

Imperial German Forces

Great War

Early War / 1914

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



Offered by Wasatch Miniatures and GAJO Games

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SPECIAL RULES – EARLY WAR



ERA SPECIAL RULES – IMPERIAL GERMANY

An Imperial German force has the following special rules in 1914:

Push to the Flanks –

German forces were trained to always work to the enemy's flanks.

German units in 1914 may ignore 1 suppression from Defensive Fire if no other enemy unit is within 12".

NATIONAL SPECIAL RULES

Plus, an Imperial German force will have one of following national special rules:

Well-Drilled (Prussian) –

Prussian units excelled in drill.

Prussian units with this special rule may change alignment when taking a Double time action, and still move their full Double time move.

Proficient (Bavarian) –

Bavarian troops were well known for their expertise in close combat.

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

Stoic (Saxon) –

Saxony, also newly integrated, had a long tradition of stoic resistance when things looked bad.

Saxon units with this special rule may re-roll one failed Tenacity Check per turn.

Disciplined (Wurtemberg / Hesse) –

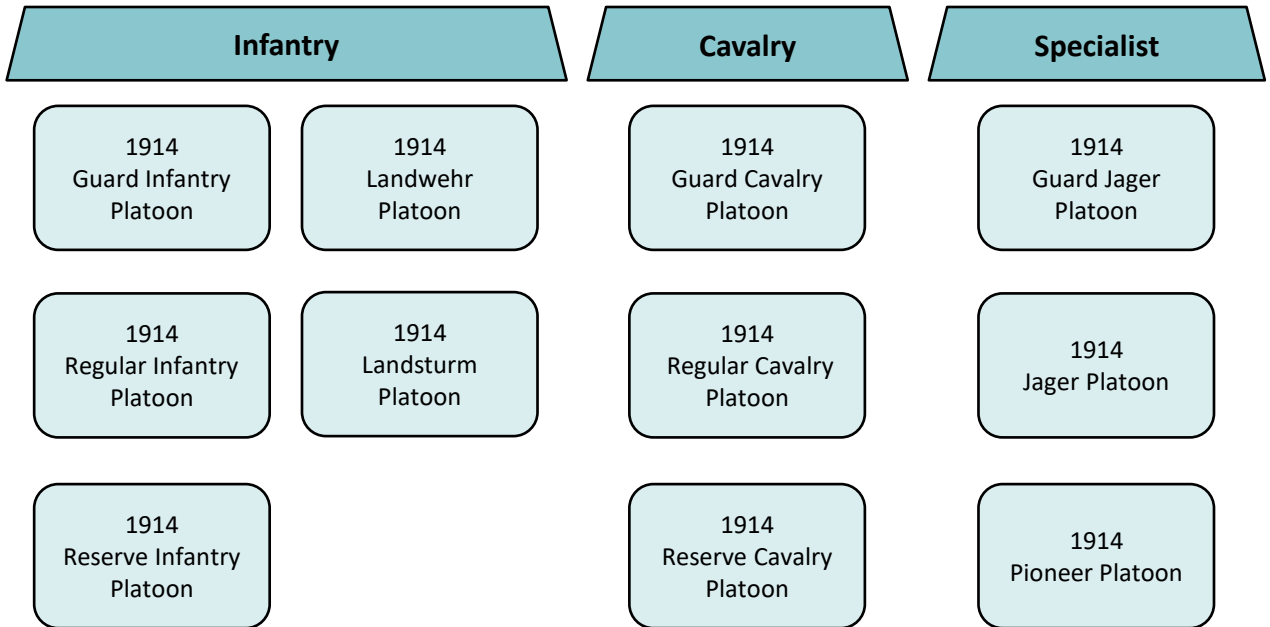
Wurtemberg, also newly integrated, maintained a separate corps in one of the Prussian armies. Hessian forces also served in a Prussian Army.

Wurtemberg and Hessian units with this special rule may change formation at no additional cost before taking any other action, and they also may re-roll one failed Skill Check per turn, excluding attempts to range in.

Battlegroup Diagram



Imperial Germany 1914

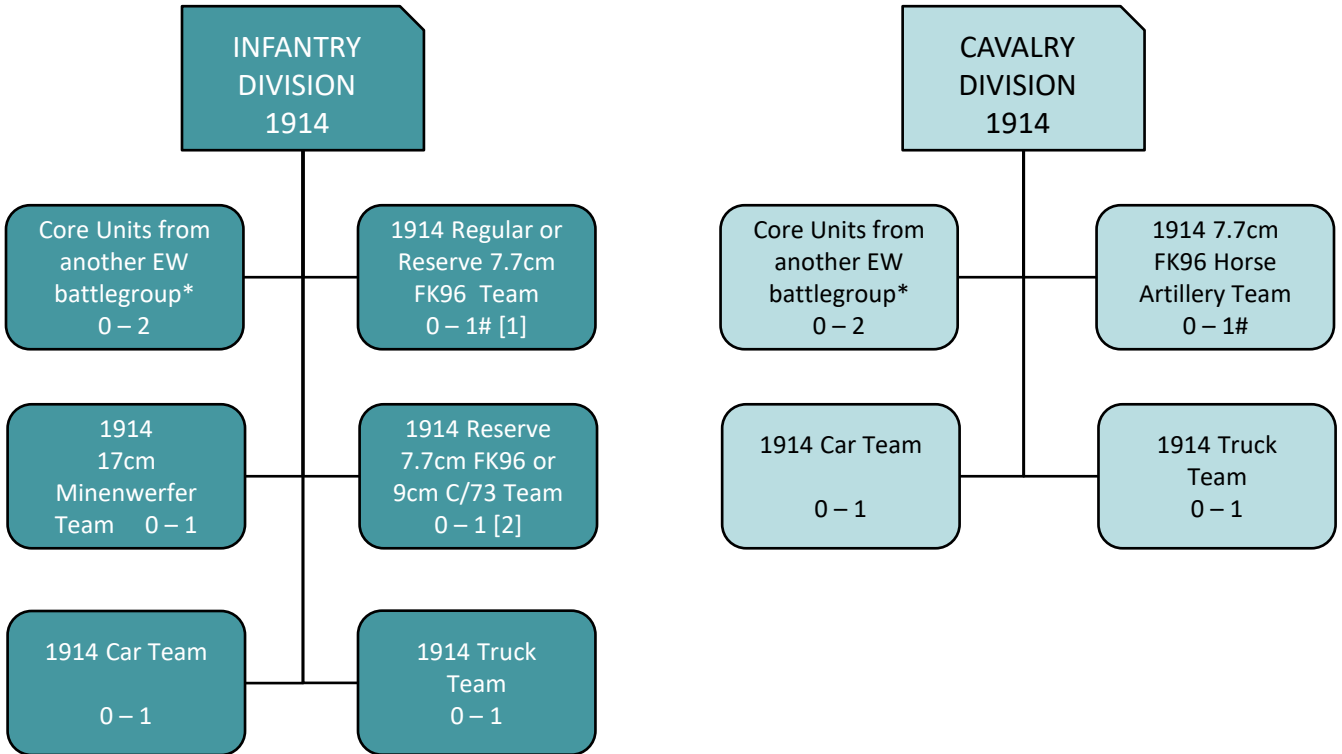


A force must include at least one Battlegroup,
but it may include more than one

Support Diagram



Imperial Germany 1914



- = excludes command units
- # = Support Artillery
- [1] = REGULAR; [2] = RESERVE

Infantry Battlegroups and Units

Imperial Germany 1914



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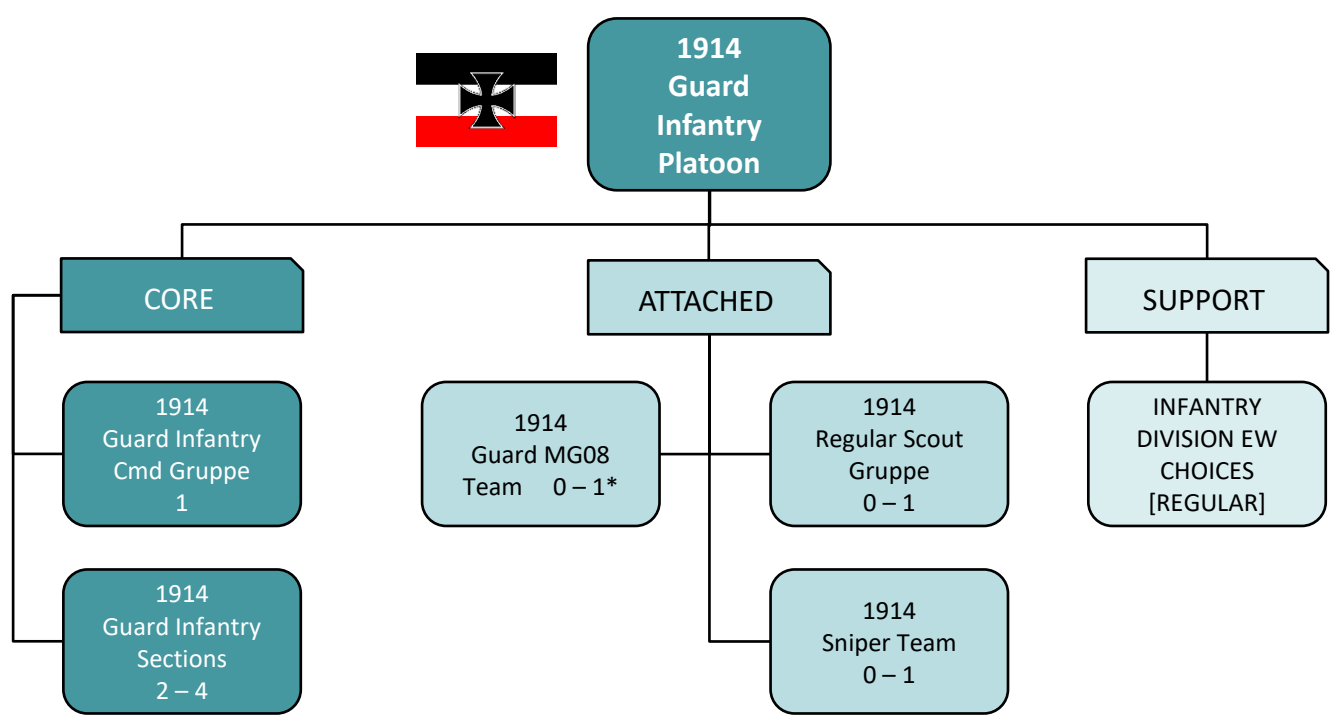
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1914 GUARD INFANTRY PLATOON

National Special Rules – Prussian, Bavarian or Saxon. A Hessian Guard unit uses the Prussian special rules.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Guard Infantry Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, SA 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
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, SA pistol or BA rifle			0-1	24	0-1	28
Add Riflemen with BA rifle			0-4	14	0-4	18

Morale

Rally 3+

Aggression 3+

Tenacity 3+

Formation

Attack +1

Recon 0



Linear Order, No Head Protection, Stubborn

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

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

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.

1914 Guard Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with SA pistol or BA rifle			1	141	1	177
8 Riflemen with BA rifle			0-9	14	0-9	18

Morale

Rally 3+

Aggression 3+

Tenacity 3+



Linear Order, No Head Protection, Stubborn

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

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

Unit Special Rules:

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

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

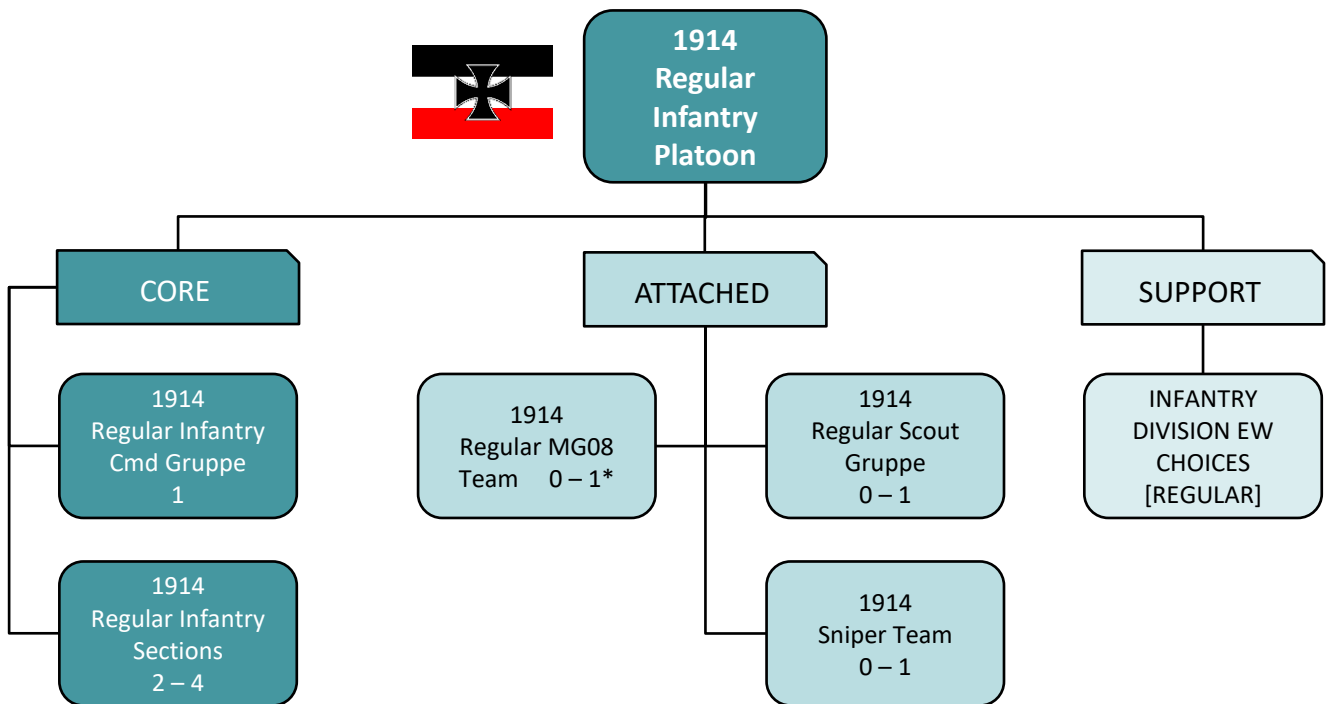
Stubborn – the unit may re-roll one failed Aggression Check each turn.

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

1914 REGULAR INFANTRY PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Regular Infantry Command Gruppe



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, pistol or BA rifle			0 - 1	21		
Add Riflemen with BA rifle			0 - 4	11		
Upgrade pistol to SA Pistol			Any	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0



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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		

1914 Regular Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	114		
8 Riflemen with BA rifle			0 - 9	11		
Add Riflemen with BA rifle			Any	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 4+



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.

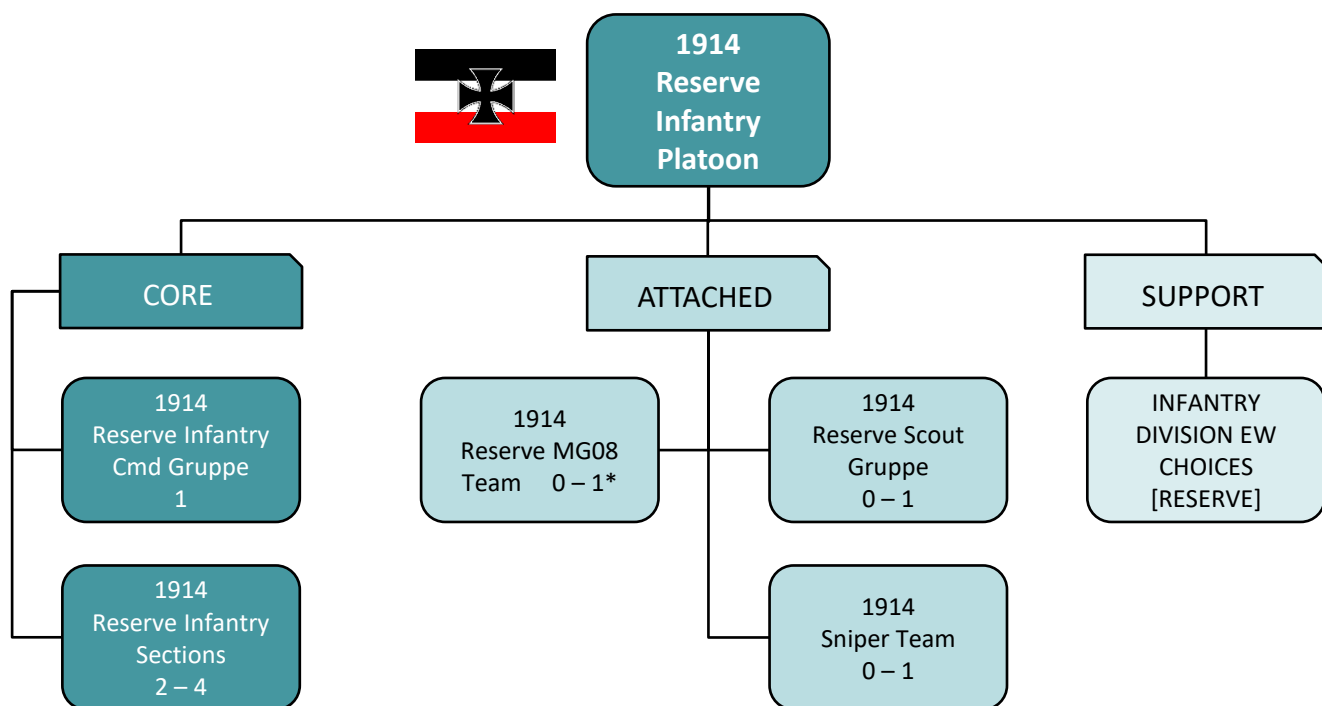
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		

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

1914 RESERVE INFANTRY PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Reserve Infantry Command Gruppe



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, pistol or BA rifle			0 - 1	20		
Add Riflemen with BA rifle			0 - 4	10		
Upgrade pistol to SA Pistol			Any	+1 ea		

Morale

Rally 4+

Aggression 4+

Tenacity 4+

Formation

Attack +1

Recon 0



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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		

1914 Reserve Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	115		
8 Riflemen with BA rifle			0 - 9	10		
Add Riflemen with BA rifle			Any	+1 ea		

Morale

Rally 4+

Aggression 4+

Tenacity 4+



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.

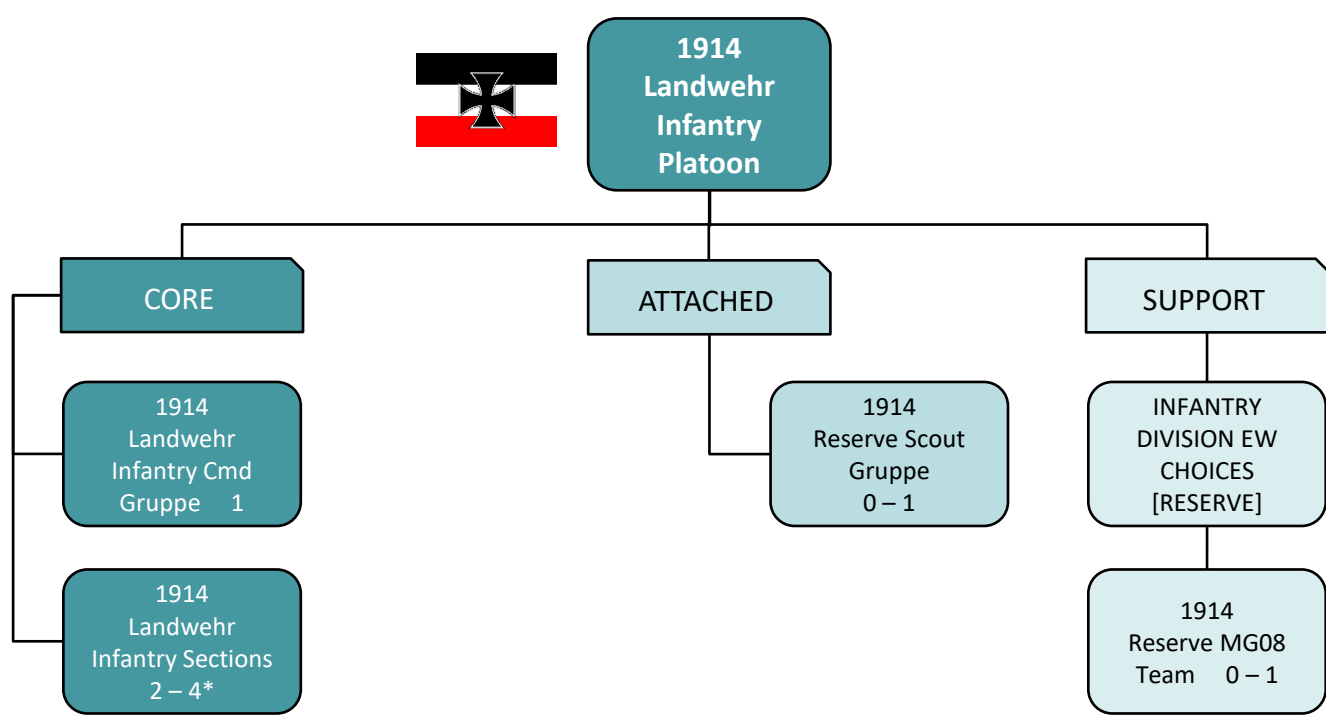
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		

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

1914 LANDWEHR INFANTRY PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Landwehr Infantry Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol	1	16	1	22		
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	0-1	20	0-1	23		
Medic, unarmed	0-1	15	0-1	17		
Comms Specialist (Level 1), pistol	0-1	15	0-1	17		
Senior NCO, pistol or SS rifle	0-1	15	0-1	18		
Add Riflemen with SS rifle	0-4	5	0-4	8		

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Formation

Attack 0
Recon 0



Linear Order, No Head Protection

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

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

Unit Special Rules:

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

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

1914 Landwehr Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or SS rifle	1	60	1	87		
8 Riflemen with SS rifle	0-9	5	0-9	8		

Morale

Rally 4+
Aggression 5+
Tenacity 4+



Linear Order, No Head Protection

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

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

Unit Special Rules:

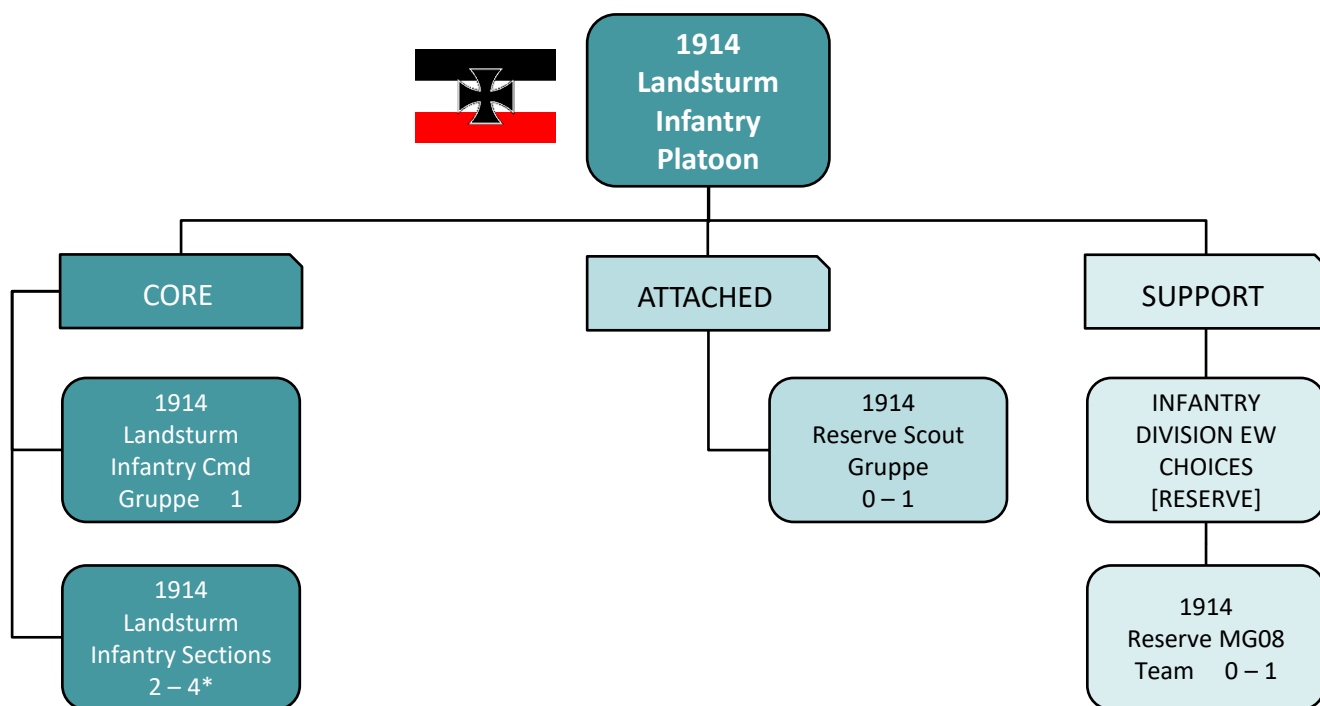
Linear Order – the unit may only operate in Linear Order.

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

1914 LANDSTURM PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Landsturm Infantry Command Gruppe



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, pistol or SS rifle	0-1	15				
Add Riflemen with SS rifle	0-4	5				

Morale

Rally 3+
Aggression 5+
Tenacity 4+

Formation

Attack 0
Recon 0



Linear Order, No Head Protection, 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
Single Shot Rifle	24"	SS	SS*	-	5+		

Unit Special Rules:

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

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

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

1914 Landsturm Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or SS rifle	1	60				
8 Riflemen with SS rifle						
Add Riflemen with SS rifle	0-9	5				

Morale

Rally 3+
Aggression 5+
Tenacity 4+



Linear Order, No Head Protection, 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
Single Shot Rifle	24"	SS	SS*	-	5+		

Unit Special Rules:

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

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

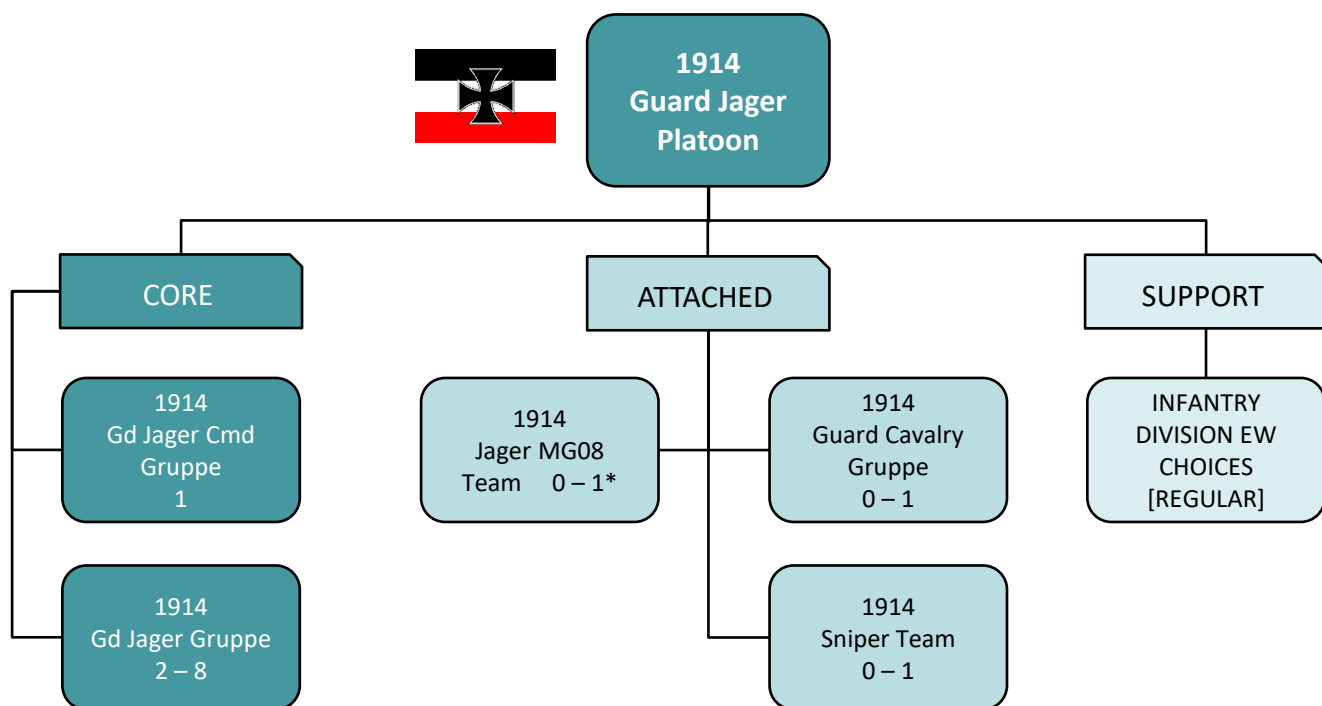
Poor Drill – if the unit changes alignment it requires the entire double time action (it may not also move).

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

1914 GUARD JAGER PLATOON

National Special Rules – Prussian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Guard Jager Command Gruppe



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
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle			0-1	29	0-1	33
Add Jager with BA rifle			0-4	19	0-4	23
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 3+

Formation

Attack +1
Recon 1



Marksmen, No Head Protection, Recon 1, Stubborn

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

Unit Special Rules:

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

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

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

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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		

1914 Guard Jager Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	110	1	130
4 Jagers with BA rifle			0-4	19	0-4	23
Add Jagers with BA rifle			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Equip the entire unit with cycles			For unit	+5	For unit	+5

Morale

Rally 3+
Aggression 3+
Tenacity 3+



Marksmen, No Head Protection, Recon 1, Stubborn

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

Unit Special Rules:

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

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

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

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

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

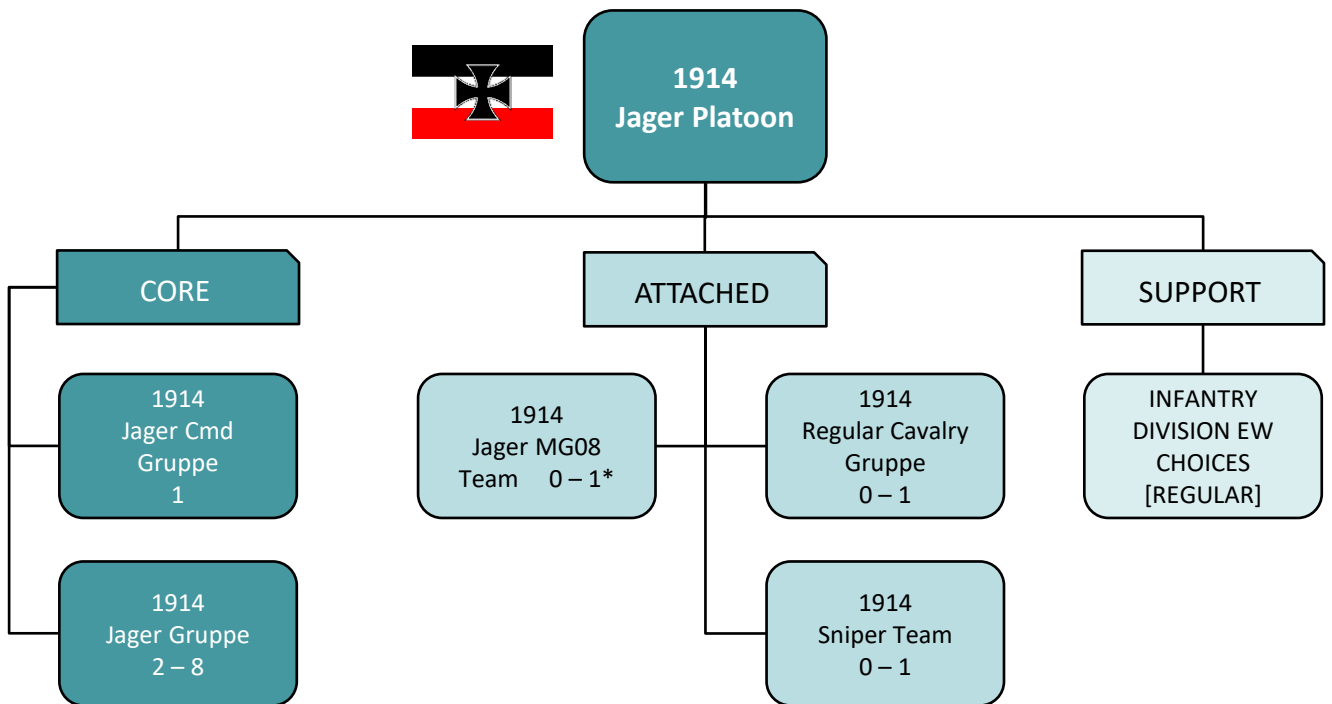
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		

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

1914 JAGER PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Jager Command Gruppe



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
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle			0-1	25	0-1	28
Add Jager with BA rifle			0-4	15	0-4	18
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 1



Infantry Unit

Marksmen, No Head Protection, Recon 1

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

Unit Special Rules:

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

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

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

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

1914 Jager Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	90	1	105
4 Jagers with BA rifle			0-4	15	0-4	18
Add Jagers with BA rifle			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Equip the entire unit with cycles			For unit	+5	For unit	+5

Morale

Rally 4+
Aggression 3+
Tenacity 4+



Infantry Unit

Marksmen, No Head Protection, Recon 1

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

Unit Special Rules:

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

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

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

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

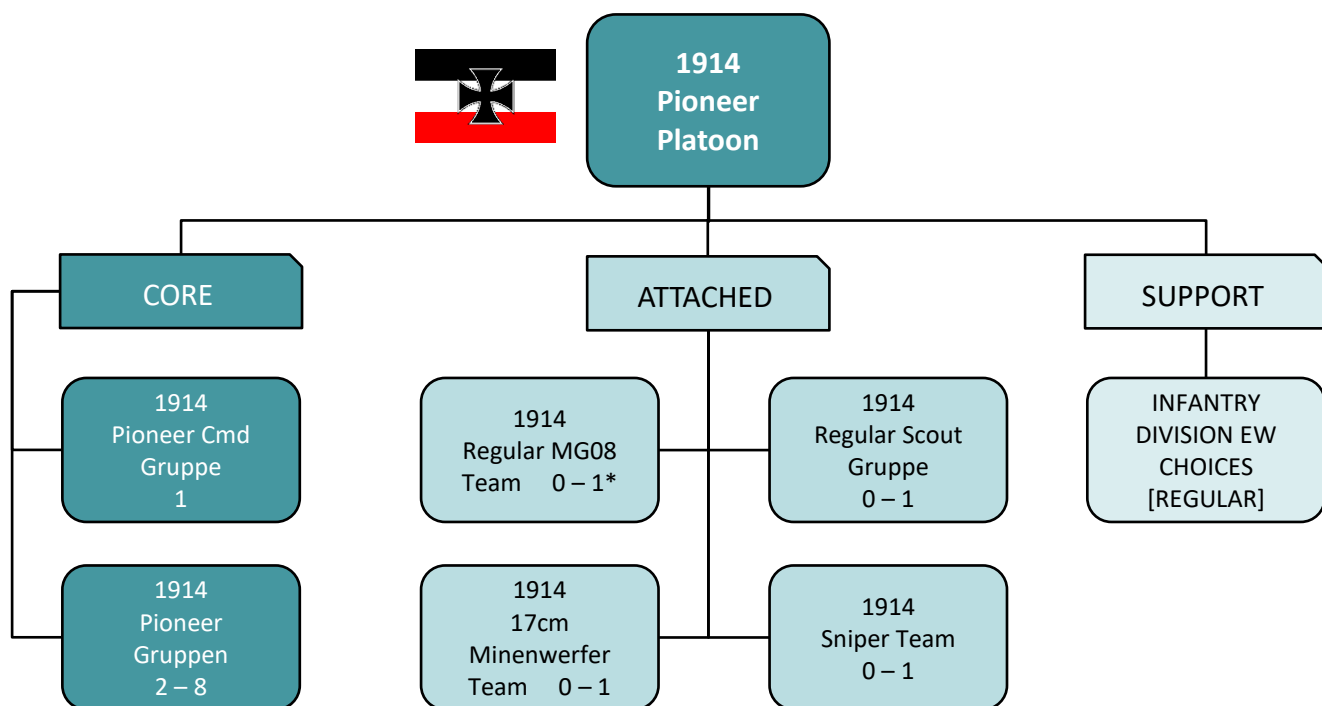
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		

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

1914 PIONEER PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Pioneer Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, 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, BA rifle, grenades			0-1	27	0-1	30
Add Pionier with BA rifle, grenades			0-4	17	0-4	20
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0



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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1914 Pioneer Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	100	1	115
4 Pioniers with BA rifle, grenades			0-4	17	0-4	20
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+



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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

1914 Regular Scout Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	75		
4 Scouts with BA rifle			0-4	12		
Add Scouts with BA rifle			Any	+1 ea		
<i>Upgrade pistol to SA Pistol</i>						

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
Bolt Action Rifle	24"	RF	RF*	-	5+		

1914 Reserve Scout Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle	1	60	1	70		
4 Scouts with BA rifle	0-4	9	0-4	11		

Morale

Rally 4+
Aggression 6+
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
Bolt Action Rifle	24"	RF	RF*	-	5+		

Cavalry Battlegroups and Units

Imperial Germany 1914



Offered by Wasatch Miniatures and GAJO Games

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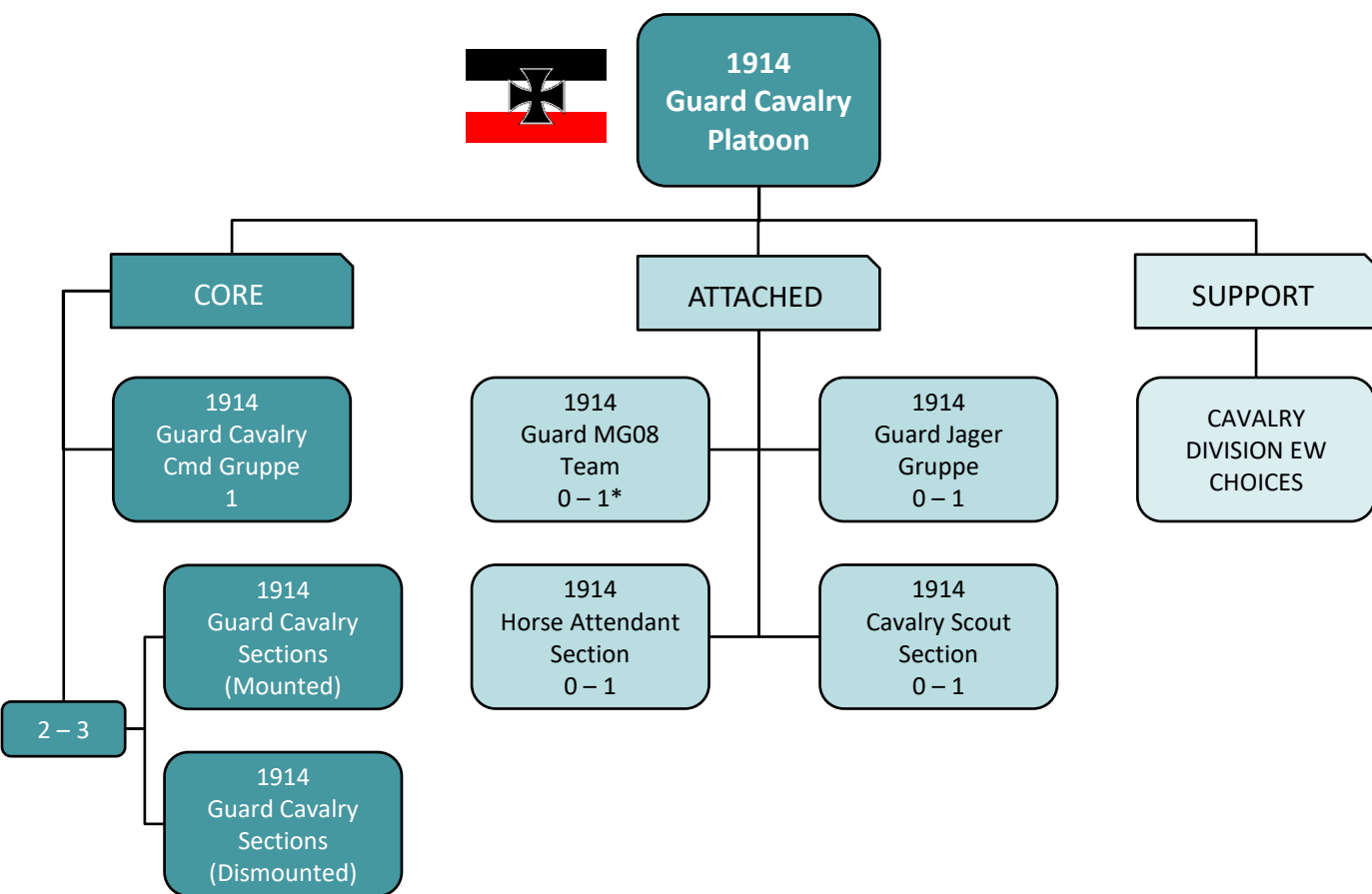
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1914 GUARD CAVALRY PLATOON

National Special Rules – Prussian, Hessian or Saxon only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Guard Cavalry Command Gruppe



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	26	0-1	30
Add Trooper, BA carbine, sabre, horse			0-2	16	0-2	20
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 3+

Formation

Attack +3
Recon 2



Cavalry, Linear Order, Mounted, No Head Protection, Stubborn

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.

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.

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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Sabre	melee						+1 to Assault Checks on Assault move

1914 Guard Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	95	1	115
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse			0-3	16	0-3	20
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add lance			Any	+1 ea	Any	+1 ea
Add Cuirass (Cuirassiers)			All/none	+1 ea	All/none	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 3+



Cavalry, Linear Order, Mounted, No Head Protection, Stubborn

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.

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.

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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RFee	-	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 Guard Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			1	90	1	110
4 Troopers, BA carbine			0 - 4	15	0 - 4	19
Add Trooper, BA carbine			Any	+1 ea	Any	+1 ea
Upgrade NCO's pistol to SA Pistol			For unit	+5	For unit	+5
Equip the entire unit with cycles						

Morale

Rally 4+
 Aggression 3+
 Tenacity 3+

Infantry Unit



Unit Special Rules:

Cycles – the unit may make a maneuver action using it's 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.

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

No Head Protection, Stubborn

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

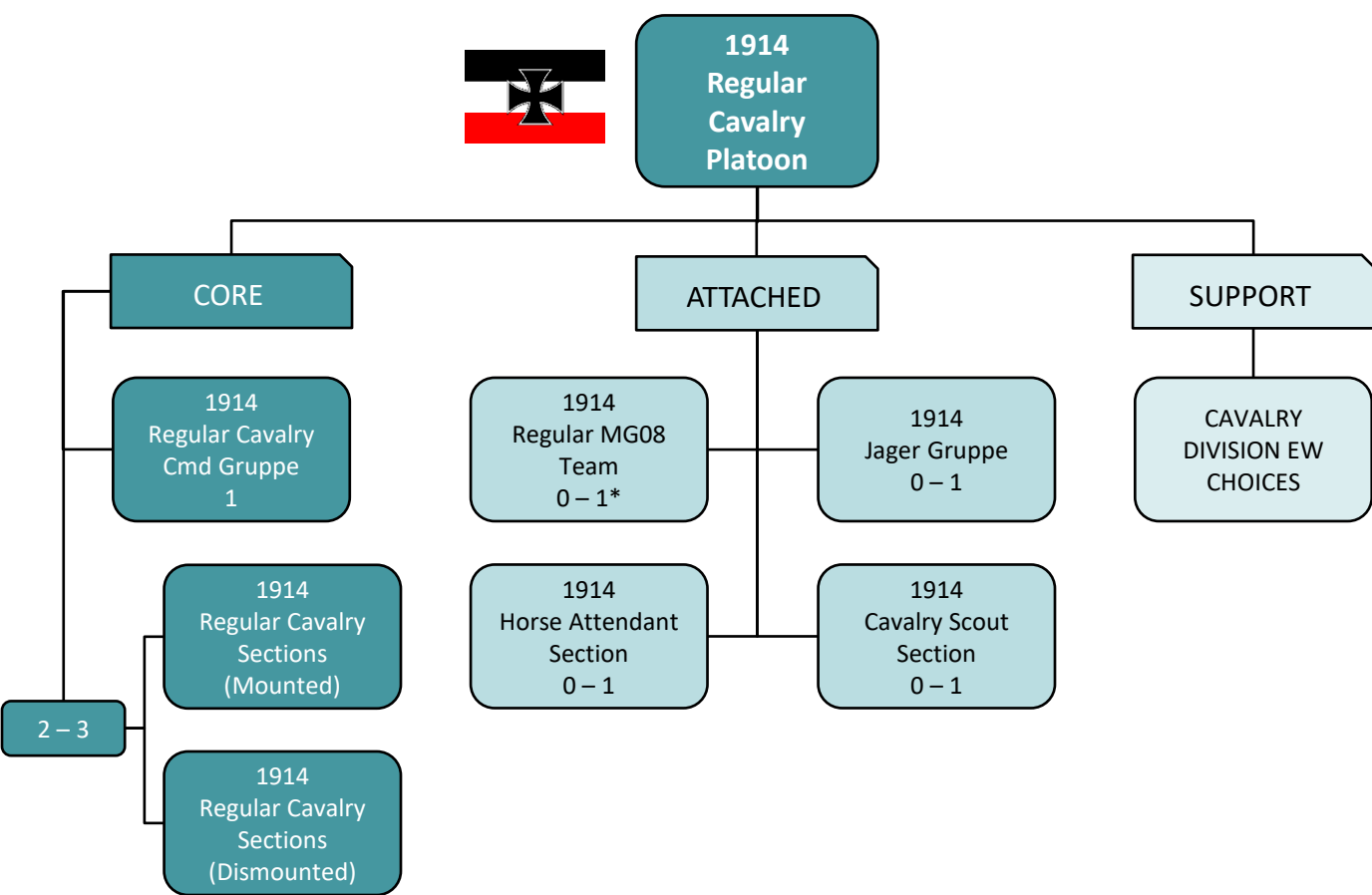
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy

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

1914 REGULAR CAVALRY PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Regular Cavalry Command Gruppe



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	24		
Add Trooper, BA carbine, sabre, horse			0 - 2	14		
Upgrade Officer's pistol to SA Pistol			Any	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +3
Recon 2



Cavalry, Linear Order, 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.

Mounted – the unit does not benefit from concealment, except from being in extended order, 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.

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

1914 Regular Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	85		
4 Troopers, BA carbine, sabre, horse			0 - 3	14		
Add Trooper, BA carbine, sabre, horse			Any	+1 ea		
Upgrade NCO's pistol to SA Pistol			Any	+1 ea		
Add lance			Any	+1 ea		
Add Cuirass (Cuirassiers)			All/none	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 4+



Cavalry, Linear Order, 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.

Mounted – the unit does not benefit from concealment, except from being in extended order, 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.

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



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			1	80		
4 Troopers, BA carbine			0 - 4	13		
Add Trooper, BA carbine			Any	+1 ea		
Upgrade NCO's pistol to SA Pistol			For unit	+5		
Equip the entire unit with cycles						

Morale	
Rally	4+
Aggression	3+
Tenacity	4+

Infantry Unit



Unit Special Rules:

Cycles – the unit may make a maneuver action using it's 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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy

AF = Accelerated Fire

RF = Rapid Fire

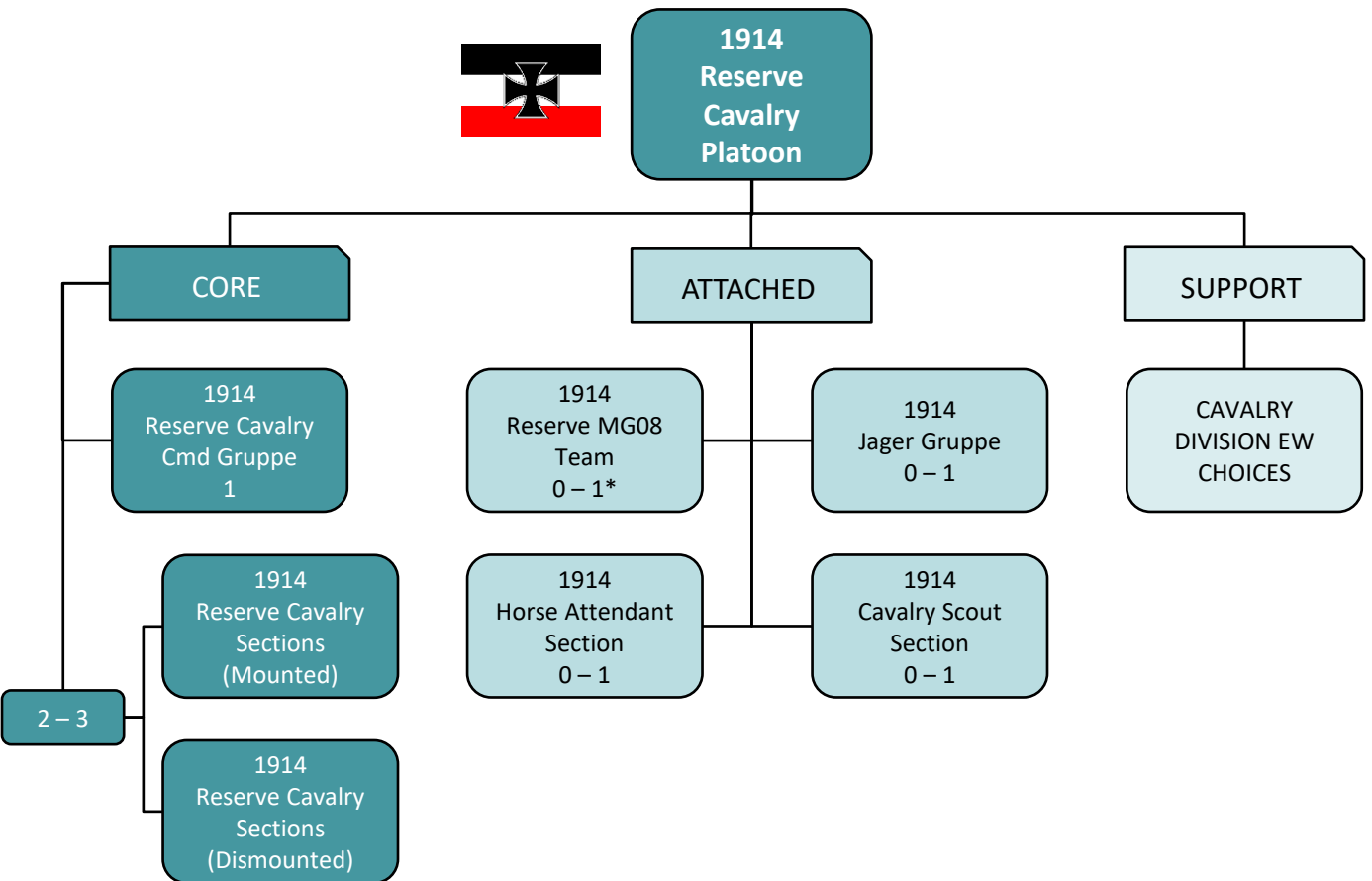
SS = Single Shot

* = Slow Firing

1914 RESERVE CAVALRY PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Reserve Cavalry Command Gruppe



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	20	0-1	23		
Add Trooper, BA carbine, sabre, horse	0-2	10	0-2	13		
Upgrade Officer's pistol to SA Pistol	Any	+1 ea	Any	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 2



Cavalry, Linear Order, 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.

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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
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	65	1	80		
4 Troopers, BA carbine, sabre, horse	0-3	10	0-3	13		
Add Trooper, BA carbine, sabre, horse	Any	+1 ea	Any	+1 ea		
Upgrade NCO's pistol to SA Pistol	Any	+1 ea	Any	+1 ea		
Add lance	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, 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.

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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
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	1	60	1	75		
4 Troopers, BA carbine	0-4	9	0-4	12		
Add Trooper, BA carbine	Any	+1 ea	Any	+1 ea		
Upgrade NCO's pistol to SA Pistol	For unit	+5	For unit	+5		
Equip the entire unit with cycles						

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Infantry Unit



Unit Special Rules:

Cycles – the unit may make a maneuver action using it's 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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1914 Cavalry Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	90		
4 Troopers, BA carbine, sabre, horse			0 - 3	15		
Add Trooper, BA carbine, sabre, horse			Any	+1 ea		
Upgrade NCO's pistol to SA Pistol			Any	+1 ea		
Add lance			Any	+1 ea		

Morale

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



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.

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

Cavalry, Extended Order, 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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
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 Horse Attendant Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			1	75		
4 Troopers, BA carbine			0 - 4	12		
Add Trooper, BA carbine			Any	+1 ea		
Upgrade NCO's pistol to SA Pistol			All/none	-1 ea		
Remove the entire unit's horses			For unit	+5		
Equip an entire dismounted unit with cycles						

Morale

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



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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy

Vehicle Units

Imperial Germany 1914



Offered by Wasatch Miniatures and GAJO Games

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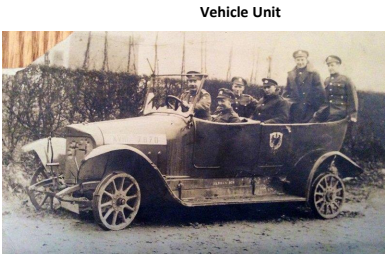
1914 Imperial German Car Team



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+



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.

No Head Protection, Unarmed Transport (6), Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Car Team	8"	14"	-	5+

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

1914 Imperial German 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+



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. Place a gun team behind the vehicle to indicate that the gun itself is being towed. 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).

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.

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

Unit	Maneuver	Double Time	Assault	Agility
Truck Team	8"	12"	-	5+

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

Weapons Units

Imperial Germany 1914



Offered by Wasatch Miniatures and GAJO Games

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1914 Guard MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 2 crew			1	64	1	76

Morale	
Rally	3+
Aggression	4+
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.

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

Fixed, No Head Protection, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression

1914 Regular MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 2 crew			1	50		

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Weapon Unit



Unit Special Rules:

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

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

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression

1914 Reserve MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 2 crew			1	45		

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
MG08 Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression

1914 Jager MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 3 crew			1	45		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Weapon Unit



Unit Special Rules:

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

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

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1914 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol			1	29	1	35

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Weapon Unit

Unit Special Rules:

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

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

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

Camouflage, No Head Protection, Yield Ground

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

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

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

Gun Units

Imperial Germany 1914



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1914 Regular 7.7cm FK 96 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.7cm FK96 Gun, NCO + 3 crew			1	66	1	85

Morale

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



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				
7.7cm FK96	48"	2	1	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

1914 Reserve 7.7cm FK 96 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.7cm FK96 Gun, NCO + 3 crew	1	41	1	59		

Morale

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



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				
7.7cm FK96	48"	2	1	+6	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

1914 7.7cm FK 96 Horse Artillery Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.7cm FK96 Gun, NCO + 3 crew, Limber			1	75	1	97

Morale

Rally 4+
Aggression 4+
Tenacity 4+



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.

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				
7.7cm FK96	48"	2	1	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

1914 Reserve 9cm C/73 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
9cm C/73 Gun, NCO + 3 crew	1	37	1	54		

Morale

Rally 4+
Aggression 5+
Tenacity 4+



Fixed, No Head Protection

Unit Special Rules:

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
9cm C/73	48"	1	1*	+6	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

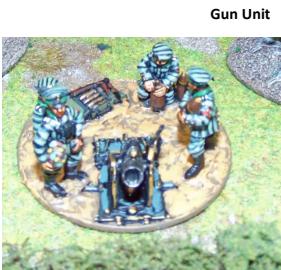
1914 17cm Minenwerfer Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
17cm Minenwerfer, NCO + 3 crew			1	64		

Morale

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



Gun Unit

Unit Special Rules:

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

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

Fixed, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
17cm Minenwerfer	12-48"	1	-	+4	3+	2d6	Crew 3, Indirect Only, Salvo, Suppression

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