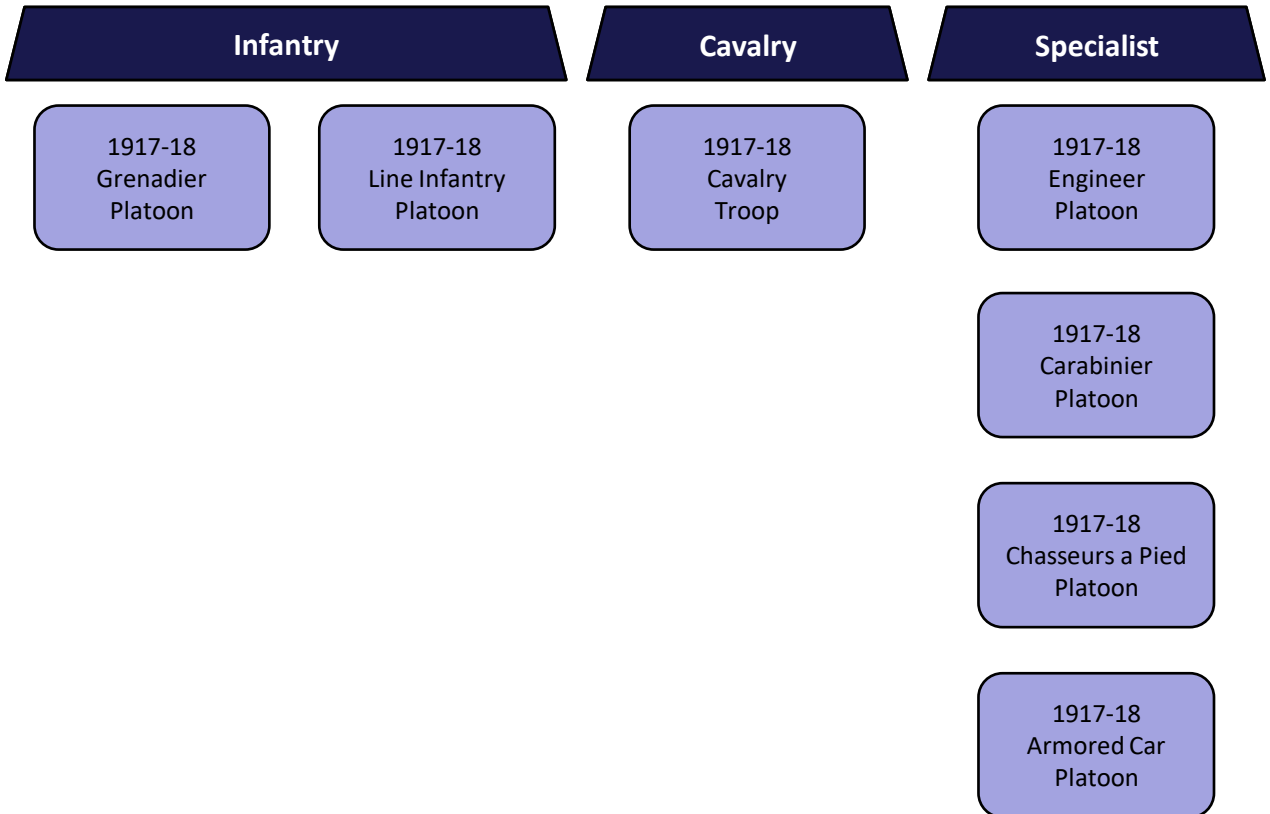
Wallonia was a wealthy, developed region and units drawn from it showed great élan.

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

# Battlegroup Diagram



Belgium  
1917-18

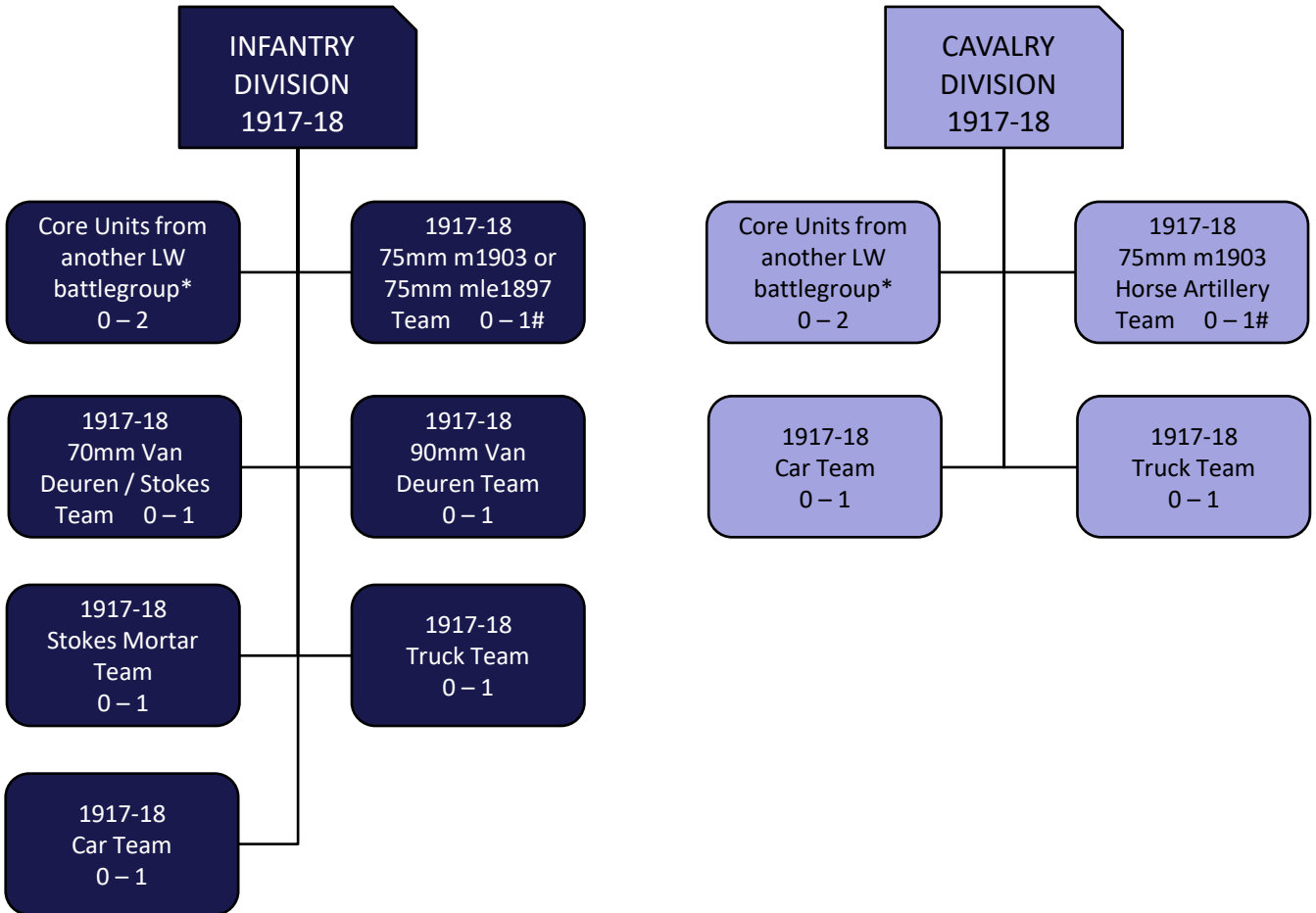


A force must include at least one Battlegroup,  
but it may include more than one

# Support Diagram



## Belgium 1917-18



• = excludes command units

# = Support Artillery

# Infantry Battlegroups and Units

## Belgium 1917-18



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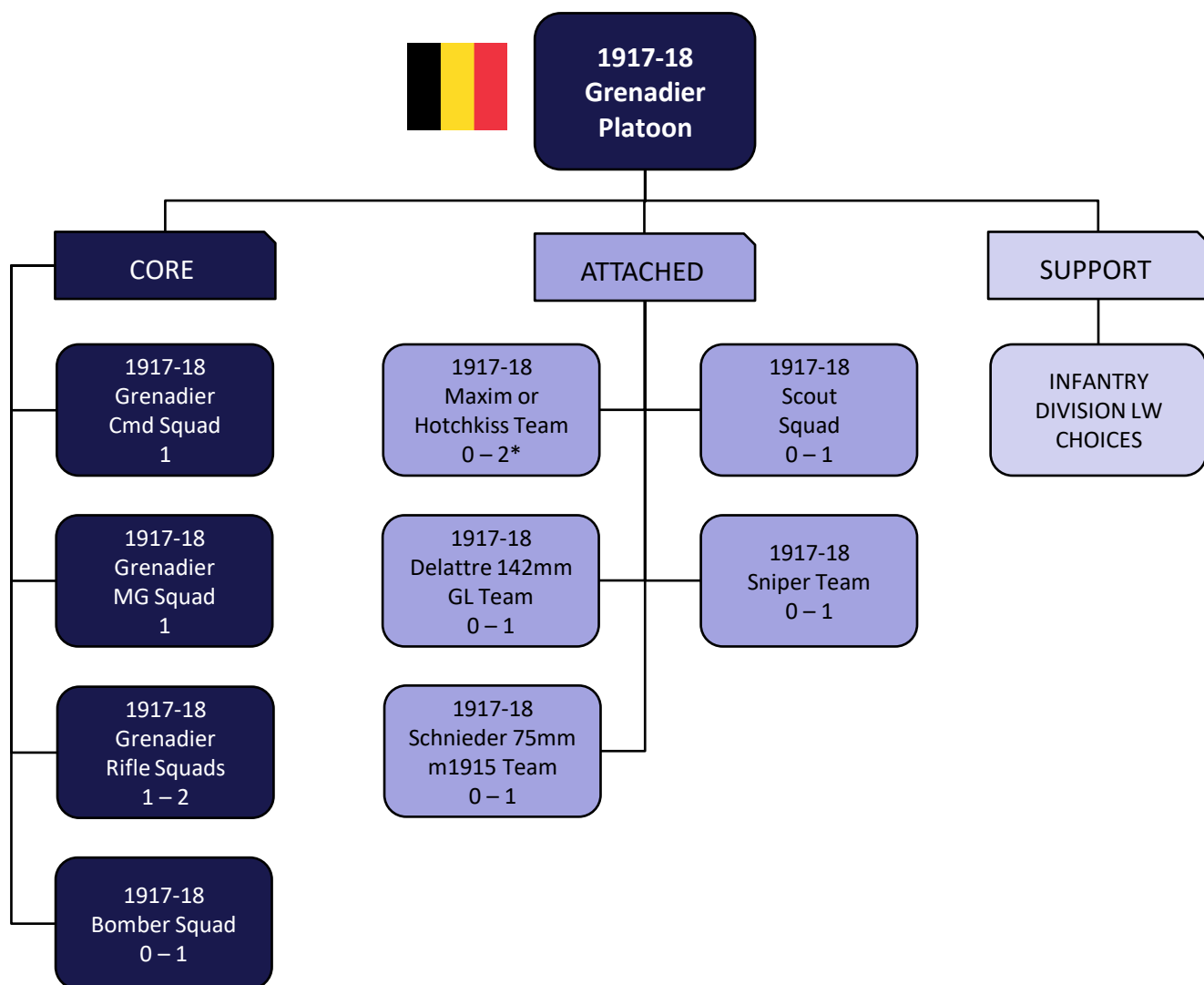
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# 1917-18 GRENADIER PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Grenadier Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, SA pistol, grenades			1	24	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	27	0-1	31
Add Grenadier, BA rifle, grenades			0-4	17	0-4	21
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 3+

**Formation**

Attack 0  
Recon 0



Infantry Unit

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

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

Unit Special Rules:

# 1917-18 Grenadier Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle, grenades			1	100	1	120
4 Grenadier, BA rifle, grenades			0-9	17	0-9	21
Add Grenadier, BA rifle, grenades			0-1#	+27	0-1#	+31
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade (1916)			0-3	+4 ea	0-3	+4 ea

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 3+



Infantry Unit

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

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

# = up to 2 per platoon

Unit Special Rules:

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

# 1917-18 Grenadier MG Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 1 Gunner with Chauchat LMG, grenades 3 Grenadiers with BA rifle, grenades			1	104	1	124
Add Grenadier, BA rifle, grenades			0-3	17	0-3	21
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+27	0-1#	+31
<i>Upgrade pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Replace BA rifle with Chauchat (1918)</i>			<i>0-1</i>	<i>+4</i>	<i>0-1</i>	<i>+4</i>

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 3+



Infantry Unit

# = up to 2 per platoon

Unit Special Rules:

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

# 1917-18 Bomber Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	115	1	130
Add Bombers with pistol or BA rifle, Grenades			0-4	20	0-4	23
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+30	0-1#	+33
<i>Upgrade pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Replace BA rifle with rifle grenade</i>			<i>0-3</i>	<i>+4 ea</i>	<i>0-3</i>	<i>+4 ea</i>

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 3+



Infantry Unit

# = up to 2 per platoon

Unit Special Rules:

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

## Bombers

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

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

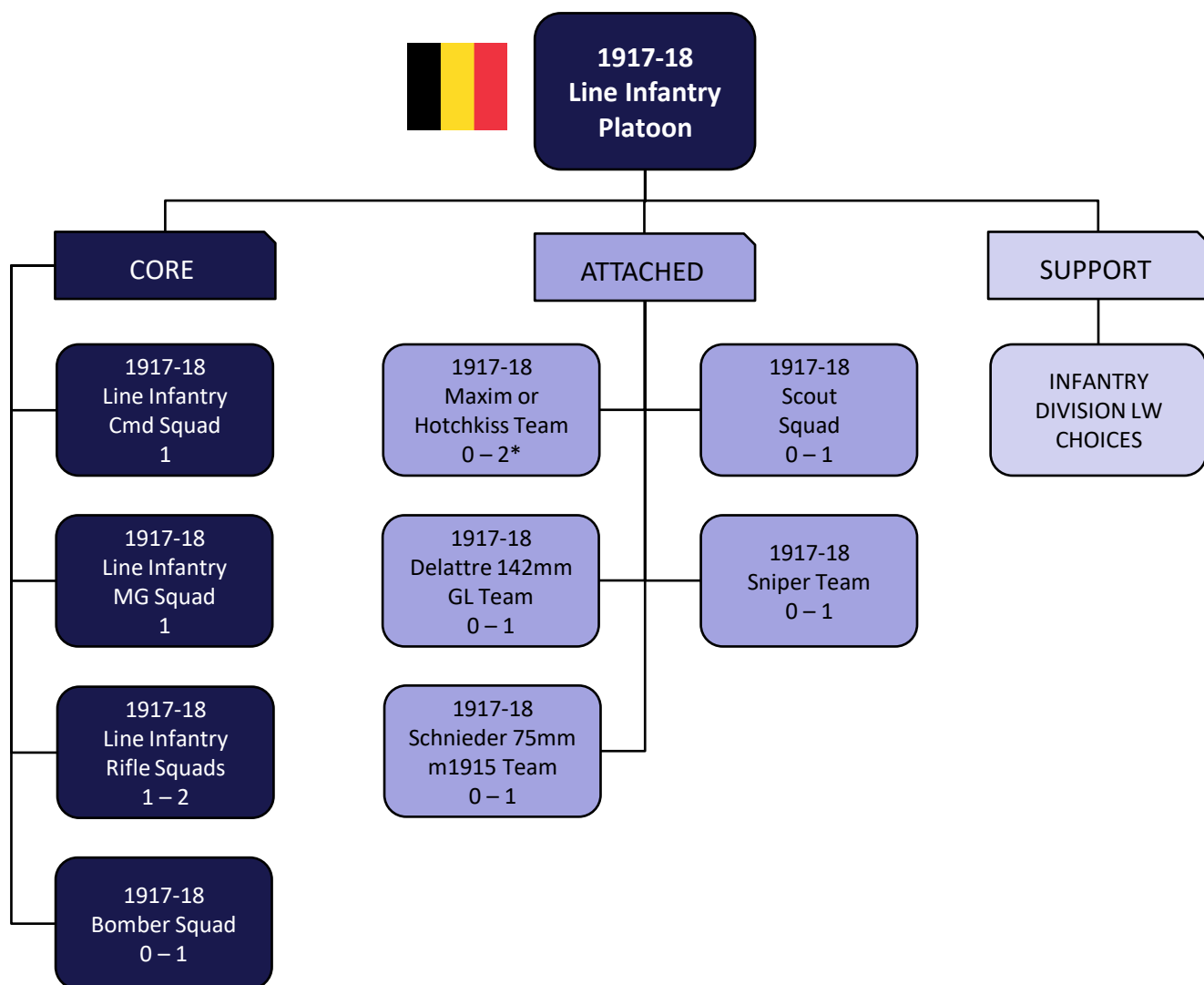
\* = Slow Firing



# 1917-18 LINE INFANTRY PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Line Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, SA pistol, grenades			1	24	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	26	0-1	29
Add Riflemen, BA rifle, grenades			0-4	16	0-4	19
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+

**Formation**

Attack 0  
Recon 0



Infantry Unit

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

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

Unit Special Rules:

# 1917-18 Line Infantry Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle, grenades			1	95	1	110
4 Riflemen, BA rifle, grenades			0-9	16	0-9	19
Add Riflemen, BA rifle, grenades			0-1#	+26	0-1#	+29
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade (1916)			0-3	+4 ea	0-3	+4 ea

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+



Infantry Unit

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

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

# = up to 2 per platoon

Unit Special Rules:

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

# 1917-18 Line Infantry MG Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades						
1 Gunner with Chauchat LMG, grenades			1	99	1	114
3 Riflemen with BA rifle, grenades						
Add Riflemen, BA rifle, grenades			0 - 3	16	0 - 3	19
Add Senior NCO with pistol or BA rifle, grenades			0 - 1#	+26	0 - 1#	+29
<i>Upgrade pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Replace BA rifle with Chauchat (1918)</i>			<i>0 - 1</i>	<i>+4</i>	<i>0 - 1</i>	<i>+4</i>

Morale	
Rally	4+
Aggression	4+
Tenacity	3+



Infantry Unit

# = up to 2 per platoon

Unit Special Rules:

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

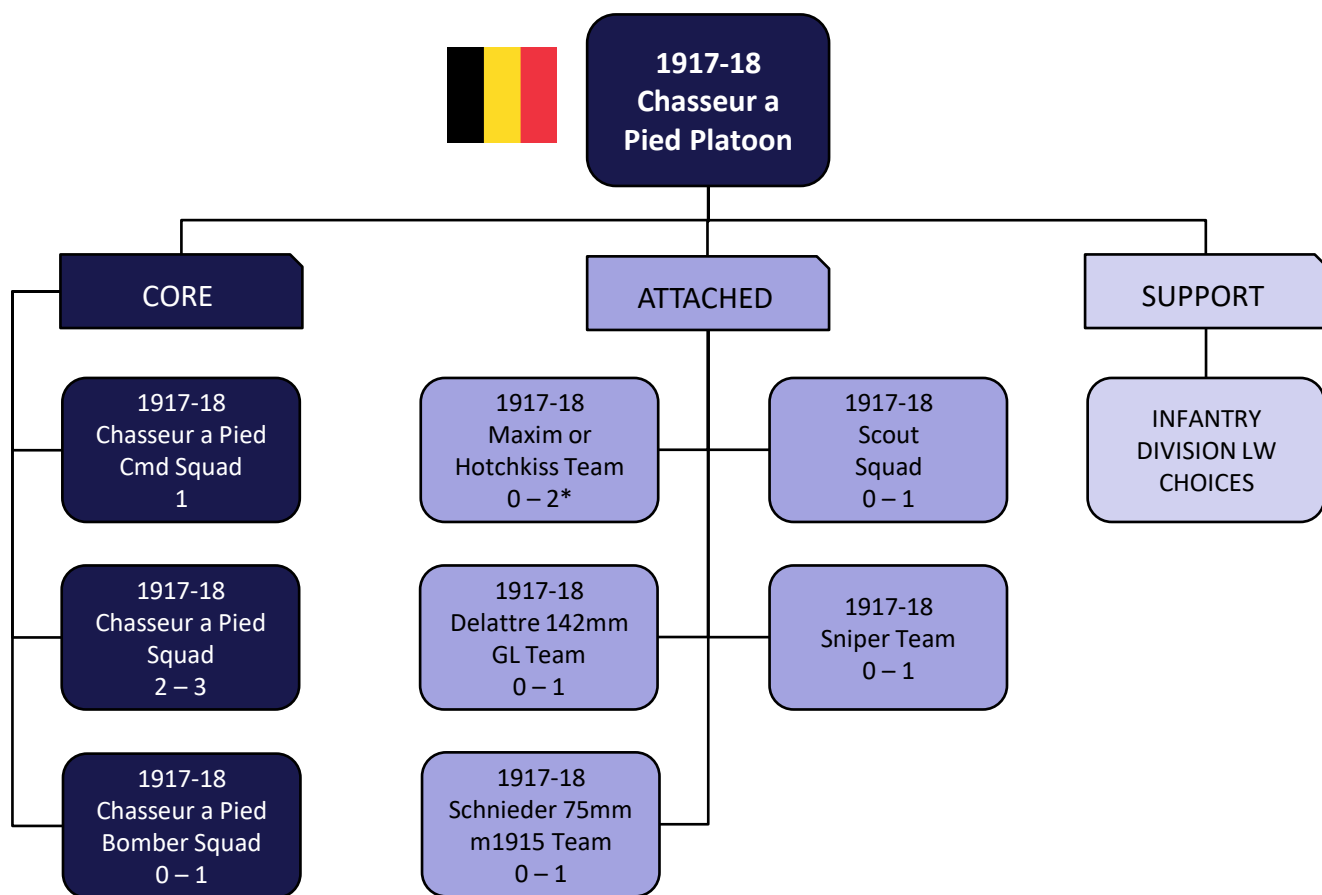
SS = Single Shot

\* = Slow Firing

# 1917-18 CHASSEURS A PIED PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Chasseur a Pied Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, SA pistol, grenades			1	24	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	27	0-1	30
Add Chasseur, BA rifle, grenades			0-4	17	0-4	20
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+

**Formation**

Attack 0  
Recon 1



Infantry Unit

## Extended Order

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

Unit Special Rules:

**Extended Order** – the unit may operate in extended order.

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

# 1917-18 Chasseur a Pied Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle, grenades			1	100	1	115
4 Chasseurs, BA rifle, grenades			0-9	17	0-9	20
Add Chasseur, BA rifle, grenades			0-1#	+27	0-1#	+30
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			0-3	+4 ea	0-3	+4 ea
Replace BA rifle with rifle grenade			0-1	+4	0-1	+4
Replace BA rifle with Chauchat						

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+



Infantry Unit

## Extended Order

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

# = up to 2 per platoon

Unit Special Rules:

**Extended Order** – the unit may operate in extended order.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# 1917-18 Chasseur a Pied Bomber Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	110	1	130
Add Bombers with pistol or BA rifle. Grenades			0-4	19	0-4	23
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+29	0-1#	+33
<i>Upgrade pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Replace BA rifle with rifle grenade</i>			<i>0-3</i>	<i>+4 ea</i>	<i>0-3</i>	<i>+4 ea</i>

Morale	
Rally	4+
Aggression	3+
Tenacity	3+



Infantry Unit

# = up to 2 per platoon

Unit Special Rules:

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

**Extended Order** – the unit may operate in extended order.

## Bombers, Extended Order

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

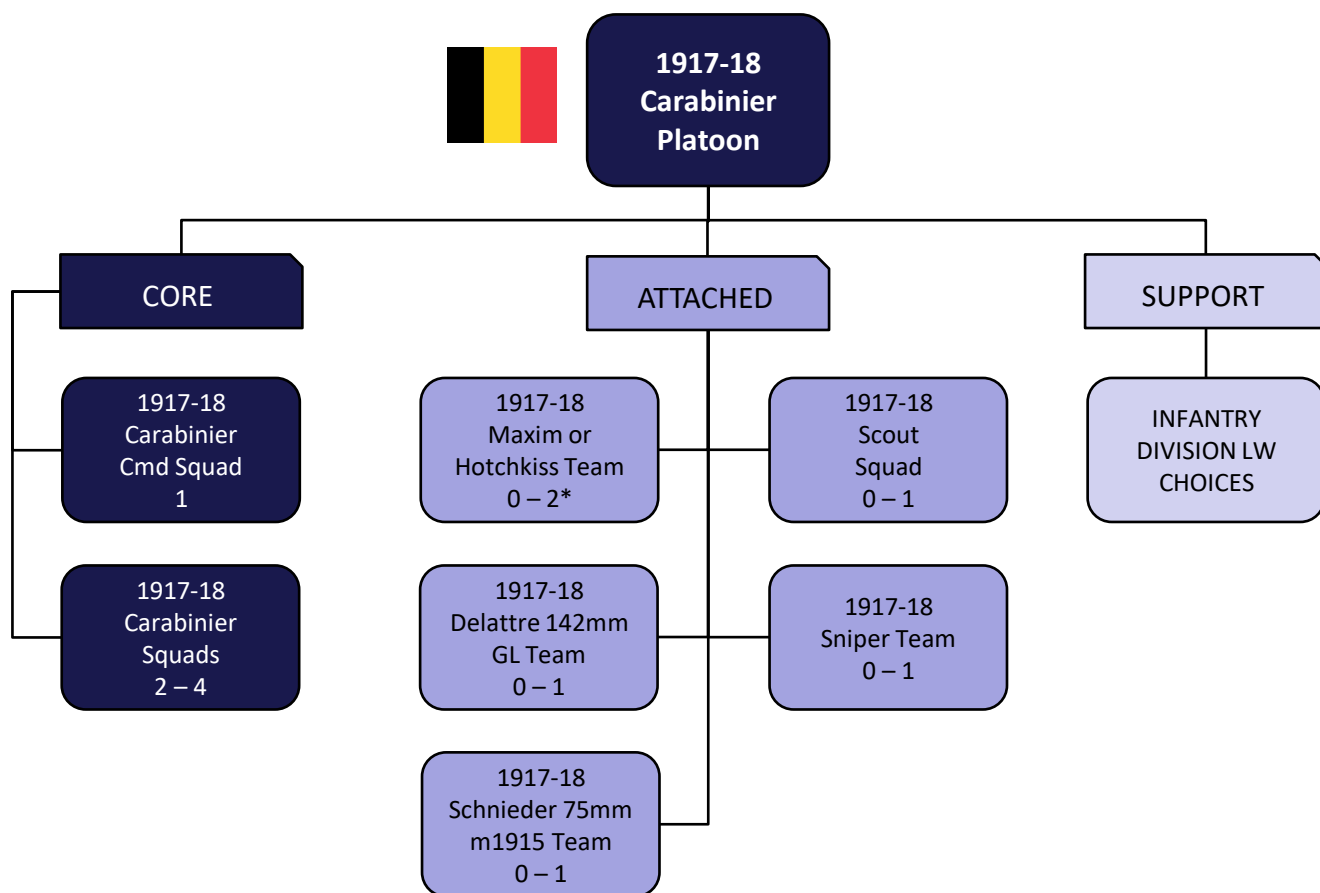
SS = Single Shot

\* = Slow Firing

# 1917-18 CARABINIER PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Carabinier Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, SA pistol, grenades			1	24	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	28	0-1	31
Add Carabiniers, BA rifle, grenades			0-4	18	0-4	21
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+

**Formation**

Attack 0  
Recon 1



Infantry Unit

## Extended Order, Marksmen

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

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

Unit Special Rules:

**Extended Order** – the unit may operate in extended order.

# 1917-18 Carabinier Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle, grenades			1	105	1	120
4 Carabiniers, BA rifle, grenades			0-9	18	0-9	21
Add Carabiniers, BA rifle, grenades			0-1#	+28	0-1#	+31
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			0-3	+4 ea	0-3	+4 ea
Replace BA rifle with rifle grenade			0-1	+4	0-1	+4
Replace BA rifle with Chauchat			For unit	+5	For unit	+5
Equip the entire unit with cycles						

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+



Infantry Unit

## Extended Order, Marksmen

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

# = up to 2 per platoon

Unit Special Rules:

**Cycles** – The unit may make a maneuver action using its Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

**Extended Order** – the unit may operate in extended order.

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

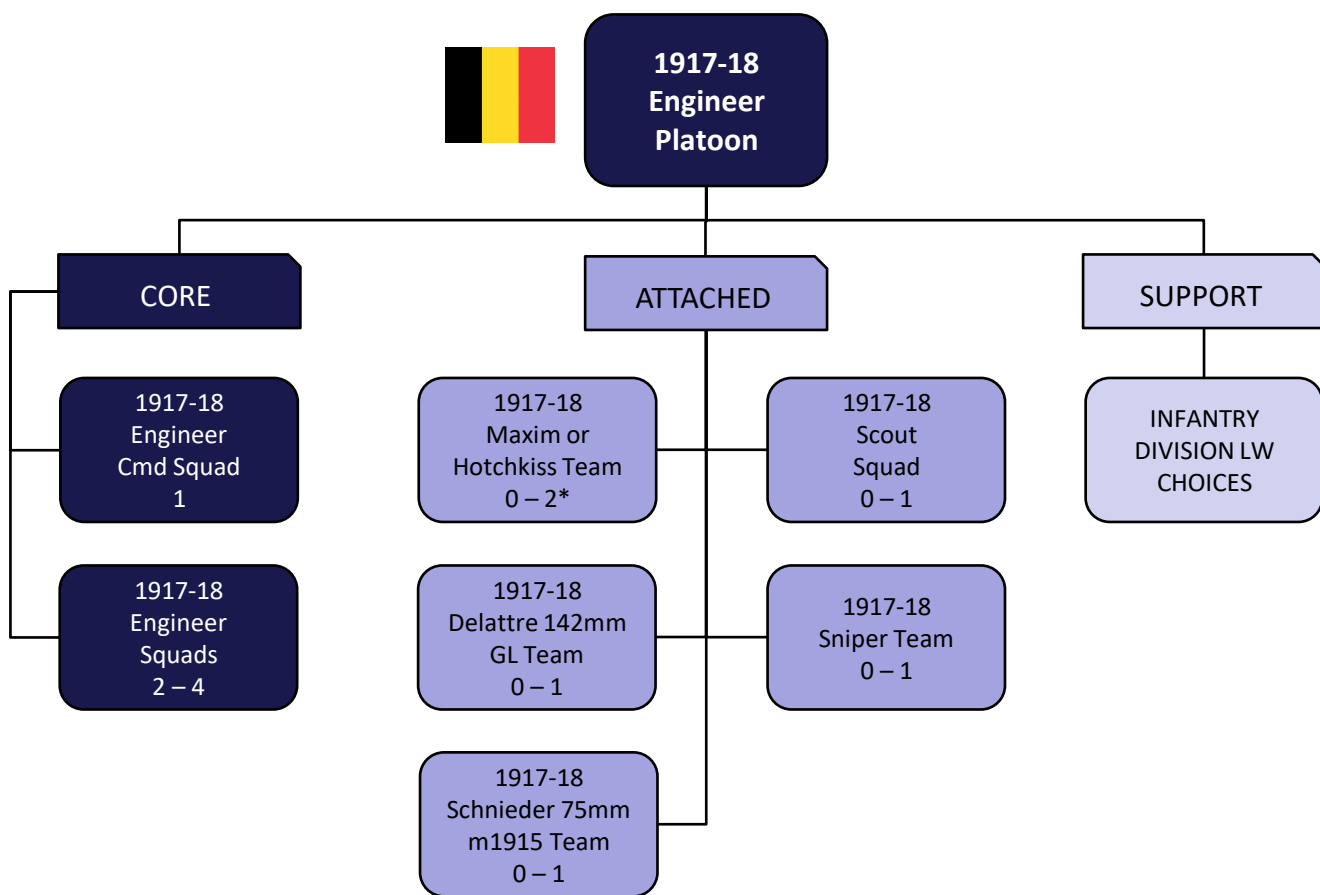
AF = Accelerated Fire    RF = Rapid Fire    SS = Single Shot    \* = Slow Firing



# 1917-18 ENGINEER PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Engineer Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, SA pistol, grenades			1	24	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	28	0-1	31
Add Engineers, BA rifle, grenades			0-4	18	0-4	21
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+

**Formation**

Attack 0  
Recon 0



Infantry Unit

Unit Special Rules:

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

## Pioneers

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

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

# 1917-18 Engineer Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle, grenades			1	105	1	120
4 Engineers, BA rifle, grenades						
Add Engineers, BA rifle, grenades			0-6	18	0-6	21
Replace NCO's pistol with SA pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade			0-3	+4 ea	0-3	+4 ea
Upgrade grenades to grenade bundles			Any	+4 ea	Any	+4 ea
Replace 2 BA riflemen with Flamethrower team			0-1	+14	0-1	+14
Equip unit with Bangalore Torpedoes			For unit	+15	For unit	+15

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+



Infantry Unit

Unit Special Rules:

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

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

## Pioneers

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
Infantry with Flamethrower	7"	11"	5"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Grenade Bundles	4"	1	1	+3	3+	d3	Grenade bundle, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Flamethrower	6"	d6	d6	+3	3+		Bulky, Flamethrower, Suppression

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

# 1917-18 Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle grenades			1	100	1	110
4 Scouts with BA rifle, grenades			0 - 9	17	0 - 9	19
Add Scouts with BA rifle, grenades			Any	+1 ea	Any	+1 ea
Replace NCO's pistol with SA pistol			For unit	+5	For unit	+5
Add smoke grenades						

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Infantry Unit

## Extended Order, Independent, Recon 1, Scouts

Unit Special Rules:

**Extended Order** – the unit may operate in extended order

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

**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
Bolt Action Rifle	24"	RF	RF*	-	5+		

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

# Cavalry Battlegroups and Units

## Belgium 1917-18



*Offered by Wasatch Miniatures and GAJO Games*

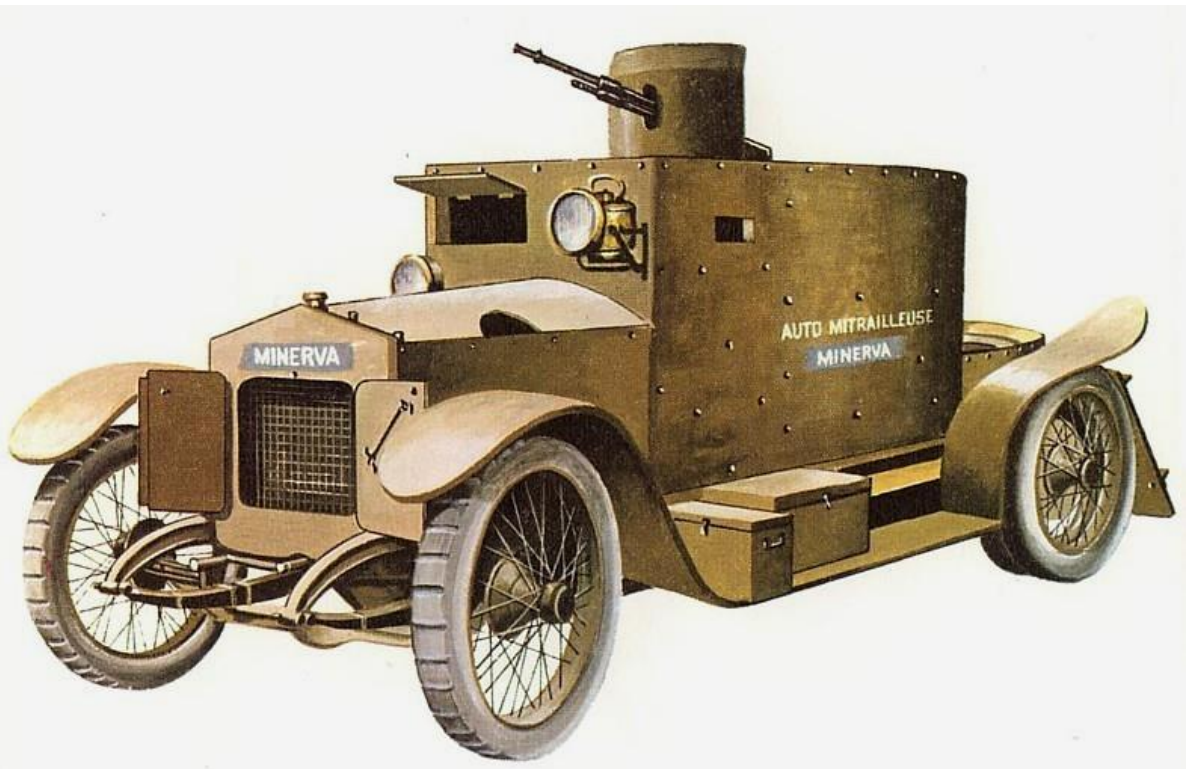
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# Vehicle Battlegroups and Units

## Belgium 1917-18



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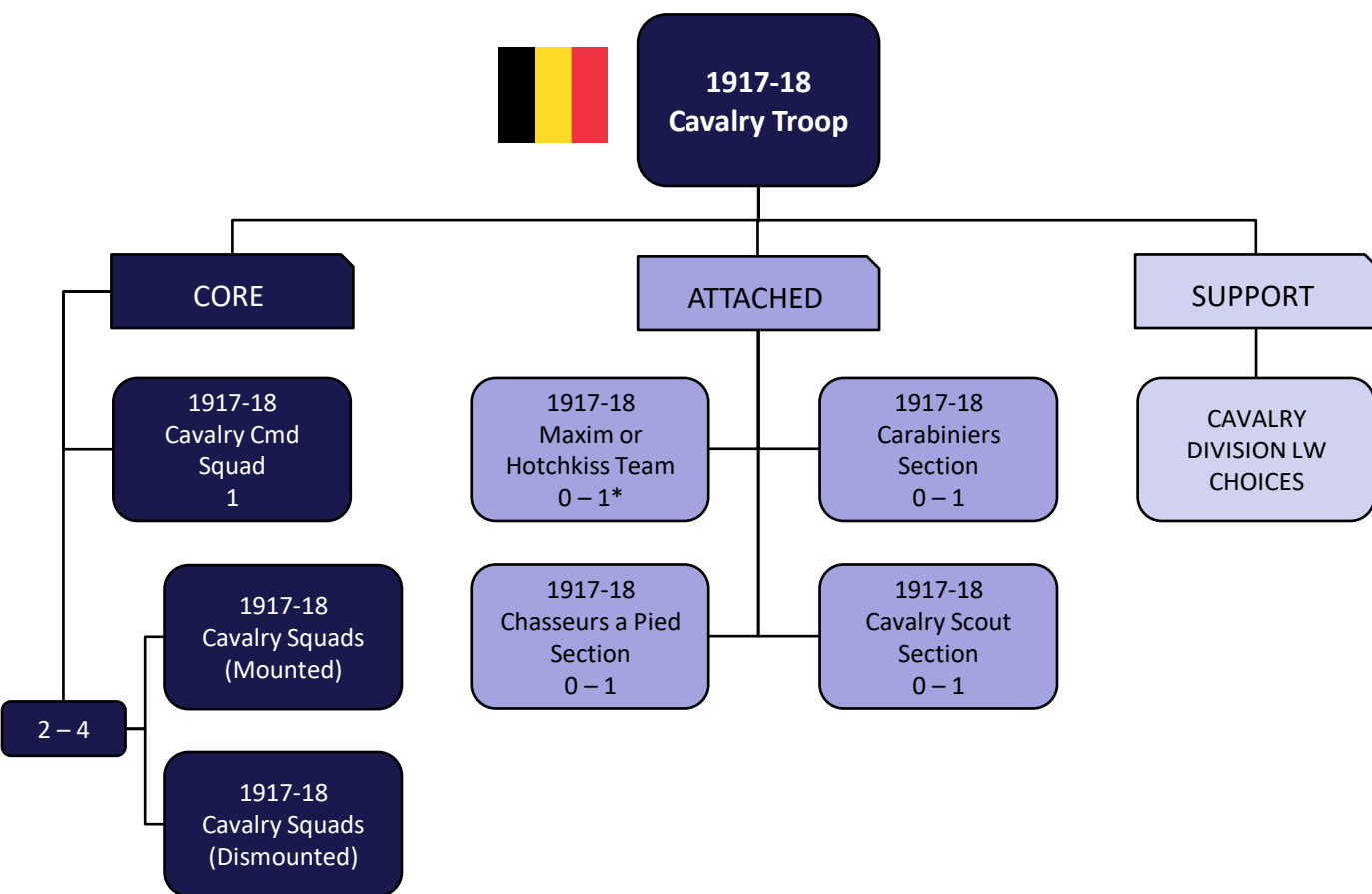
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# 1917-18 CAVALRY TROOP

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
FARRIER, pistol, sabre, grenades, horse			0-1	18	0-1	20
MUSICIAN, pistol, sabre, grenades, horse			0-1	13	0-1	15
Senior NCO, BA carbine, sabre, grenades, horse			0-1	29	0-1	33
Add Trooper, BA carbine, sabre, grenades, horse			0-2	19	0-2	23
Replace BA carbine with BA rifle (Chasseurs)			All	-	All	-
Add lance (Lancers)			All	+1 ea	All	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+

**Formation**

Attack +2  
Recon 2



Mounted Unit

## Cavalry, Extended Order, Mounted, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

Unit Special Rules:

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

**Extended Order** – the unit may operate in extended order.

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

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

# 1917-18 Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse			1	110	1	130
4 Troopers, BA carbine, sabre, grenades, horse			0-3	19	0-3	23
Add Trooper, BA carbine, sabre, grenades, horse			0-3	19	0-3	23
Replace BA carbine with BA rifle (Chasseurs)			All	-	All	-
Add lance (Lancers)			All	+1 ea	All	+1 ea
Add lance (Guides)			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+



Mounted Unit

## Cavalry, Extended Order, Mounted, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

Unit Special Rules:

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

**Extended Order** – the unit may operate in extended order.

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

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

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

# 1917-18 Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine, grenades 4 Troopers, BA carbine, grenades			0 - 1	95	0 - 1	110
Add Trooper, BA carbine, grenades <i>Replace BA carbine with BA rifle (Chasseurs)</i>			0 - 3	16	0 - 3	19
<i>Replace BA carbine with Chauchat</i>			0 - 1	+4	0 - 1	+4
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea
<i>Equip the entire unit with cycles</i>			For unit	+5	For unit	+5

Morale	
Rally	4+
Aggression	4+
Tenacity	3+



Infantry Unit

## Extended Order, No Head Protection

Unit Special Rules:

**Cycles** – the unit may make a maneuver action using its Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

**Extended Order** – the unit may operate in extended order.

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing



# 1917-18 Cavalry Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse			0 - 1	105	0 - 1	120
4 Troopers, BA carbine, sabre, grenades, horse			0 - 3	18	0 - 3	21
Add Trooper, BA carbine, sabre, grenades, horse						
<i>Replace BA carbine with BA rifle (Chasseurs)</i>			All	-	All	-
<i>Add lance (Lancers)</i>			All	+1 ea	All	+1 ea
<i>Add lance (Guides)</i>			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 4+

Mounted Unit



**Cavalry, Extended Order, Independent, Mounted, No Head Protection, 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).

**Extended Order** – the unit may operate in extended order.

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

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

AF = Accelerated Fire

RF = Rapid Fire

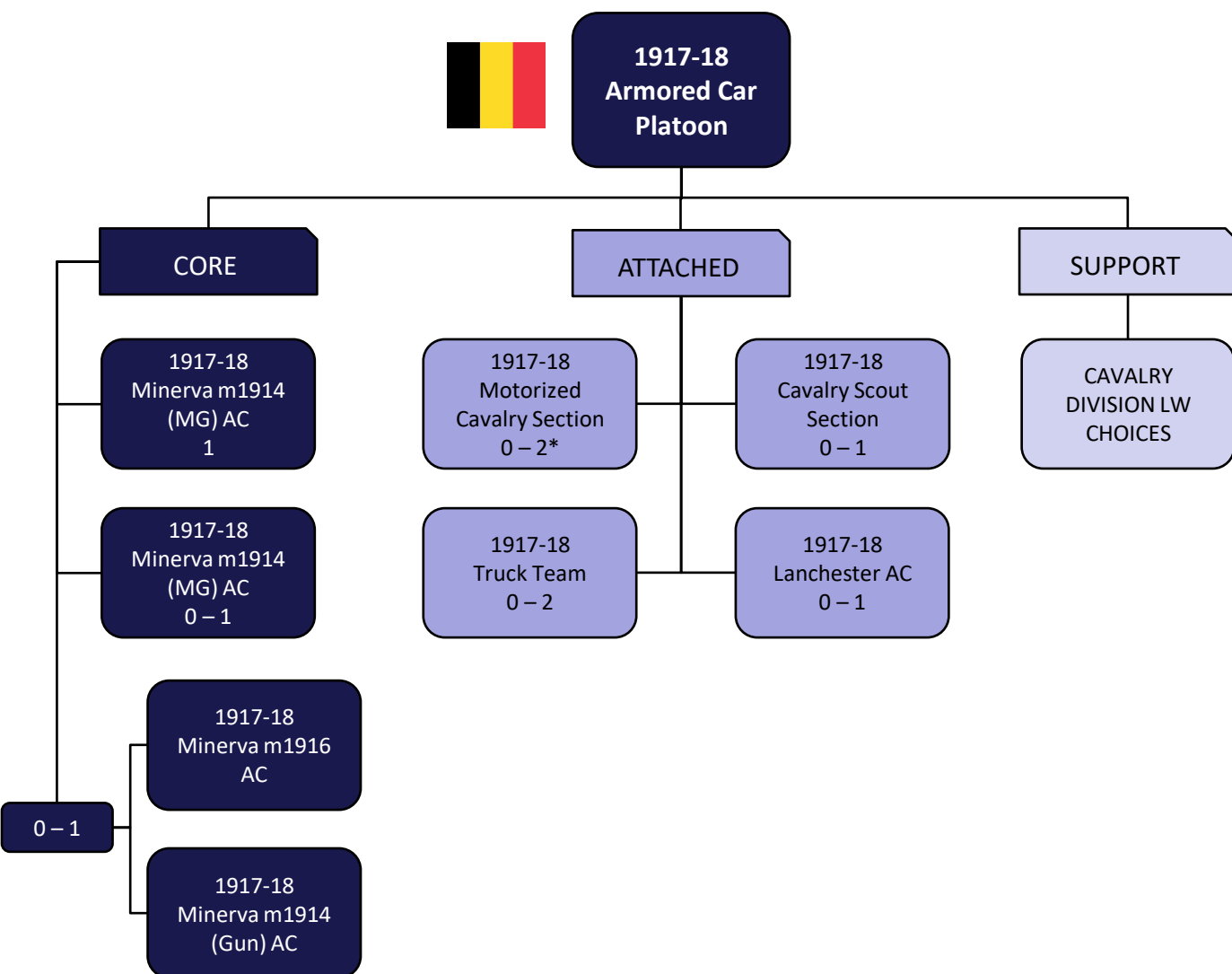
SS = Single Shot

\* = Slow Firing

# 1917-18 ARMORED CAR PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Command Minerva m1914 - MG



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	22
Downgrade Officer to Green			0-1	-10	0-1	-10
Downgrade Officer to Difficult			0-1	-5	0-1	-5
Upgrade Officer to Energetic			0-1	+8	0-1	+8
Upgrade Officer to Inspiring			0-1	+18	0-1	+18
Minerva M1914 (MG) Armored Car			1	30	1	36
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

# - 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.

**Fighting Compartment (x)** – up to x figures may mount the vehicle as passengers. These figures are treated as normal passengers, except that while mounted they may fire their personal weapons from the vehicle, with a 360-degree field of fire.

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

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

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

**Tank Terror** – the vehicle causes Tank Terror.

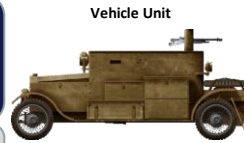
**Wheeled** – the vehicle triples its Double Time movement on roads.

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 4+

**Formation**

Attack +2  
Recon 1



**Resilience** 3

**Armor**

Front 7  
Side 7  
Top 6

**Defensive MGs (2), Fighting Compartment (3), Open Topped, Tank Terror, Wheeled**

Unit	Maneuver	Double Time	Assault	Agility
Minerva m1914	6"	9"	4"	5+

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

# 1917-18 Minerva m1914 - MG



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Minerva M1914 (MG) Armored Car			1	30	1	36
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

# - 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.

**Fighting Compartment (x)** – up to x figures may mount the vehicle as passengers. These figures are treated as normal passengers, except that while mounted they may fire their personal weapons from the vehicle, with a 360-degree field of fire.

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

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

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

**Tank Terror** – the vehicle causes Tank Terror.

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

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 4+



**Resilience** 3

**Armor**

Front 7  
Side 7  
Top 6

**Defensive MGs (2), Fighting Compartment (3), Open Topped, Tank Terror, Wheeled**

Unit	Maneuver	Double Time	Assault	Agility
Minerva m1914	6"	9"	4"	5+

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

AF = Accelerated Fire

RF = Rapid Fire

\* = Slow Firing

W = Weak Spots

# 1917-18 Minerva m1914 - Gun



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Minerva M1914 (Gun) Armored Car			1	32	1	38
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience	
	3

Armor	
Front	7
Side	7
Top	6

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

Unit Special Rules:

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

**Fighting Compartment (x)** – up to x figures may mount the vehicle as passengers. These figures are treated as normal passengers, except that while mounted they may fire their personal weapons from the vehicle, with a 360-degree field of fire.

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

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

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

**Tank Terror** – the vehicle causes Tank Terror.

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

## Fighting Compartment (3), Open Topped, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Minerva m1914	6"	9"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
37mm Gun	24"	2	1*	+4	4+	d3	

# 1917-18 Minerva m1916



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Minerva M1916 Armored Car			1	30	1	36
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience	
	3

Armor	
Front	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 (2), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Minerva m1914	6"	9"	4"	5+

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

# 1917-18 Motorized Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, BA carbine or BA rifle, grenades			0 - 1	90	0 - 1	105
4 Troopers, BA carbine or BA rifle, grenades			0 - 4	15	0 - 4	18
Add Trooper, BA carbine or BA rifle, grenades			All/none	+1 ea	All/none	+1 ea
Add motorcycles			For unit	+5	For unit	+5
Equip the entire unit with cycles if not equipped with motorcycles			0 - 1	+4	0 - 1	+4
Replace BA carbine or BA rifle with Chauchat			For unit	+1 ea	For unit	+1 ea
Upgrade entire unit with steel helmets						

\* - if equipped with motorcycles

Unit Special Rules:

**Cycles** – the unit may make a maneuver action using its Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

**Extended Order** – the unit may operate in extended order.

**Mounted** – the unit does not benefit from concealment or protection while mounted. A mounted figure receives a -1 to its Accuracy checks when shooting unless it is using a pistol or SA pistol.

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

## Morale

Rally	4+
Aggression	4+
Tenacity	4+

Infantry / Mounted Unit



## Extended Order, Mounted\*, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted (Motorcycle)	12"	20"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

# 1917-18 Lanchester Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Lanchester Armored Car			1	75	1	90
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

# - 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.

## Morale

Rally	4+
Aggression	4+
Tenacity	4+

Vehicle Unit



Resilience

3

## Armor

Front	8
Side	7
Top	7

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

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

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

# 1917-18 Belgian 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+

Vehicle Unit



Unit Special Rules:

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

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

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

## Unarmed Transport (6), Wheeled

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

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

# 1917-18 Belgian 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+

Vehicle Unit



Unit Special Rules:

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

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

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

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

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

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

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

# Weapons Units

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## Belgium 1917-18



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# 1917-18 Maxim MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG, NCO + 3 crew			1	35	1	41
<i>Add Dog Cart and Limber</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>
<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	3+



## Fixed, No Head Protection

Unit Special Rules:

**Dog Cart** – the weapon’s Double Time move is increased by 4”.

**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.

**Limber** – the model may rotate and shoot with its full rate of fire, suffering an additional -1 to hit.

**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”	-	5+
With Dog Cart	-	8”	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Maxim MG	36”	6	2	-	4+		Beaten Zone, Crew 3, Scythe, Suppression

# 1917-18 Hotchkiss MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Hotchkiss MG, NCO + 2 crew			1	38	1	46
<i>Add Dog Cart and Limber</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>
<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	3+



## Fixed, No Head Protection

Unit Special Rules:

**Dog Cart** – the weapon’s Double Time move is increased by 4”.

**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.

**Limber** – the model may rotate and shoot with its full rate of fire, suffering an additional -1 to hit.

**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+
With Dog Cart	-	12”	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Hotchkiss MG	36”	5	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression



# 1917-18 Delattre 142mm Grenade Launcher Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
142mm Delattre Grenade Launcher, NCO + 2 crew			1	21	1	27
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	5+
Tenacity	3+

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	-	8"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
142mm Delattre Grenade Launcher	24"	2	-	+2	4+	d3	Crew 2, Improvised, Salvo, Suppression

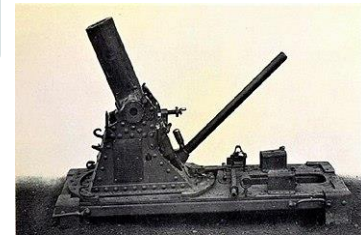
# 1917-18 Schnieder 75mm m1915 Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm Schneider m1915, NCO + 3 crew			1	27	1	35
<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	3+

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				
75mm Schneider m1915	12-48"	1	-	+2	4+	d6	Crew 3, Indirect Only, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# 1917-18 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol			1	28	1	33

Morale	
Rally	4+
Aggression	5+
Tenacity	3+

Weapon Unit



Unit Special Rules:

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

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

## Camouflage, Yield Ground

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

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

# 1917-18 Stokes Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Stokes Medium Mortar, NCO + 2 crew			1	27	1	34
Upgrade entire unit with steel helmets			For unit	+4	For unit	+4

Morale	
Rally	4+
Aggression	5+
Tenacity	3+

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"	-	3+

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# Gun Units

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# 1917-18 75mm m1903 Krupp Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm m1903 Gun, NCO and 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	3+



Gun Unit

## Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

**No Head Protection** – unit receives -1 on Triage checks. 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				
75mm m1903	48"	1AF	1*	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-48"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

# 1917-18 75mm m1903 Krupp Gun Horse Artillery Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm m1903 Gun, NCO and 3 crew, Limber			1	44	1	57
<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	3+



Gun Unit

## Fixed, Gun Shield, Limber, No Head Protection

Unit Special Rules:

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

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

**Limber** – the model may rotate and shoot with its full rate of fire, suffering an additional -1 to hit.

**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				
75mm m1903	48"	1AF	1*	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-48"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

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

# 1917-18 75mm mle1897 Field Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm mle1897 Gun, NCO and 3 crew			1	78	1	101
<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	3+



Gun Unit

## Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

**No Head Protection** – unit receives -1 on Triage checks. 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				
75mm mle1897	54"	2	1	+7	3+	d6	Crew 3, Quick Firing, 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

# 1917-18 70mm Van Deuren m1915 Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
70mm Van Deuren, NCO and 3 crew			1	17	1	22
<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	3+



## 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	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
70mm Van Deuren	12-36"	1	-	+2	4+	d6	Crew 3, Indirect Only, Suppression

# 1917-18 90mm Van Deuren m1916 Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
90mm Van Deuren, NCO and 3 crew			1	35	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	3+



## 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	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
90mm Van Deuren	12-48"	1	-	+2	3+	d6+1	Crew 3, Indirect Only, Salvo, Smoke, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing