

French Forces

Great War

Early War / 1914

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



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

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SPECIAL RULES – EARLY WAR

ERA SPECIAL RULES – FRANCE

Some French units have the following Special Rules in 1914:

Offensive Spirit –

French infantry of 1914 believed that their Pantalons Rouge (red trousers) evoked the offensive spirit they were trained to exhibit. French Metropolitan and Colonial Infantry squads (excluding Chasseurs) have this special rule in 1914.

Units with this rule receive a +1 to Rally Checks when a Rally action follows a Maneuver action toward the closest enemy unit.

NATIONAL SPECIAL RULES – FRANCE

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

They Shall Not Pass (French Metropolitan) –

The French were fighting for their homes, and they pressed on despite the odds.

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

Dedicated (French Colonial) –

Colonial units were highly motivated, and they tried to push through fire.

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

Grizzled Veterans (Foreign Legion) –

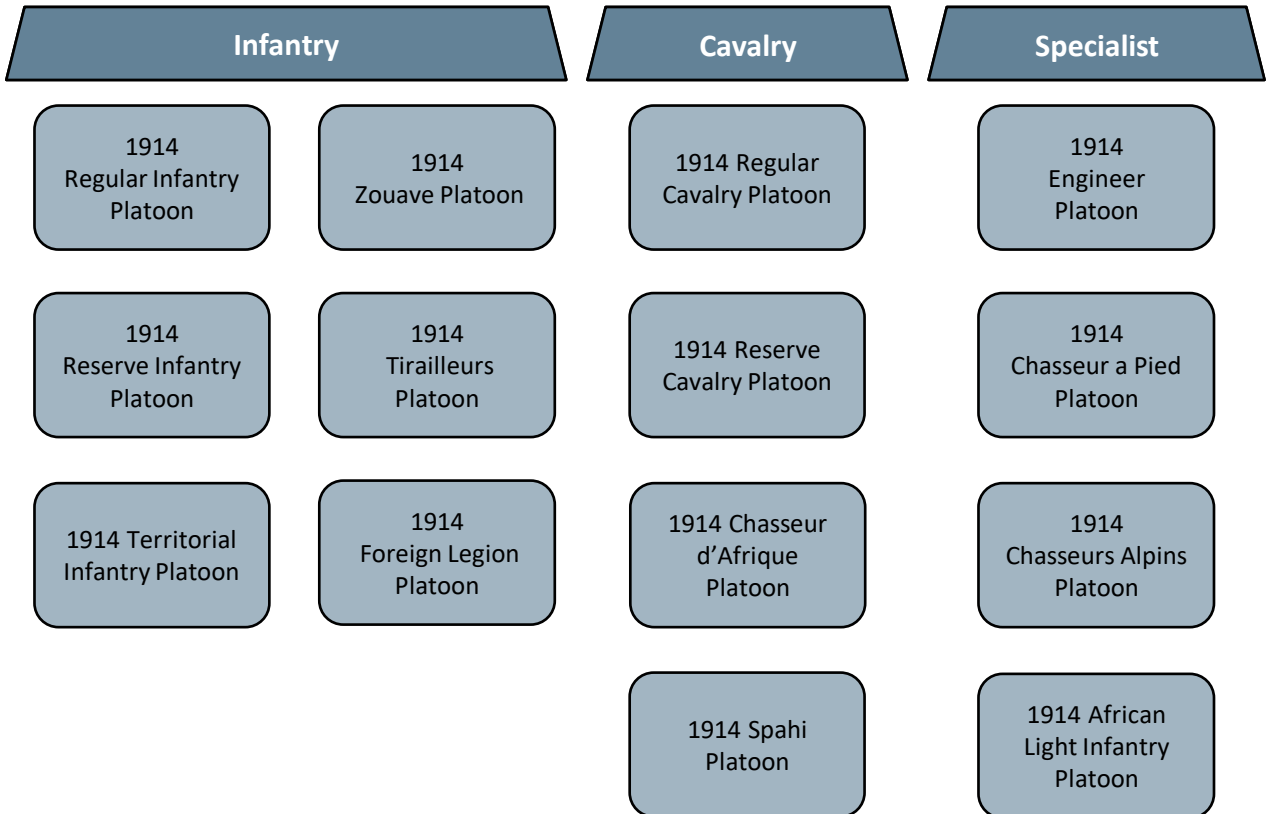
Foreign Legion units were built around a core of long service veterans, and they showed incredible tenacity throughout the Great War.

French Foreign Legion units are always considered within activation distance for the purposes of Activation. In addition, they are always treated as having 1 less suppression marker than they currently have.

Battlegroup Diagram



French Empire 1914

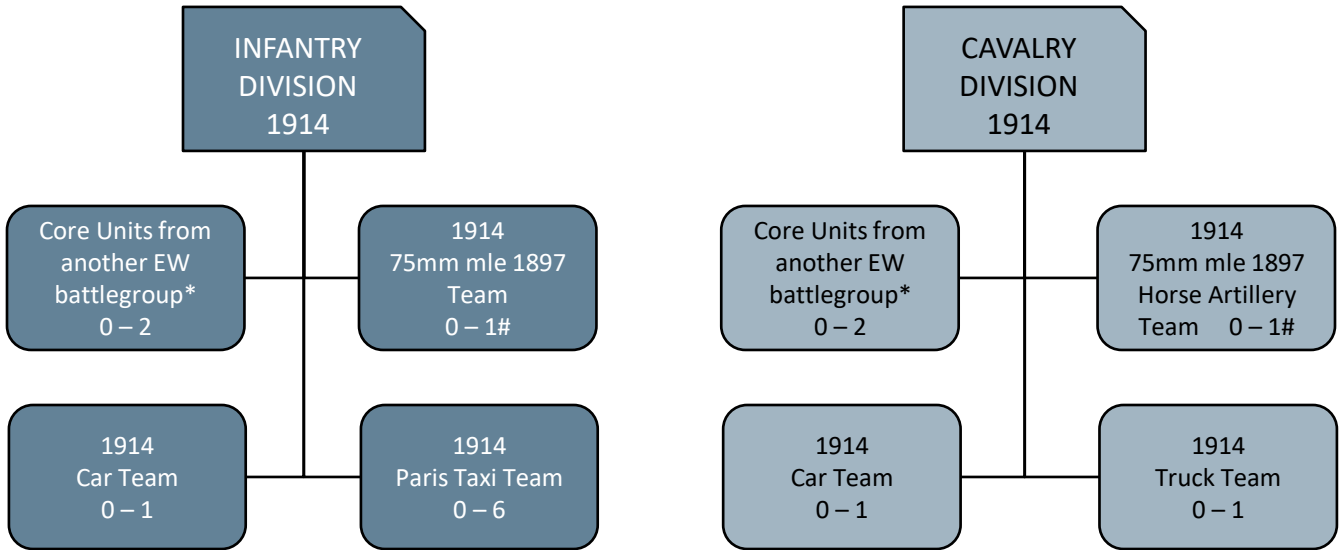


A force must include at least one Battlegroup,
but it may include more than one

Support Diagram



French Empire 1914



• = excludes command units

= Support Artillery

Infantry Battlegroups and Units

French Empire 1914



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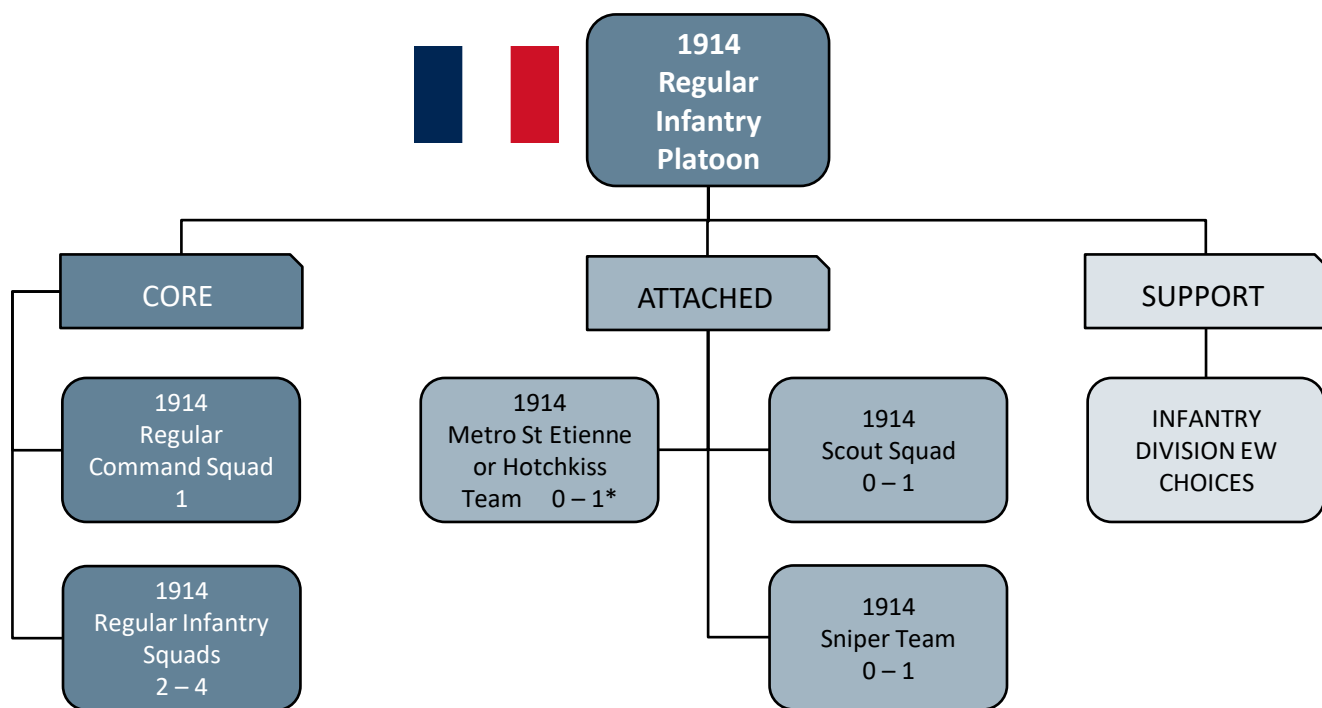
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1914 REGULAR INFANTRY PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Regular Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, Lebel rifle			0 - 1	20		
Add Riflemen with Lebel rifle			0 - 4	10		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

Linear Order, No Head Protection, Pantalons Rouge

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

Unit Special Rules:

Linear Order – the unit may only operate in Linear Order.

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

Pantalons Rouge – +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

1914 Regular Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	93		
7 Riflemen with Lebel rifle						
Add Riflemen with Lebel rifle			0 - 8	10		

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Infantry Unit

Linear Order, No Head Protection, Pantalons Rouge

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

Unit Special Rules:

Linear Order – the unit may only operate in Linear Order.

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

Pantalons Rouge – +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

AF = Accelerated Fire

RF = Rapid Fire

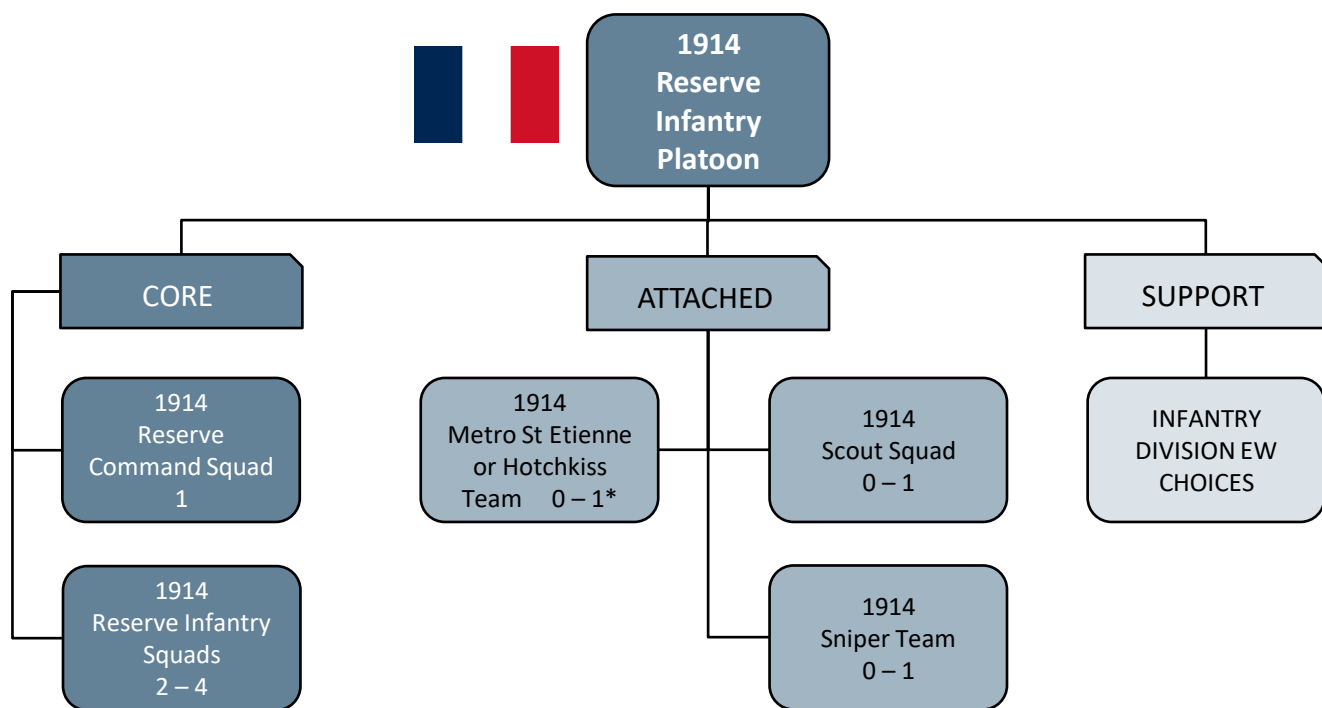
SS = Single Shot

* = Slow Firing

1914 RESERVE INFANTRY PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Reserve Command Squad



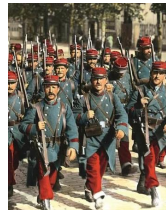
Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol	1	16				
Downgrade Officer to Green	0-1	-7				
Downgrade Officer to Difficult	0-1	-4				
Upgrade Officer to Energetic	0-1	+5				
Upgrade Officer to Inspiring						
Attached Staff Officer and Aide, pistols	0-1	20				
Medic, unarmed	0-1	15				
Comms Specialist (Level 1), pistol	0-1	15				
Senior NCO, Lebel rifle	0-1	17				
Add Riflemen with Lebel rifle	0-4	7				

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

Linear Order, No Head Protection, Pantalons Rouge

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

Unit Special Rules:

Linear Order – the unit may only operate in Linear Order.

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

Pantalons Rouge – +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

1914 Reserve Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle	1	69				
7 Riflemen with Lebel rifle						
Add Riflemen with Lebel rifle	0-8	7				

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Infantry Unit

Linear Order, No Head Protection, Pantalons Rouge

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

Unit Special Rules:

Linear Order – the unit may only operate in Linear Order.

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

Pantalons Rouge – +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

AF = Accelerated Fire

RF = Rapid Fire

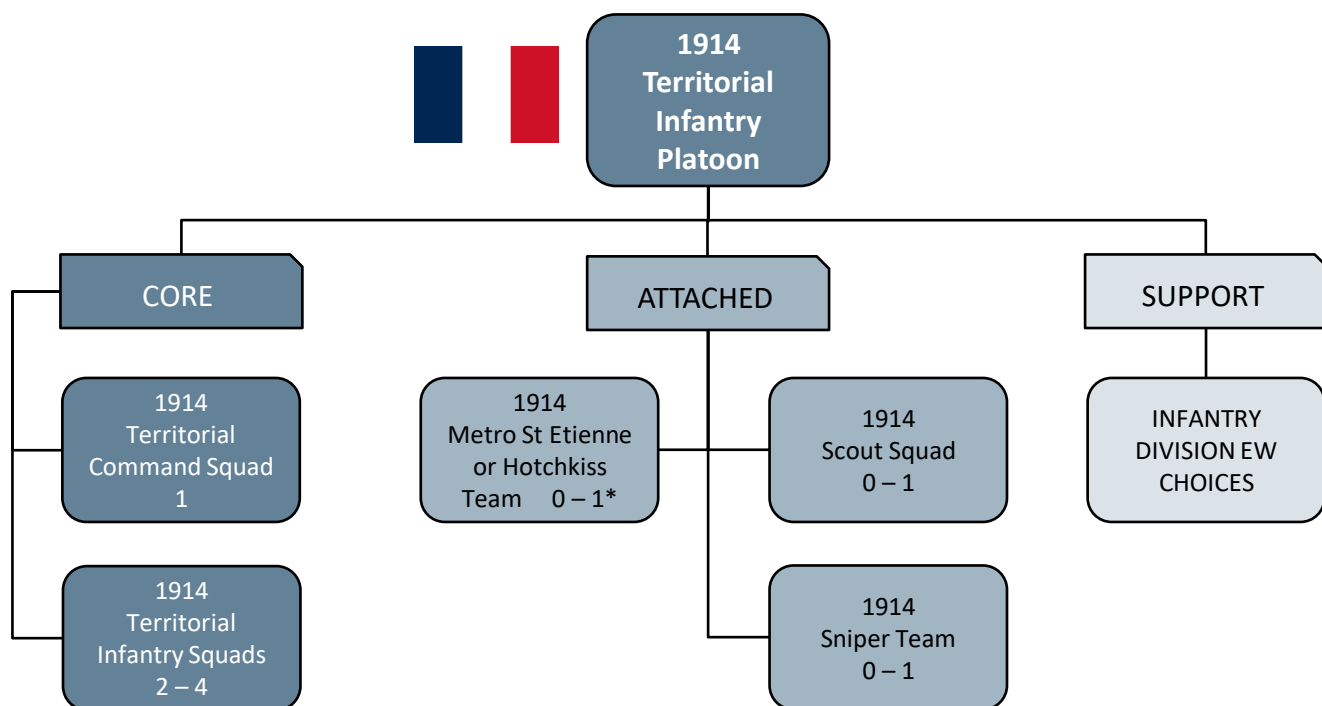
SS = Single Shot

* = Slow Firing

1914 TERRITORIAL INFANTRY PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Territorial Command Squad



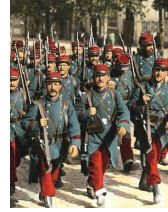
Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol	1	16				
Downgrade Officer to Green	0-1	-7				
Downgrade Officer to Difficult	0-1	-4				
Upgrade Officer to Energetic	0-1	+5				
Upgrade Officer to Inspiring						
Attached Staff Officer and Aide, pistols	0-1	20				
Medic, unarmed	0-1	15				
Comms Specialist (Level 1), pistol	0-1	15				
Senior NCO, Lebel rifle	0-1	16				
Add Riflemen with Lebel rifle	0-4	6				

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

Linear Order, No Head Protection, Pantalons Rouge, Poor Drill

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
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

Unit Special Rules:

Linear Order – the unit may only operate in Linear Order.

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

Pantalons Rouge – +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

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

1914 Territorial Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle	1	61				
7 Riflemen with Lebel rifle						
Add Riflemen with Lebel rifle	0-8	6				

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Infantry Unit

Linear Order, No Head Protection, Pantalons Rouge, Poor Drill

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
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

Unit Special Rules:

Linear Order – the unit may only operate in Linear Order.

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

Pantalons Rouge – +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

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

AF = Accelerated Fire

RF = Rapid Fire

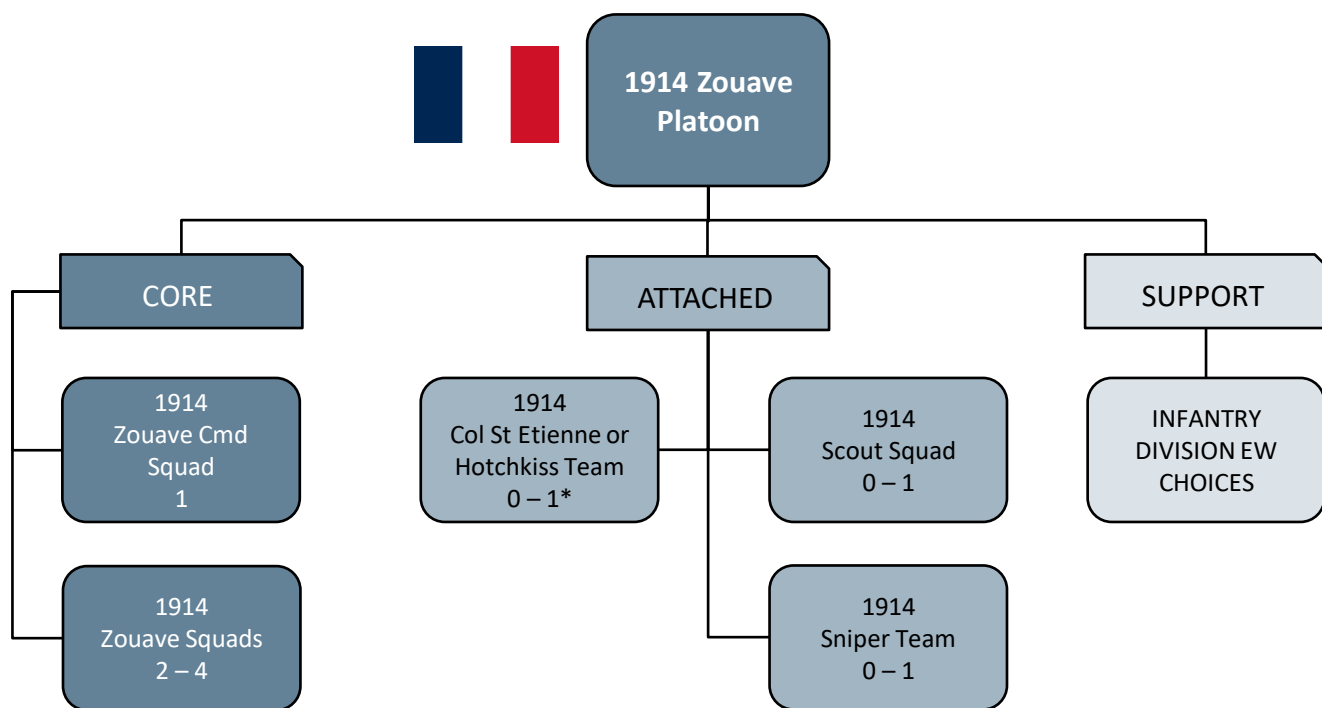
SS = Single Shot

* = Slow Firing

1914 ZOUAVE PLATOON

National Special Rules – French Colonial only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Zouave Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol			1	22	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
Musician, pistol			0-1	12	0-1	14
Senior NCO, Lebel rifle			0-1	23	0-1	26
Add Riflemen with Lebel rifle			0-4	13	0-4	16
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0

Infantry Unit



Linear Order, No Head Protection, Ferocious

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
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
CFW	melee						+1 to Assault Checks

Unit Special Rules:

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

Linear Order – the unit may only operate in Linear Order.

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

1914 Zouave Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	117	1	141
7 Riflemen with Lebel rifle			0-8	13	0-8	16
Add Riflemen with Lebel rifle			0-8	13	0-8	16
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+

Infantry Unit



Linear Order, No Head Protection, Ferocious

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
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
CFW	melee						+1 to Assault Checks

Unit Special Rules:

Ferocious – the unit may re-roll any failed Assault Checks in their first round of close combat.

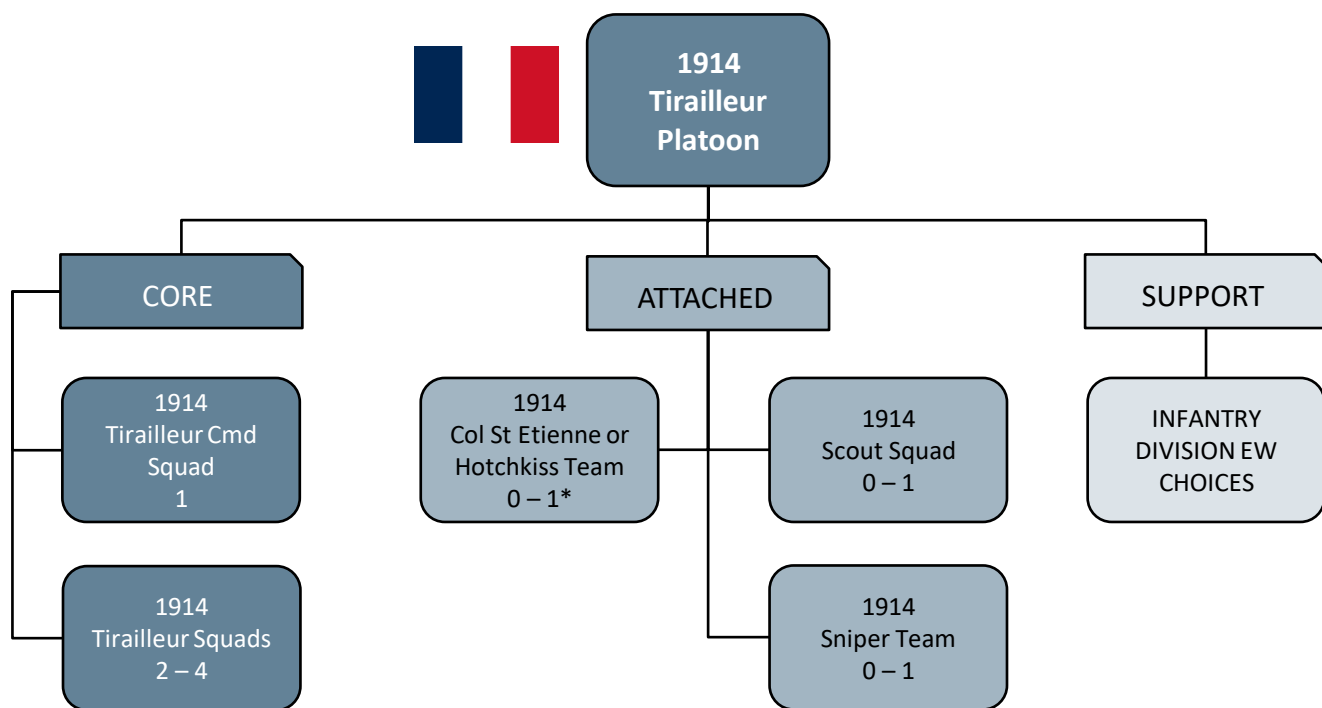
Linear Order – the unit may only operate in Linear Order.

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

1914 TIRAILLEURS PLATOON

National Special Rules – French Colonial only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Tirailleur Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Musician, pistol			0 - 1	12		
Senior NCO, Lebel rifle			0 - 1	20		
Add Riflemen with Lebel rifle			0 - 4	10		
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea		

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0



Infantry Unit

Linear Order, No Head Protection

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

Unit Special Rules:

Linear Order – the unit may only operate in Linear Order.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
CFW	melee						+1 to Assault Checks

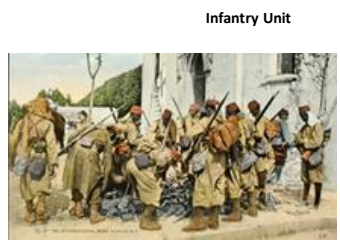
1914 Tirailleur Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	93		
7 Riflemen with Lebel rifle			0 - 8	10		
Add Riflemen with Lebel rifle			All/none	+1 ea		
Add Close Fighting Weapon (CFW)						

Morale

Rally 3+
Aggression 4+
Tenacity 5+



Infantry Unit

Linear Order, No Head Protection

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

Unit Special Rules:

Linear Order – the unit may only operate in Linear Order.

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

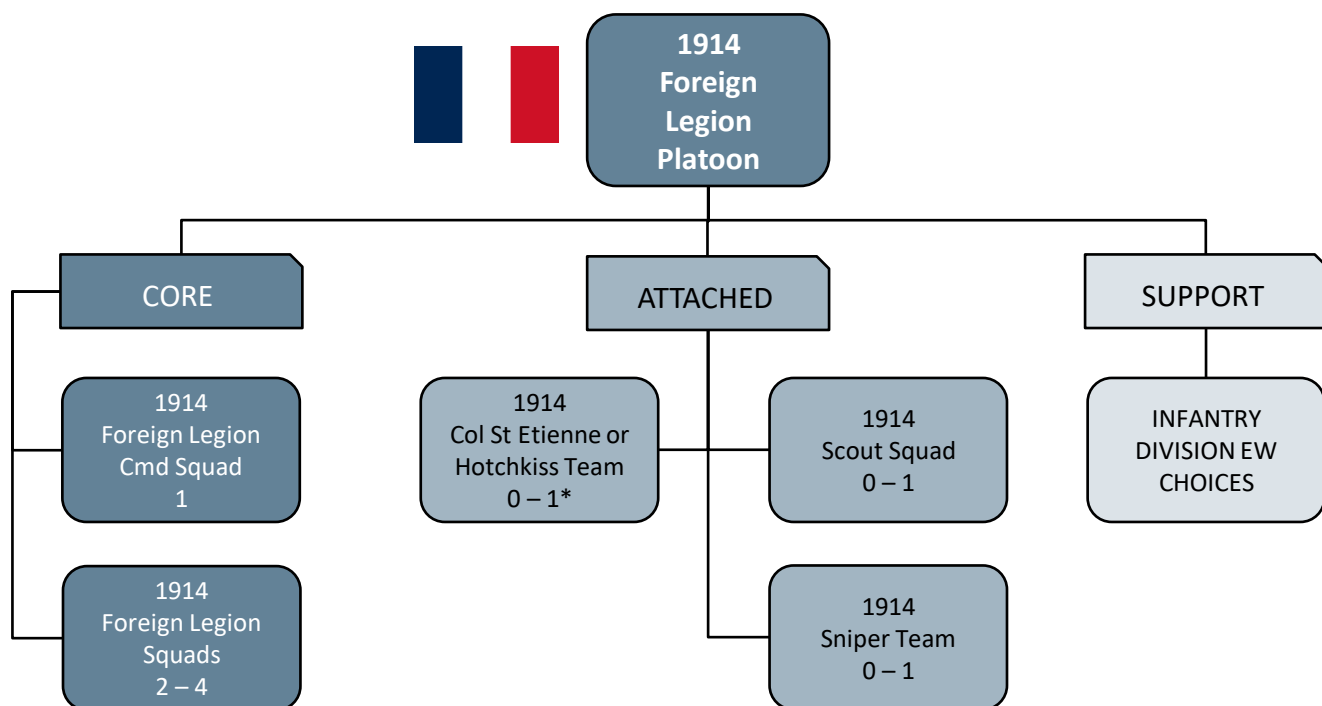
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
CFW	melee						+1 to Assault Checks

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

1914 FRENCH FOREIGN LEGION PLATOON

National Special Rules – Foreign Legion only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Foreign Legion Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol			1	22	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	18	0 - 1	20
Musician, pistol			0 - 1	12	0 - 1	14
Senior NCO, Lebel rifle			0 - 1	22	0 - 1	25
Add Riflemen with Lebel rifle			0 - 4	12	0 - 4	15

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

Linear Order, No Head Protection, Stubborn

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

Unit Special Rules:

Linear Order – the unit may only operate in Linear Order.

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

Stubborn – the unit may re-roll one failed Aggression Check each turn

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

1914 Foreign Legion Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	109	1	133
7 Riflemen with Lebel rifle						
Add Riflemen with Lebel rifle			0 - 8	12	0 - 8	15

Morale

Rally 3+
Aggression 4+
Tenacity 4+



Infantry Unit

Linear Order, No Head Protection, Stubborn

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

Unit Special Rules:

Linear Order – the unit may only operate in Linear Order.

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

Stubborn – the unit may re-roll one failed Aggression Check each turn

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	24"	RF	RF*	5+		Unbalanced

AF = Accelerated Fire

RF = Rapid Fire

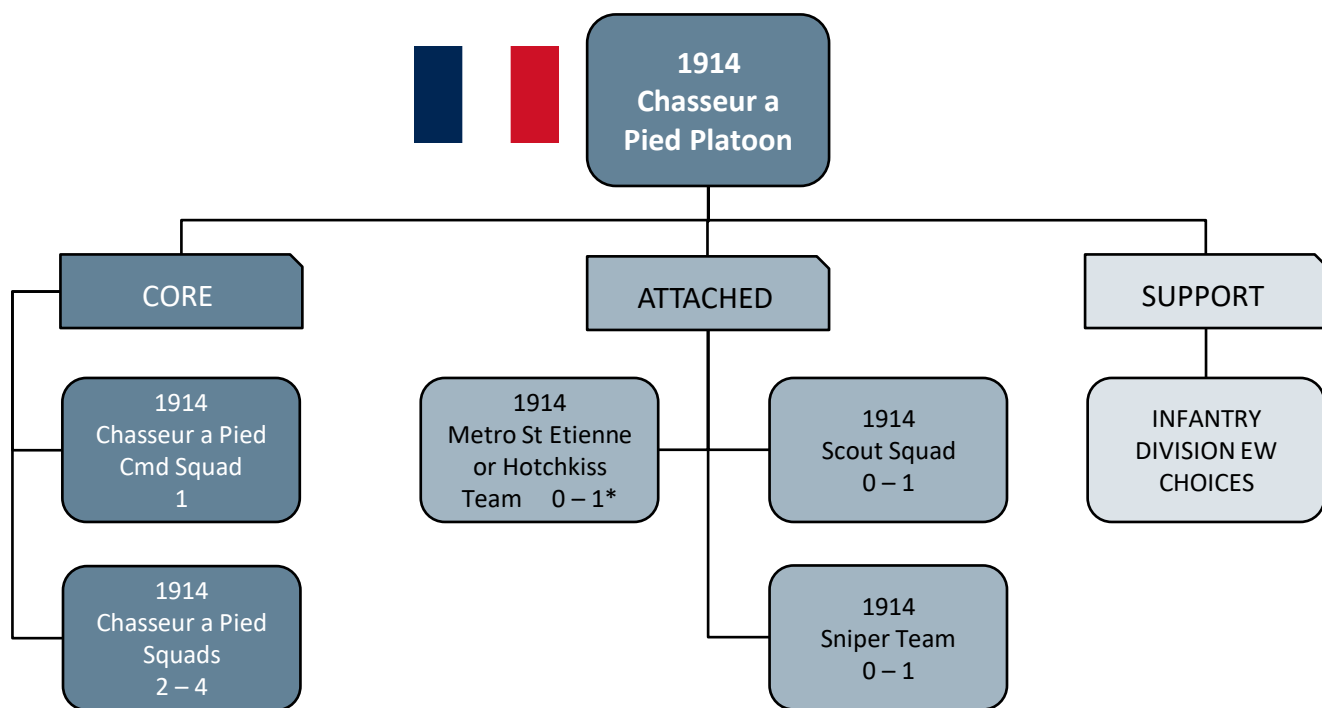
SS = Single Shot

* = Slow Firing

1914 CHASSEUR A PIED PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Chasseur a Pied Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, Lebel rifle			0 - 1	22		
Add Chasseur with Lebel rifle			0 - 4	12		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 1

Infantry Unit



Extended Order, No Head Protection, Pantalons Rouge

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

Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

Pantalons Rouge – +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

1914 Chasseur a Pied Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	109		
7 Chasseurs with Lebel rifle						
Add Chasseur with Lebel rifle			0 - 8	12		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Infantry Unit



Extended Order, No Head Protection, Pantalons Rouge

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

Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

Pantalons Rouge – +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

AF = Accelerated Fire

RF = Rapid Fire

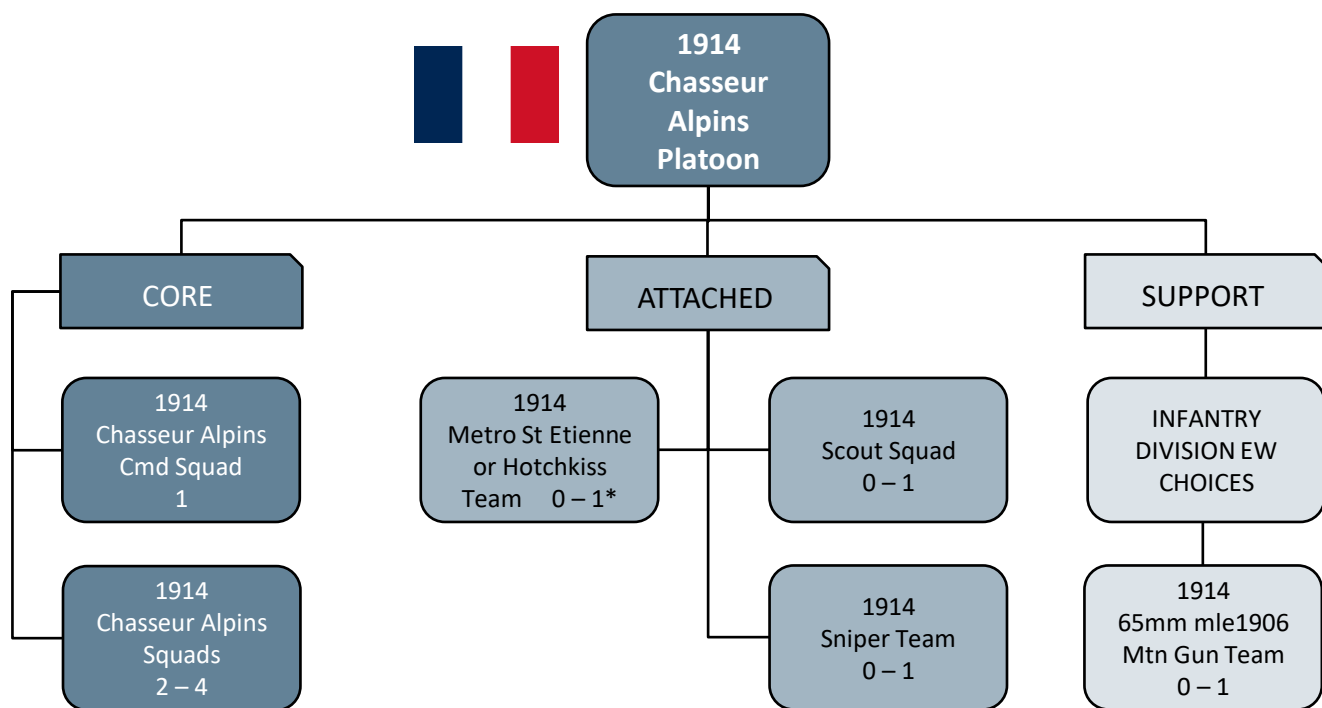
SS = Single Shot

* = Slow Firing

1914 CHASSEUR ALPINS PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Chasseur Alpins Command Squad



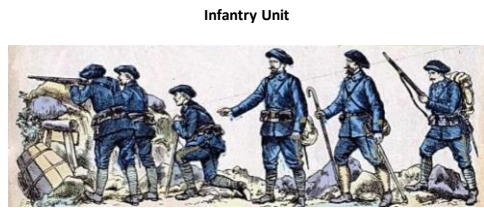
Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, Lebel rifle			0 - 1	27		
Add Chasseur with Lebel rifle			0 - 4	17		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 1



Agile, Extended Order, Ferocious, Mountaineers, No Head Protection

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

Unit Special Rules:

Agile – the unit adds +1" to its movement distance each time it moves.

Extended Order – the unit may operate in extended order.

Ferocious – the unit may re-roll any failed Assault Checks in their first 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.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

1914 Chasseurs Alpins Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	149		
7 Chasseurs with Lebel rifle						
Add Chasseur with Lebel rifle			0 - 8	17		

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Agile, Extended Order, Ferocious, Mountaineers, No Head Protection

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

Unit Special Rules:

Agile – the unit adds +1" to its movement distance each time it moves.

Extended Order – the unit may operate in extended order.

Ferocious – the unit may re-roll any failed Assault Checks in their first 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.

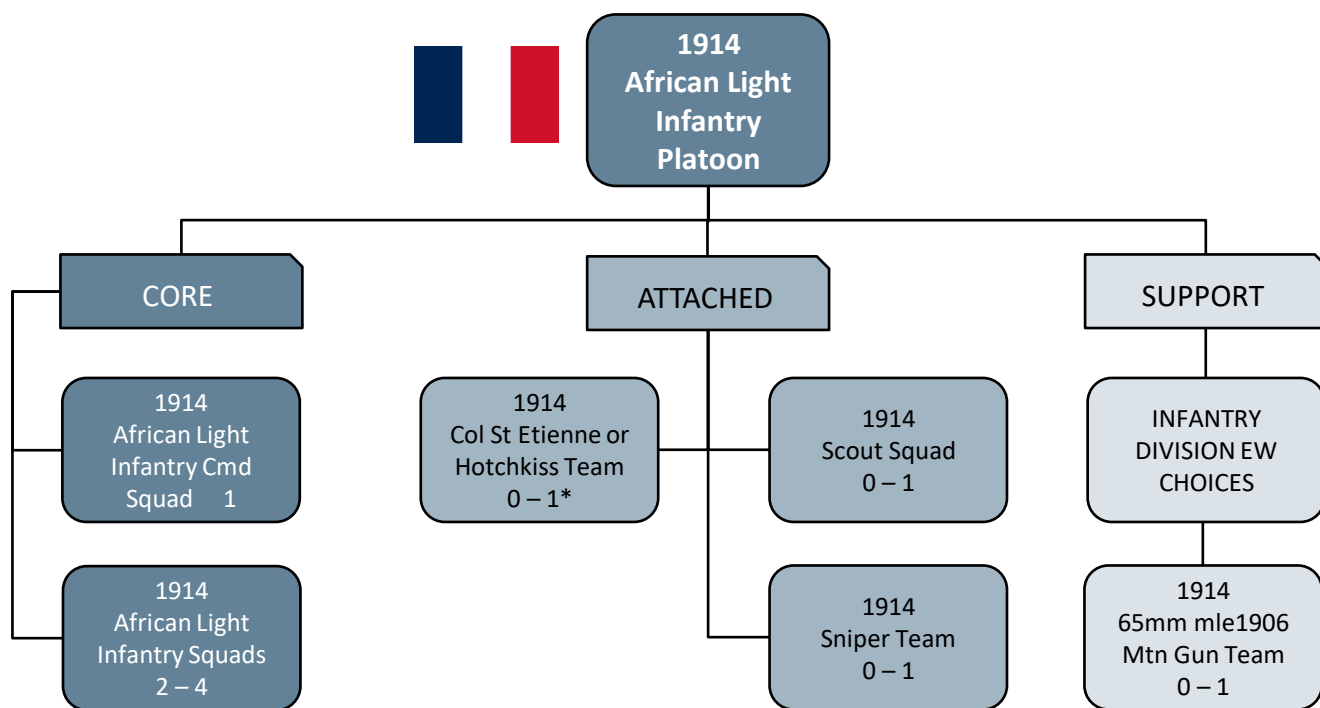
No Head Protection – unit receives -1 on Triage Checks.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

1914 AFRICAN LIGHT INFANTRY PLATOON

National Special Rules – French Colonial only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 African Light Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Musician, pistol			0 - 1	12		
Senior NCO, Lebel rifle			0 - 1	19		
Add Chasseur with Lebel rifle			0 - 4	9		

Morale

Rally 4+

Aggression 5+

Tenacity 5+

Formation

Attack +1

Recon 1



Extended Order, No Head Protection

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

Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

1914 African Light Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle			1	85		
7 Chasseurs with Lebel rifle						
Add Chasseur with Lebel rifle			0 - 8	9		

Morale

Rally 4+

Aggression 5+

Tenacity 5+



Extended Order, No Head Protection

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

Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

AF = Accelerated Fire

RF = Rapid Fire

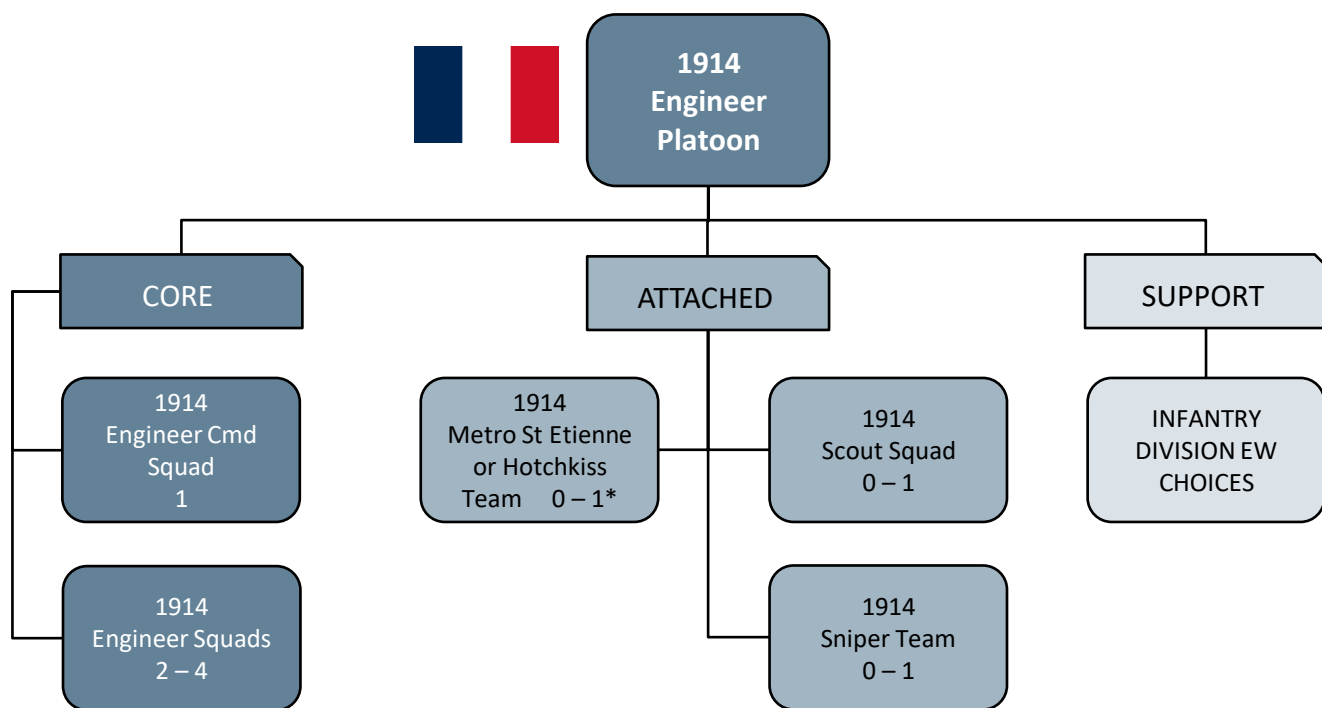
SS = Single Shot

* = Slow Firing

1914 ENGINEER PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Engineer Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, improvised grenades			1	22	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, Lebel rifle, improvised grenades			0 - 1	25	0 - 1	28
Add Genie with Lebel rifle, improvised grenades			0 - 4	15	0 - 4	18

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0

Infantry Unit



No Head Protection, Pioneers

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

Unit Special Rules:

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

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

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

1914 Engineer Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle, improvised grenades			1	133	1	157
7 Genie with Lebel rifle, improvised grenades			0 - 8	15	0 - 8	18
Add Genie with Lebel rifle, improvised grenades			0 - 8	15	0 - 8	18

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Infantry Unit



No Head Protection, Pioneers

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

Unit Special Rules:

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

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

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1914 Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Lebel rifle	1	93	1	109		
7 Scouts with Lebel rifle						
Add Scouts with Lebel rifle	0-8	10	0-8	12		

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Infantry Unit

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.

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

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

Scouts – unit counts as having Hit the Dirt unless it fired during its last activation. It may also make a Scout move in missions which allow it.

Extended Order, Independent, No Head Protection, Recon 1, Scouts

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
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

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

Cavalry Battlegroups and Units

French Empire 1914



Offered by Wasatch Miniatures and GAJO Games

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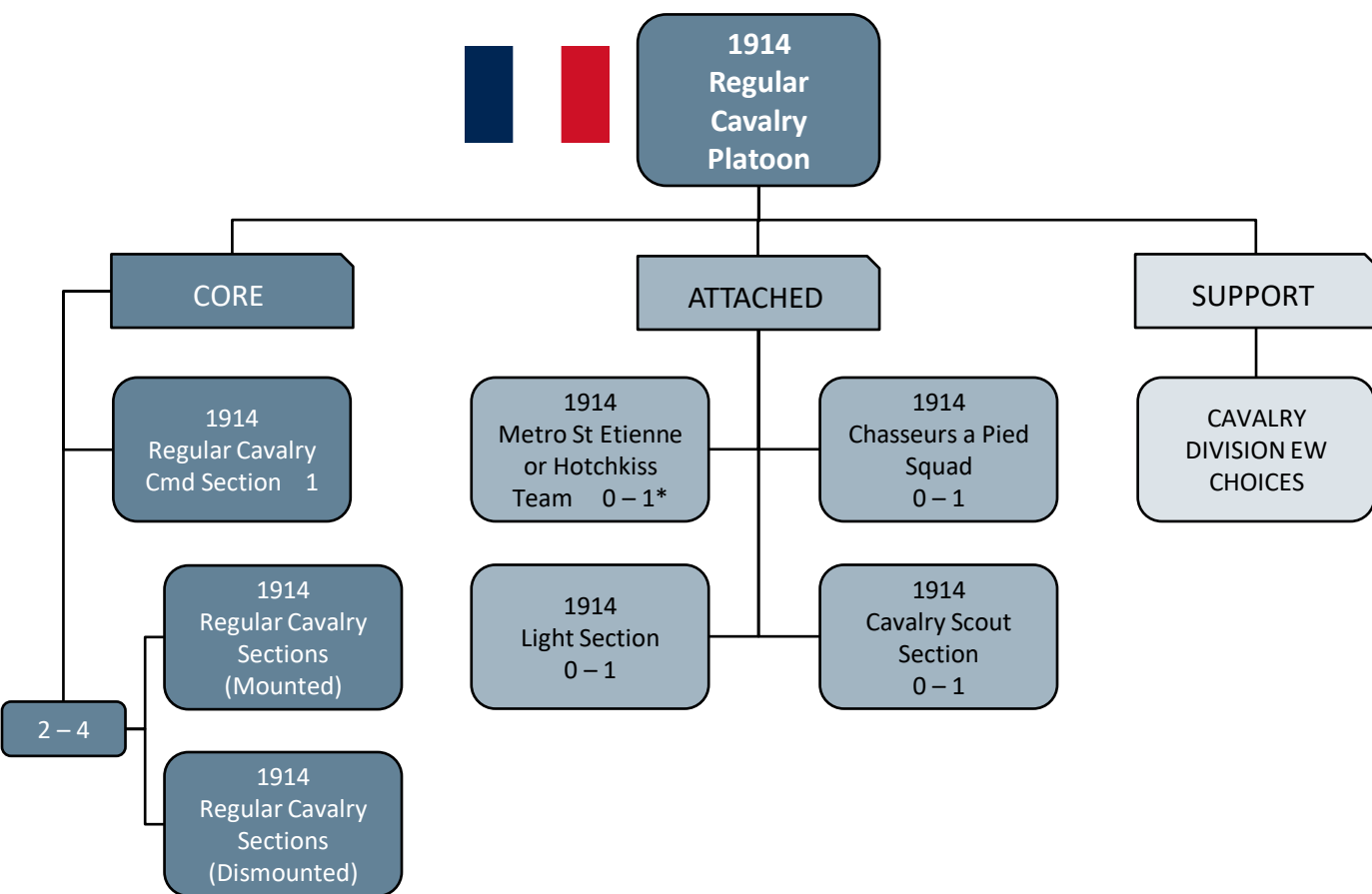
gajominis@aol.com



1914 REGULAR CAVALRY PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Regular Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse	1	18	1	24		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols, sabre, horse	0-1	22	0-1	25		
Medic, unarmed, horse	0-1	16	0-1	18		
Farrier, pistol, sabre, horse	0-1	16	0-1	18		
Musician, pistol, sabre, horse	0-1	11	0-1	13		
Senior NCO, BA carbine, sabre, horse	0-1	19	0-1	22		
Add Trooper, BA carbine, sabre, horse	0-4	9	0-2	12		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 2



Cavalry, Linear Order, HM (Poor), 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
Sabre	melee						+1 to 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).

Linear Order – the unit may only operate in Linear Order.

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

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.

1914 Regular Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse	1	60	1	75		
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse	0-3	9	0-3	12		
Add lance (Dragoons)	All	+1 ea	All	+1 ea		
Add lance (Chasseurs)	Any	+1 ea	Any	+1 ea		
Add Cuirass (Cuirassiers)	All/none	+1 ea	All/none	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Cavalry, Linear Order, HM (Poor), 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
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).

Linear Order – the unit may only operate in Linear Order.

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

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.

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

1914 Regular Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	NCO, pistol or BA carbine 4 Troopers, BA carbine	0 - 1	60	0 - 1	75	
Add Trooper, BA carbine	0 - 3	9	0 - 3	12		
<i>Equip the entire unit with cycles</i>	<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>		

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Infantry Unit



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.

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

No Head Protection

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

AF = Accelerated Fire

RF = Rapid Fire

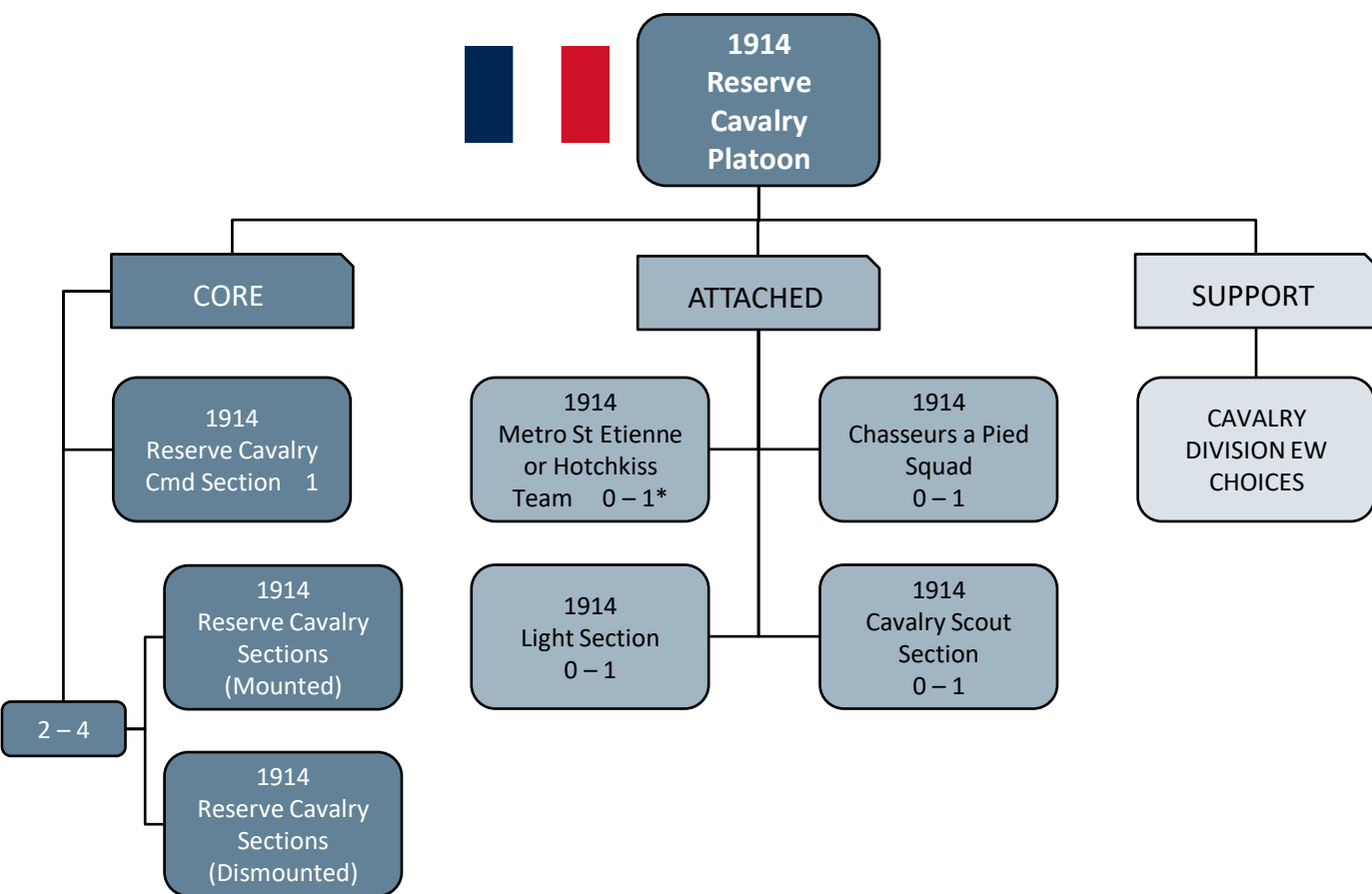
SS = Single Shot

* = Slow Firing

1914 RESERVE CAVALRY PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Reserve Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse	1	18				
Downgrade Officer to Green	0-1	-7				
Downgrade Officer to Difficult	0-1	-4				
Upgrade Officer to Energetic	0-1	+5				
Upgrade Officer to Inspiring						
Attached Staff Officer and Aide, pistols, sabre, horse	0-1	22				
Medic, unarmed, horse	0-1	16				
Farrier, pistol, sabre, horse	0-1	16				
Musician, pistol, sabre, horse	0-1	11				
Senior NCO, BA carbine, sabre, horse	0-1	18				
Add Trooper, BA carbine, sabre, horse	0-4	8				

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Formation

Attack +3
Recon 2

Mounted Unit



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

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

Unit Special Rules:

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

Linear Order – the unit may only operate in Linear Order.

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

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.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Sabre	melee						+1 to Assault Checks on Assault move

1914 Reserve Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse	1	55				
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse	0-3	8				
Add lance (Dragoons)	All	+1 ea				
Add lance (Chasseurs)	Any	+1 ea				
Add Cuirass (Cuirassiers)	All/none	+1 ea				

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Mounted Unit



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

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

Unit Special Rules:

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

Linear Order – the unit may only operate in Linear Order.

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

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.

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

1914 Reserve Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	NCO, pistol or BA carbine 4 Troopers, BA carbine	0-1	55			
Add Trooper, BA carbine	0-3	8				
<i>Equip the entire unit with cycles</i>	<i>For unit</i>	+5				

Morale	
Rally	4+
Aggression	5+
Tenacity	4+

Infantry Unit



Unit Special Rules:

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

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.

No Head Protection

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

AF = Accelerated Fire

RF = Rapid Fire

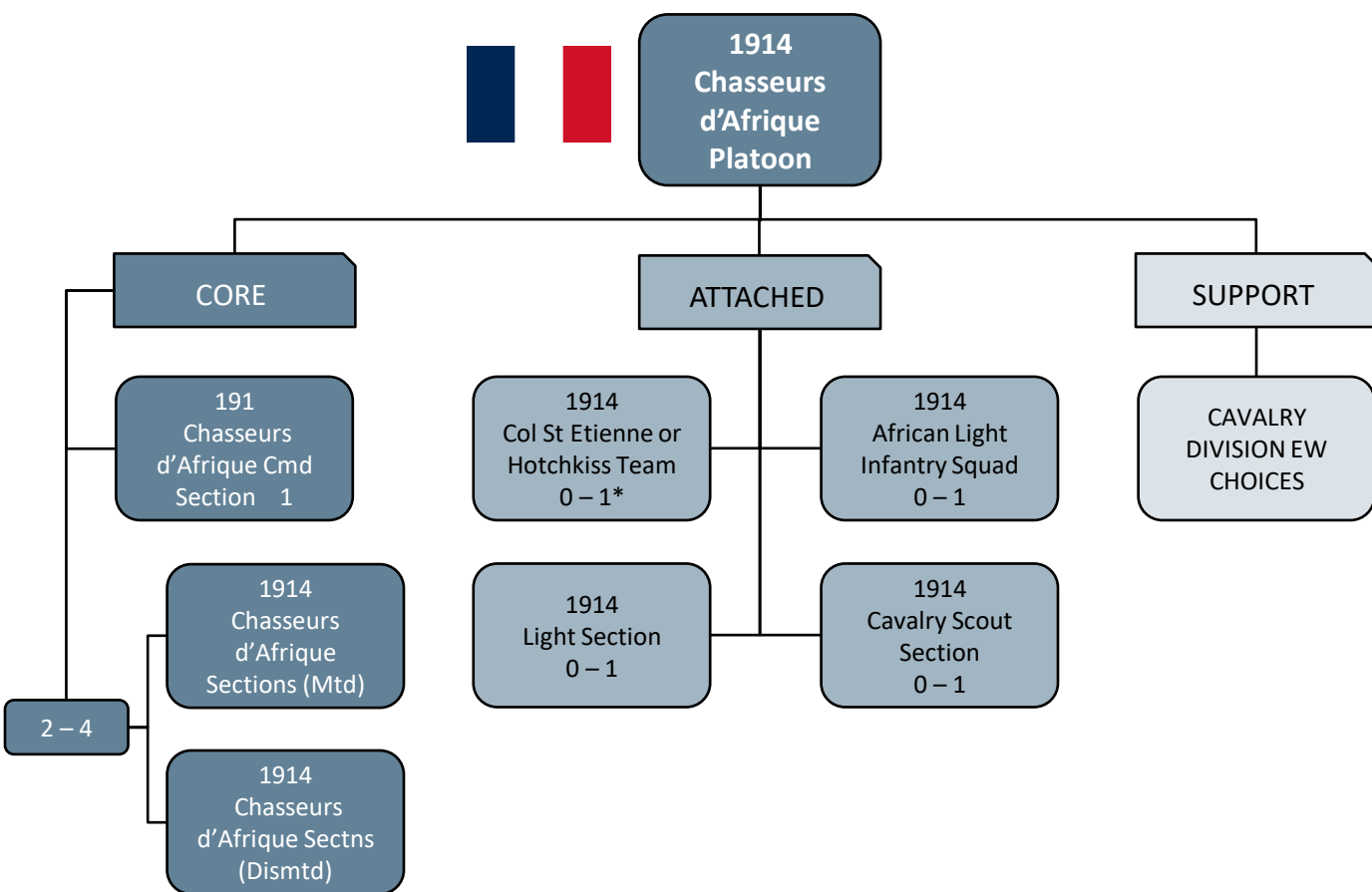
SS = Single Shot

* = Slow Firing

1914 CHASSEUR d'AFRIQUE PLATOON

National Special Rules – French Colonials only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Chasseurs d'Afrique Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, 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, horse			0-1	18	0-1	20
Musician, pistol, sabre, horse			0-1	13	0-1	15
Senior NCO, BA carbine, sabre, horse			0-1	23	0-1	26
Add Trooper, BA carbine, sabre, horse			0-2	13	0-2	16

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +3
Recon 2

Mounted Unit



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

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

Unit Special Rules:

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

Linear Order – the unit may only operate in Linear Order.

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

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.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Sabre	melee						+1 to Assault Checks on Assault move

1914 Chasseurs d'Afrique Section

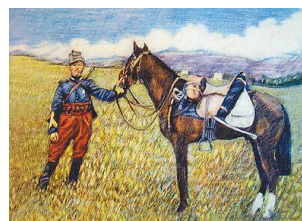


Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	80	1	95
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse			0-3	13	0-3	16
Add lance			Any	+1 ea	Any	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Mounted Unit



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

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

Unit Special Rules:

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

Linear Order – the unit may only operate in Linear Order.

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

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.

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

1914 Dismounted Chasseurs d'Afrique Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			0 - 1	80	0 - 1	95
4 Troopers, BA carbine			0 - 3	13	0 - 3	16
Add Trooper, BA carbine			<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>
<i>Equip the entire unit with cycles</i>						

Morale	
Rally	4+
Aggression	3+
Tenacity	4+



Infantry Unit

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.

No Head Protection

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

AF = Accelerated Fire

RF = Rapid Fire

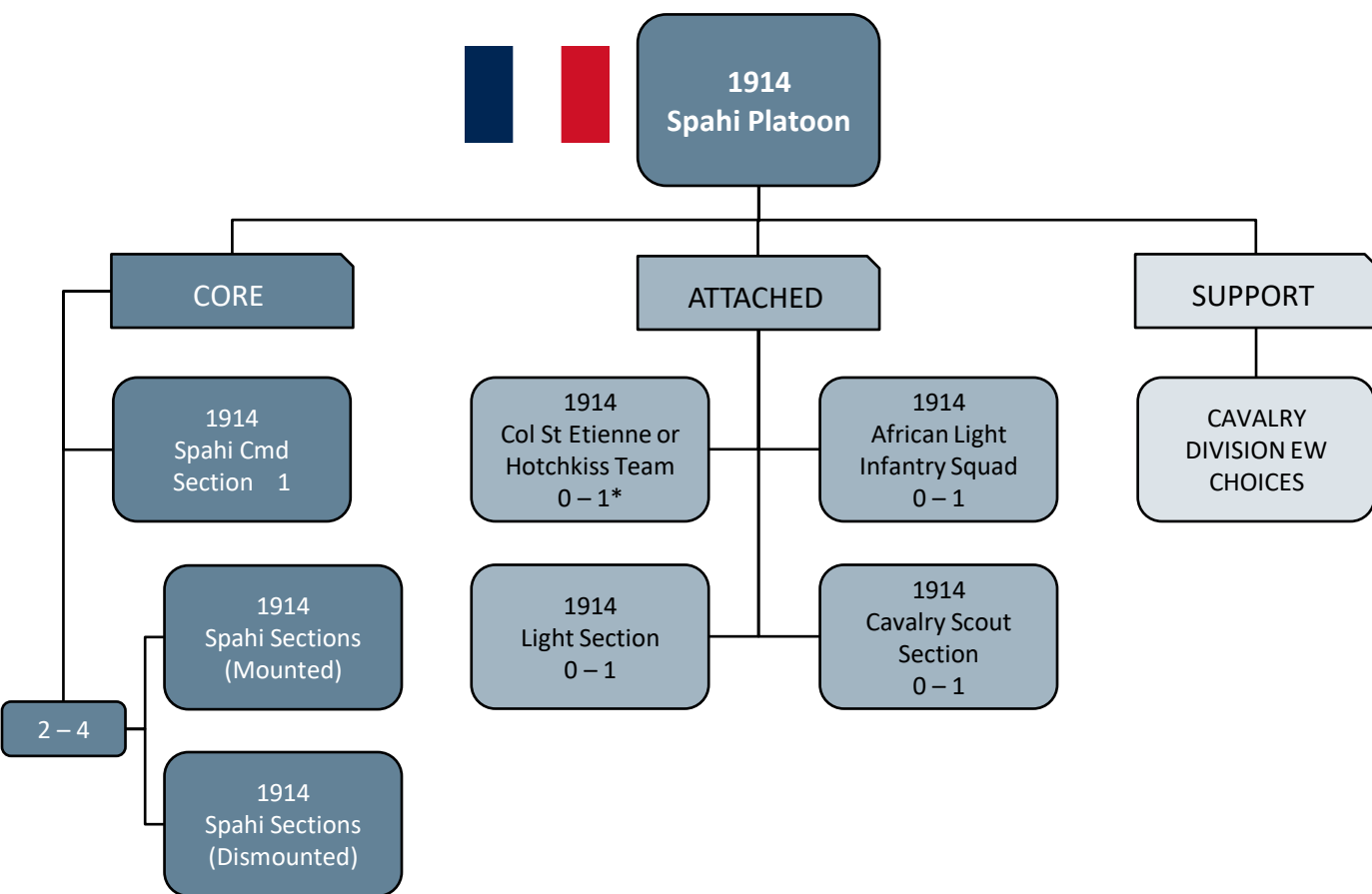
SS = Single Shot

* = Slow Firing

1914 SPAHI PLATOON

National Special Rules – French Colonials only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Spahi Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse			1	24		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols, sabre, horse			0 - 1	25		
Medic, unarmed, horse			0 - 1	18		
Farrier, pistol, sabre, horse			0 - 1	18		
Musician, pistol, sabre, horse			0 - 1	13		
Senior NCO, BA carbine, sabre, horse			0 - 1	19		
Add Trooper, BA carbine, sabre, horse			0 - 2	9		

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Formation

Attack +3
Recon 2

Mounted Unit



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

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

Unit Special Rules:

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

Linear Order – the unit may only operate in Linear Order.

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

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.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Sabre	melee						+1 to Assault Checks on Assault move

1914 Spahi Section

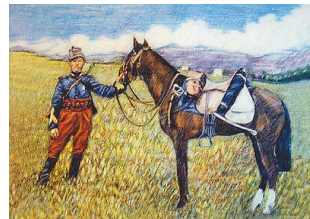


Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	60		
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse			0 - 3	9		
Add lance			Any	+1 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Mounted Unit



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

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

Unit Special Rules:

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

Linear Order – the unit may only operate in Linear Order.

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

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.

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

1914 Dismounted Spahi Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			0 - 1	60		
4 Troopers, BA carbine			0 - 3	9		
Add Trooper, BA carbine			For unit	+5		
<i>Equip the entire unit with cycles</i>						

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Infantry Unit



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.

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

No Head Protection

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1914 Cavalry Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse	0-1	75	0-1	85		
4 Troopers, BA carbine, sabre, horse	0-3	12	0-3	14		
Add Trooper, BA carbine, sabre, horse <i>Add lance (Dragoons)</i>	All	+1 ea	All	+1 ea		
<i>Add lance (Chasseurs)</i>	Any	+1 ea	Any	+1 ea		
<i>Add Cuirass (Cuirassiers)</i>	All/none	+1 ea	All/none	+1 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Mounted Unit



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.

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 – 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.

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

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

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
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

1914 Light Section

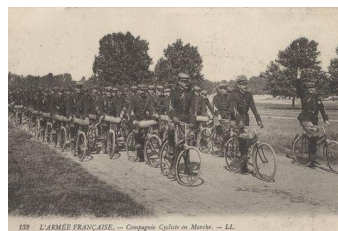


Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine, horse	1	60	1	75		
4 Troopers, BA carbine, horse	0-3	9	0-3	12		
Add Trooper, BA carbine, horse <i>Remove the entire unit's horses</i>	All/none	-1 ea	All/none	-1 ea		
<i>Equip the entire dismounted unit with cycles</i>	For unit	+5	For unit	+5		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Mounted Unit



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.

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.

Poor Shots – The unit suffers an additional -1 to hit if shooting while mounted.

Mounted, No Head Protection, Poor Shots

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

Vehicle Battlegroups and Units

French Empire 1914



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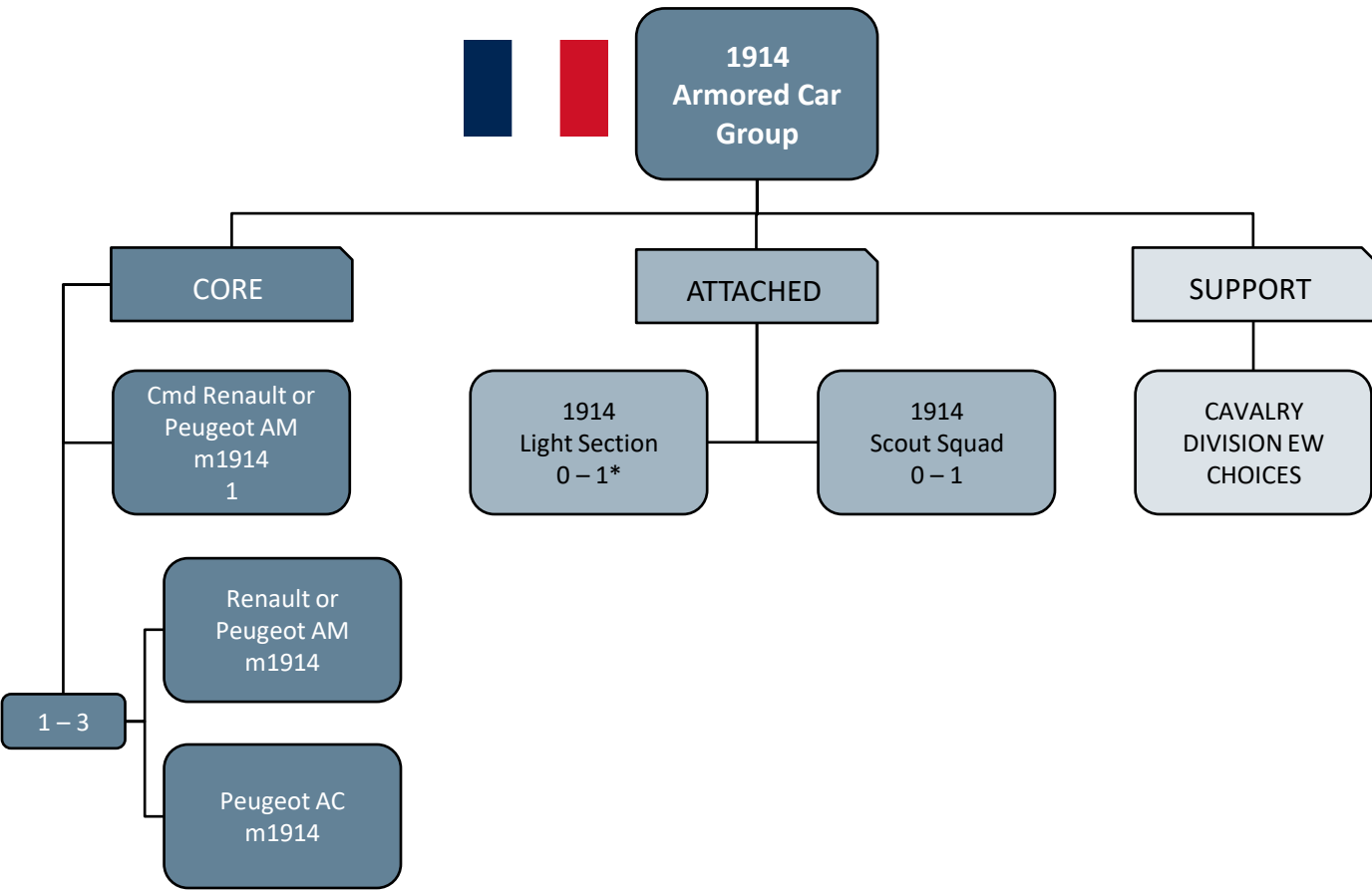
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1914 ARMORED CAR GROUP

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

Command Renault AM m1914 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Competent Officer	1	16			
Downgrade Officer to Green	0-1	-7				
Downgrade Officer to Difficult	0-1	-4				
Upgrade Officer to Energetic	0-1	+5				
Upgrade Officer to Inspiring						
Renault AM M1914 Armored Car	1	35				

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 2

Armor

Front 7
Side 7
Top 6

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.

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.

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.

Defensive MGs (2), Open Topped, Tank Terror, Unreliable, Wheeled

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

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

Command Peugeot AM m1914 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Competent Officer	1	16			
Downgrade Officer to Green	0-1	-7				
Downgrade Officer to Difficult	0-1	-4				
Upgrade Officer to Energetic	0-1	+5				
Upgrade Officer to Inspiring						
Peugeot AM M1914 Armored Car	1	36				

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 2

Armor

Front 7
Side 6
Top 6

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.

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.

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.

Defensive MGs (2), Open Topped, Tank Terror, Unreliable, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Peugeot m1914	5"	8"	4"	5+

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

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

Peugeot AM m1914 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Peugeot AM M1914 Armored Car	1	36				

Morale

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



Resilience 2

Armor

- Front 7
- Side 6
- Top 6

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.

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.

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.

Defensive MGs (2), Open Topped, Tank Terror, Unreliable, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Peugeot m1914	5"	8"	4"	5+

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

Peugeot AC m1914 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Peugeot AC M1914 Armored Car	1	33				

Morale

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



Resilience 2

Armor

- Front 7
- Side 6
- Top 6

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.

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.

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.

Tank Terror, Open Topped, Unreliable, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Peugeot m1914	5"	8"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central Mount 37mm SA18	24"	1	1*	+3	4+	d3	

Renault AM m1914 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Renault AM M1914 Armored Car	1	35				

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience	
	2

Armor	
Front	7
Side	7
Top	6

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.

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.

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.

Defensive MGs (2), Open Topped, Tank Terror, Unreliable, Wheeled

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

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

1914 French Car Team



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

Morale

Rally 4+
 Aggression 5+
 Tenacity 6+



No Head Protection, Unarmed Transport (6), Wheeled

Unit Special Rules:

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

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

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

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

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

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

1914 French Truck Team



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

Morale

Rally 4+
 Aggression 5+
 Tenacity 6+



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

Unit Special Rules:

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

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

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

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

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

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

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

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

1914 French Paris Taxi



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Car, unarmed driver	1	7				

Morale

- Rally 3+
- Aggression 6+
- Tenacity 6+

Vehicle Unit



No Head Protection, Unarmed Transport (8), Wheeled

Unit Special Rules:

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

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				

Weapons Units

French Empire 1914



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1914 Metropolitan St. Etienne MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
St Etienne MG, NCO + 2 crew	1	27	1	32	1	41

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Weapon Unit



Unit Special Rules:

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

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

Fixed, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
St Etienne MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Jams, Scythe, Suppression

1914 Metropolitan Hotchkiss MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Hotchkiss MG, NCO + 2 crew	1	30	1	35	1	43

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Weapon Unit



Unit Special Rules:

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

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

Fixed, No Head Protection

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

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1914 Colonial St. Etienne MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
St Etienne MG, NCO + 2 crew			1	36	1	45

Morale

- Rally 3+
- Aggression 5+
- Tenacity 4+



Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8"	-	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.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
St Etienne MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Jams, Scythe, Suppression

1914 Colonial Hotchkiss MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Hotchkiss MG, NCO + 2 crew			1	39	1	48

Morale

- Rally 3+
- Aggression 5+
- Tenacity 4+



Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8"	-	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.

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

1914 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol	1	23				

Morale

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



Weapon Unit

Unit Special Rules:

Amateurs – the unit will automatically withdraw when it falls below minimum unit strength.

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

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

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

Amateurs, Camouflage, No Head Protection, Yield Ground

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

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

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

Gun Units

French Empire 1914



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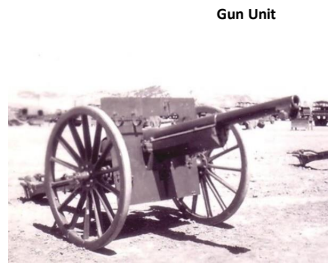
1914 75mm mle1897 Field Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm mle1897 Gun, NCO and 3 crew	1	53	1	76	1	99

Morale

Rally 4+
 Aggression 5+
 Tenacity 4+



Gun Unit

Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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

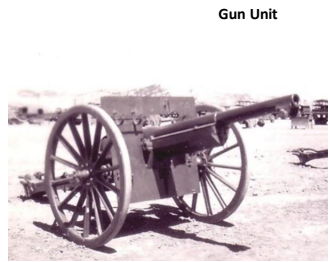
1914 75mm mle1897 Horse Artillery Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm mle1897 Gun, NCO and 3 crew, Limber	1	59	1	84	1	109

Morale

Rally 4+
 Aggression 5+
 Tenacity 4+



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.

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

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

1914 65mm mle1906 Mountain Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
65mm mle1906 Gun, NCO and 3 crew, pack animal	1	39	1	55	1	72

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Fixed, High Trajectory, 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.

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				
65mm mle1906	48"	2	1	+2	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing