

Imperial Russian 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 – IMPERIAL RUSSIA

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

Bayonet Training –

Russian tactical doctrine emphasized the bayonet, and soldiers were extensively trained in its use. A Russian soldier always had his bayonet fixed and ready.

A Russian unit may re-roll one Assault Check each time they strike in close combat.

Night Attack –

Russian units trained to fight at night, particularly for night attacks.

A Russian unit may elect to attack at night in missions which allow it, without making a night attack roll.

Poor Communications –

Russia was forced to rely on imported communications equipment, and they were at a disadvantage compared to their foes.

A Russian unit receives a -1 to any Communication Checks.

NATIONAL SPECIAL RULES

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

Stoic (Heartland) –

The core Russian lands had a long tradition of stoic resistance when things looked bad.

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

Hunters (Urals) –

The Ural region was home to many excellent shots.

Urals units with this special rule may re-roll one failed Accuracy Check when shooting.

Long Service (Non-Russians) –

Units raised from non-Russians had little prospect of advancement outside the army, so they tended to have good cohesion from long service together.

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

Outdoorsmen (Siberian) –

Siberian troops were accustomed to the extreme cold and moving through their rugged wilderness.

Siberian units with this special rule may add 2" to their movement through rough terrain. They also ignore extreme cold in missions that use it.

Tribal (Caucasus) –

Caucasian units served in local groups, and they were already proficient in their preferred style of fighting.

Caucasian units with this special rule add 3" to their At the Double movement rates.

Dedicated (Ukrainian) –

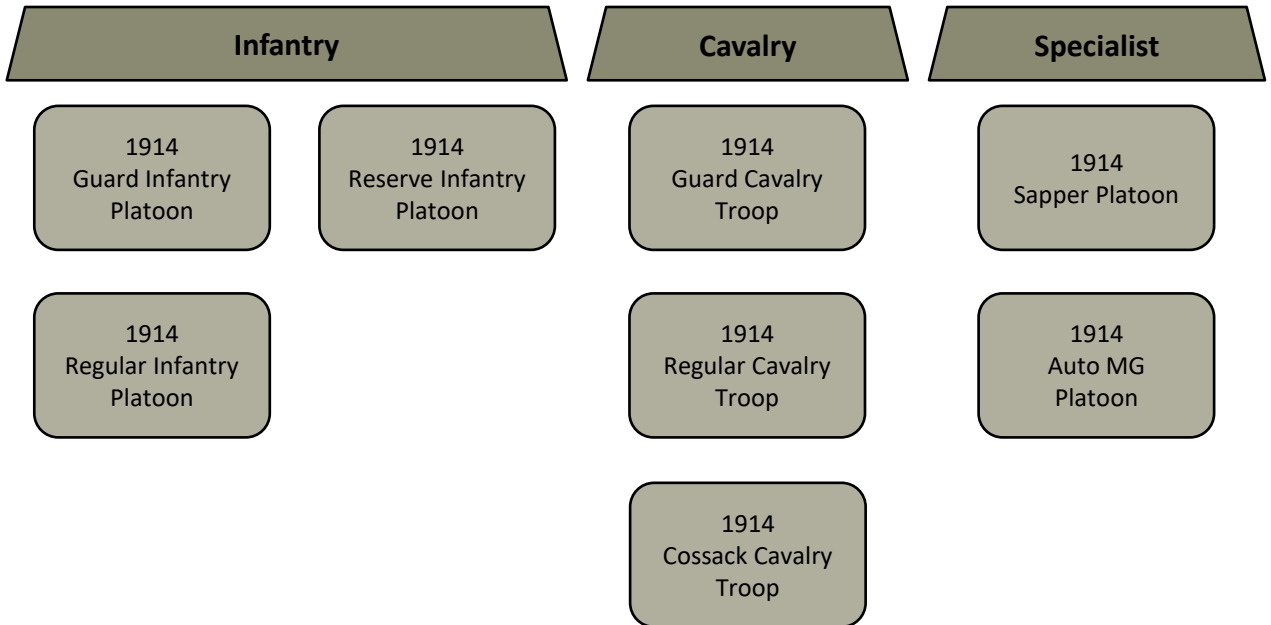
Ukrainian troops saw the war as a chance for greater autonomy within the Russian Empire, and they fought hard to justify this.

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

Battlegroup Diagram



Russian Empire 1914

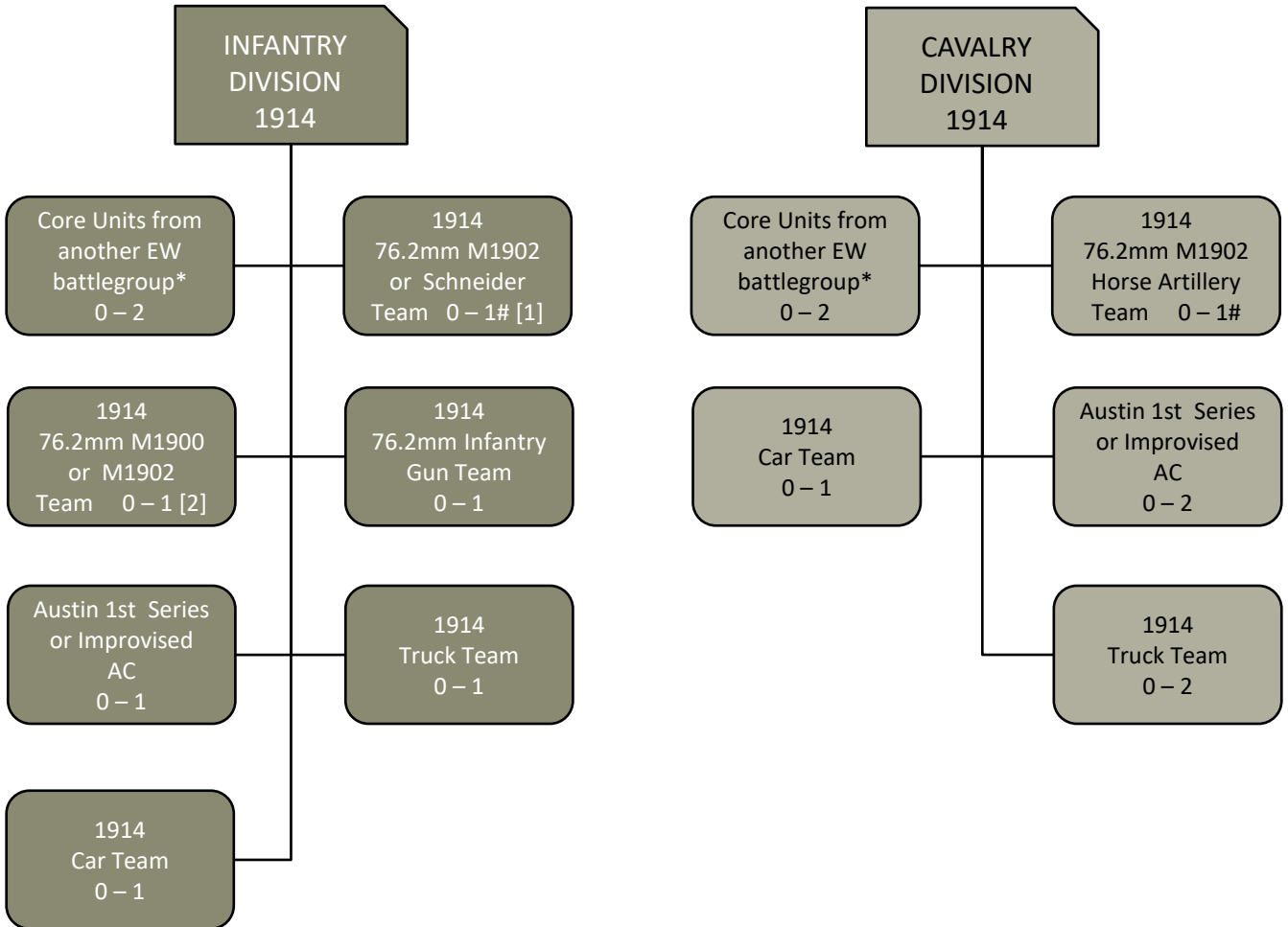


A force must include at least one Battlegroup,
but it may include more than one

Support Diagram



Russian Empire 1914



* = excludes command units

= Support Artillery

[1] = REGULAR; [2] = RESERVE

Infantry Battlegroups and Units

Russian Empire 1914



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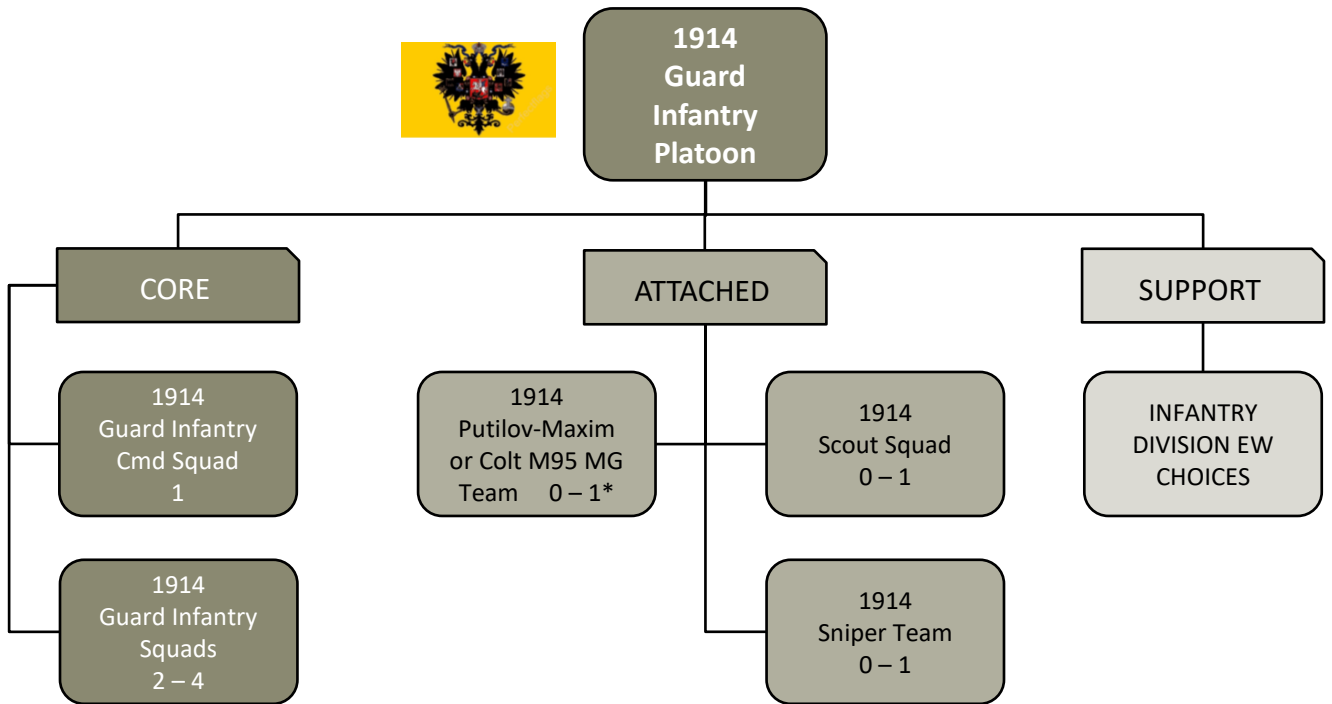
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1914 GUARD INFANTRY PLATOON

National Special Rules – Heartland only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Guard Infantry 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
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, pistol or BA rifle			0-1	22	0-1	25
Add Riflemen with BA rifle			0-4	12	0-4	15
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add improvised grenades for officer, NCO and riflemen			Any	+1 ea	Any	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 5+

Formation

Attack +1
Recon 0



Linear Order, No Head Protection, Resilient

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.

Resilient – unit may remove one suppression marker on a 3+ during the Rally step at the beginning of the 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+		
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

1914 Guard Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	111	1	135
7 Riflemen with BA rifle						
Add Riflemen with BA rifle			0-4	12	0-4	15
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add improvised grenades			Any	+1 ea	Any	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 5+



Linear Order, No Head Protection, Resilient

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.

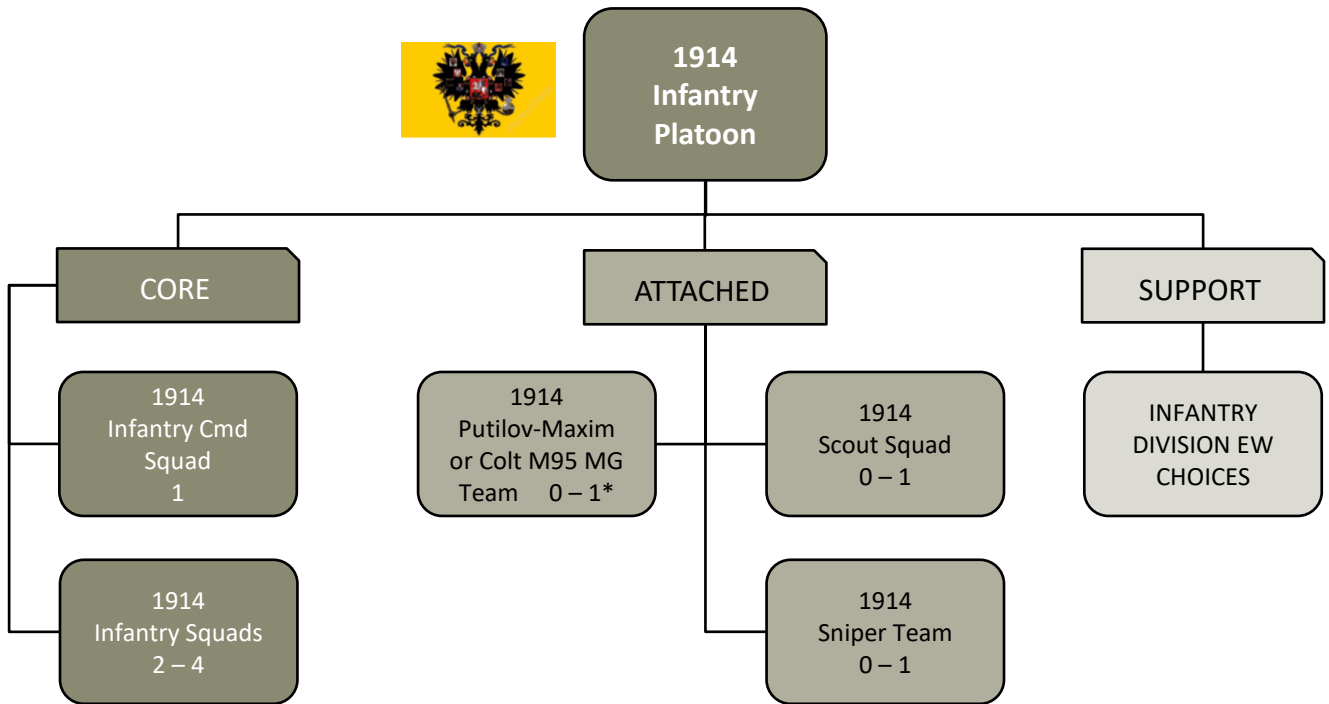
Resilient – unit may remove one suppression marker on a 3+ during the Rally step at the beginning of the turn.

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

1914 INFANTRY PLATOON

National Special Rules – Heartland, Ukrainian, Urals or Siberian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 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		
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		
Add improvised grenades for officer, NCO and riflemen			Any	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 5+

Formation

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

Unit Special Rules:

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

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

1914 Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	95		
7 Riflemen with BA rifle						
Add Riflemen with BA rifle			0 - 4	10		
Upgrade pistol to SA Pistol			Any	+1 ea		
Add improvised grenades			Any	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 5+



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

Unit Special Rules:

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

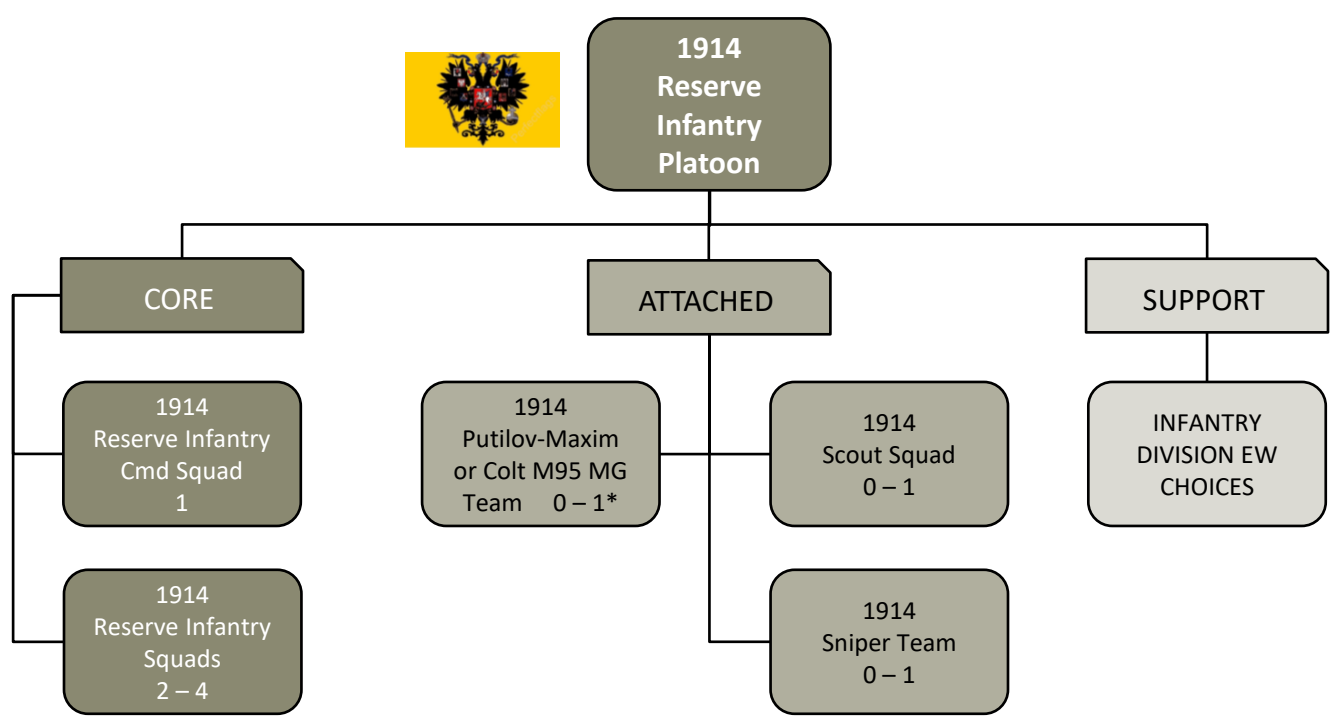
No Head Protection – unit receives -1 on Triage checks.

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

1914 RESERVE INFANTRY PLATOON

National Special Rules – any.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Reserve Infantry 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				
Musician, pistol	0-1	10				
Senior NCO, pistol or BA rifle	0-1	15				
Add Riflemen with BA rifle	0-4	5				
Upgrade pistol to SA Pistol	Any	+1 ea				
Add improvised grenades for officer, NCO and riflemen	Any	+1 ea				

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0



Infantry Unit

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

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 Reserve Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle	1	55				
7 Riflemen with BA rifle						
Add Riflemen with BA rifle	0-4	5				
Upgrade pistol to SA Pistol	Any	+1 ea				
Add improvised grenades	Any	+1 ea				

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Infantry Unit

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

Unit Special Rules:

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

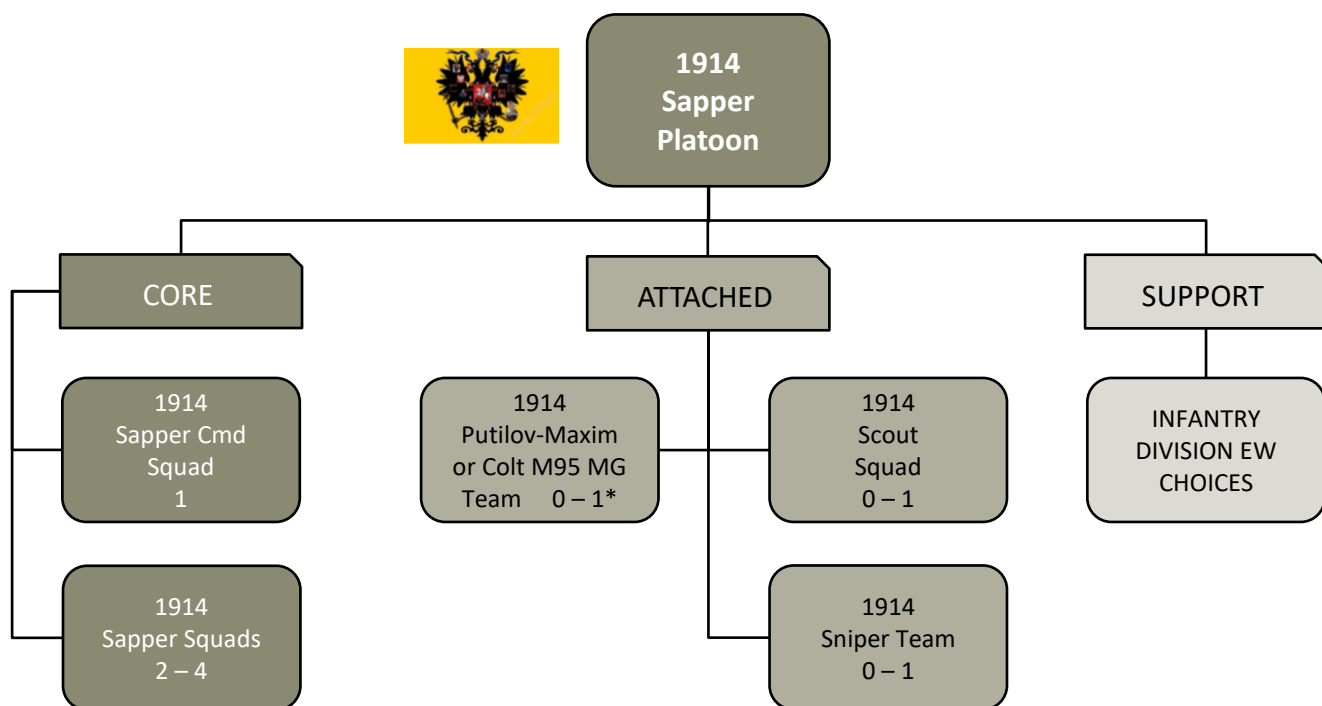
No Head Protection – unit receives -1 on Triage checks.

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

1914 SAPPER PLATOON

National Special Rules – Heartland, Ukrainian, Urals or Siberian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Sapper 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, pistol or BA rifle, improvised grenades			0-1	26	0-1	29
Add Sappers with BA rifle, improvised grenades			0-4	16	0-4	19
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Morale

Rally 4+
Aggression 3+
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 – receive a +1 to Assault tests when assaulting buildings or fortifications, and they may also conduct special engineering actions.

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

1914 Sapper Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, improvised grenades			1	143	1	167
7 Sappers with BA rifle, improvised grenades			0-4	16	0-4	19
Add Sapper with BA rifle, improvised grenades			Any	+1 ea	Any	+1 ea

Morale

Rally 4+
Aggression 3+
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 – receive a +1 to Assault tests when assaulting buildings or fortifications, and they may also conduct special engineering actions.

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+		
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 BA rifle			1	70	1	80
4 Riflemen with BA rifle						
Add Riflemen with BA rifle			0 – 7	11	0 – 7	13
Add improvised grenades			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

Morale	
Rally	4+
Aggression	5+
Tenacity	6+



Infantry Unit

Extended Order, No Head Protection, Recon 1, Scouts

Unit Special Rules:

Extended Order – the unit may operate in extended order

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

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

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

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

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

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

Cavalry Battlegroups and Units

Russian Empire 1914



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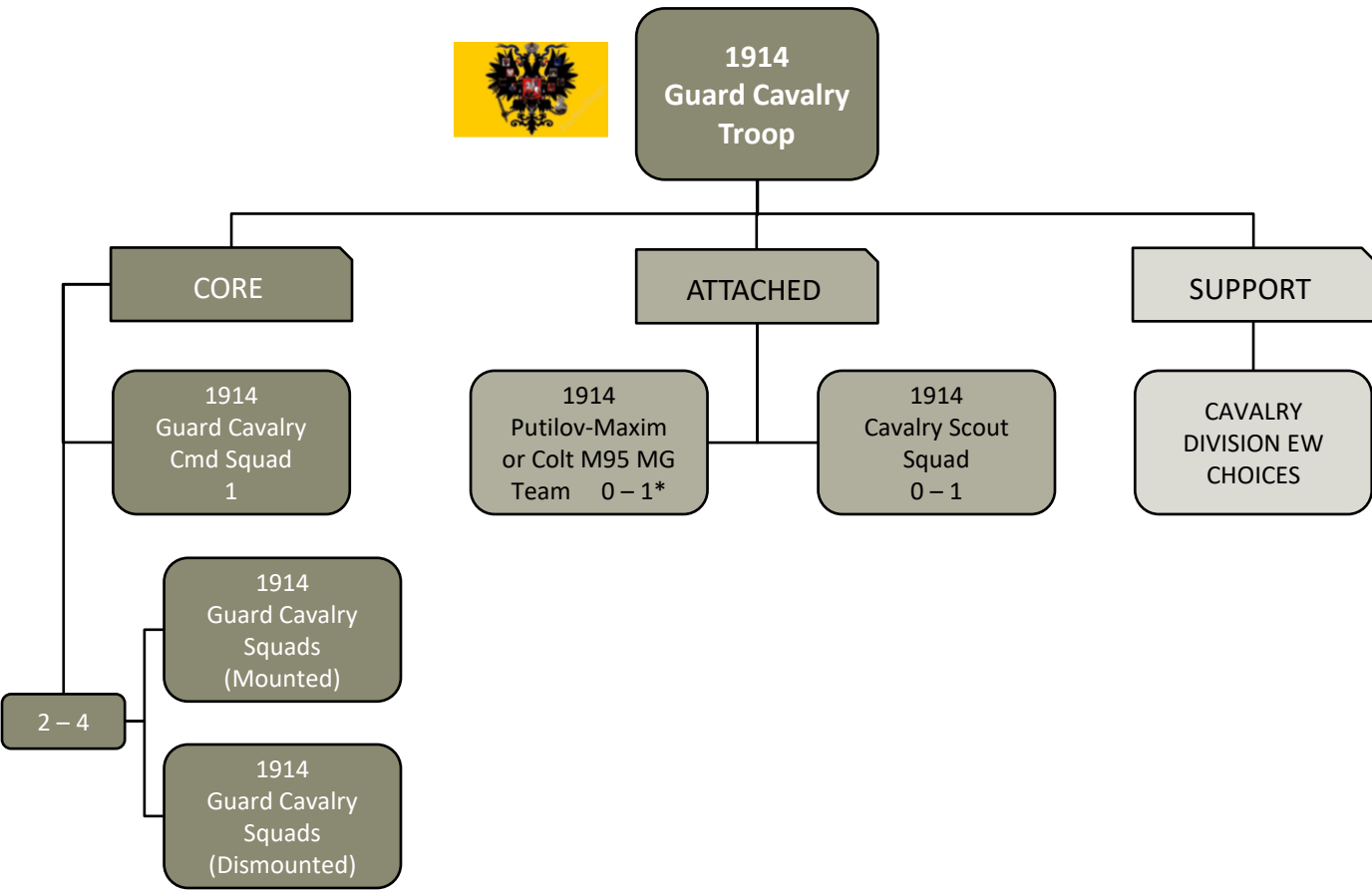
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1914 GUARD CAVALRY TROOP

National Special Rules – Heartland only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Guard Cavalry Command Squad



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	25	0-1	29
Add Trooper, BA carbine, sabre, horse			0-2	15	0-2	19
Upgrade any pistol to SA pistol			Any	+1 ea	Any	+1 ea
Add improvised grenades			Any	+1 ea	Any	+1 ea

Morale

Rally 3+
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

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

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 Guard Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	90	1	110
4 Troopers, BA carbine, sabre, horse			0-3	15	0-3	19
Add Trooper, BA carbine, sabre, horse			Any	+1 ea	Any	+1 ea
Add lance			0-1#	+7	0-1#	+7
Replace Trooper's BA carbine with Madsen LMG			Any	+1 ea	Any	+1 ea
Add improvised grenades			Any	+1 ea	Any	+1 ea

Morale

Rally 3+
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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Madsen LMG	30"	3	2	-	5+		Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

- a maximum number is allowed for the entire troop as follows: 1914 (up to one per troop)

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.

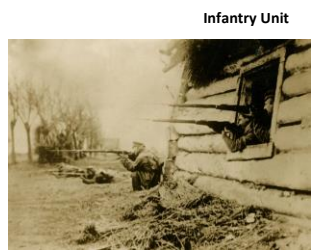
AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1914 Guard Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			1	85	1	100
4 Troopers, BA carbine						
Add Trooper, BA carbine			0 - 3	14	0 - 3	17
<i>Add improvised grenades</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Replace Trooper's BA carbine with Madsen LMG</i>			<i>0 - 1#</i>	<i>+7</i>	<i>0 - 1#</i>	<i>+7</i>

Morale	
Rally	3+
Aggression	3+
Tenacity	4+



Infantry Unit

- a maximum number is allowed for the entire troop as follows: 1914 (up to one per troop)

Special Rules:

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

No Head Protection

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

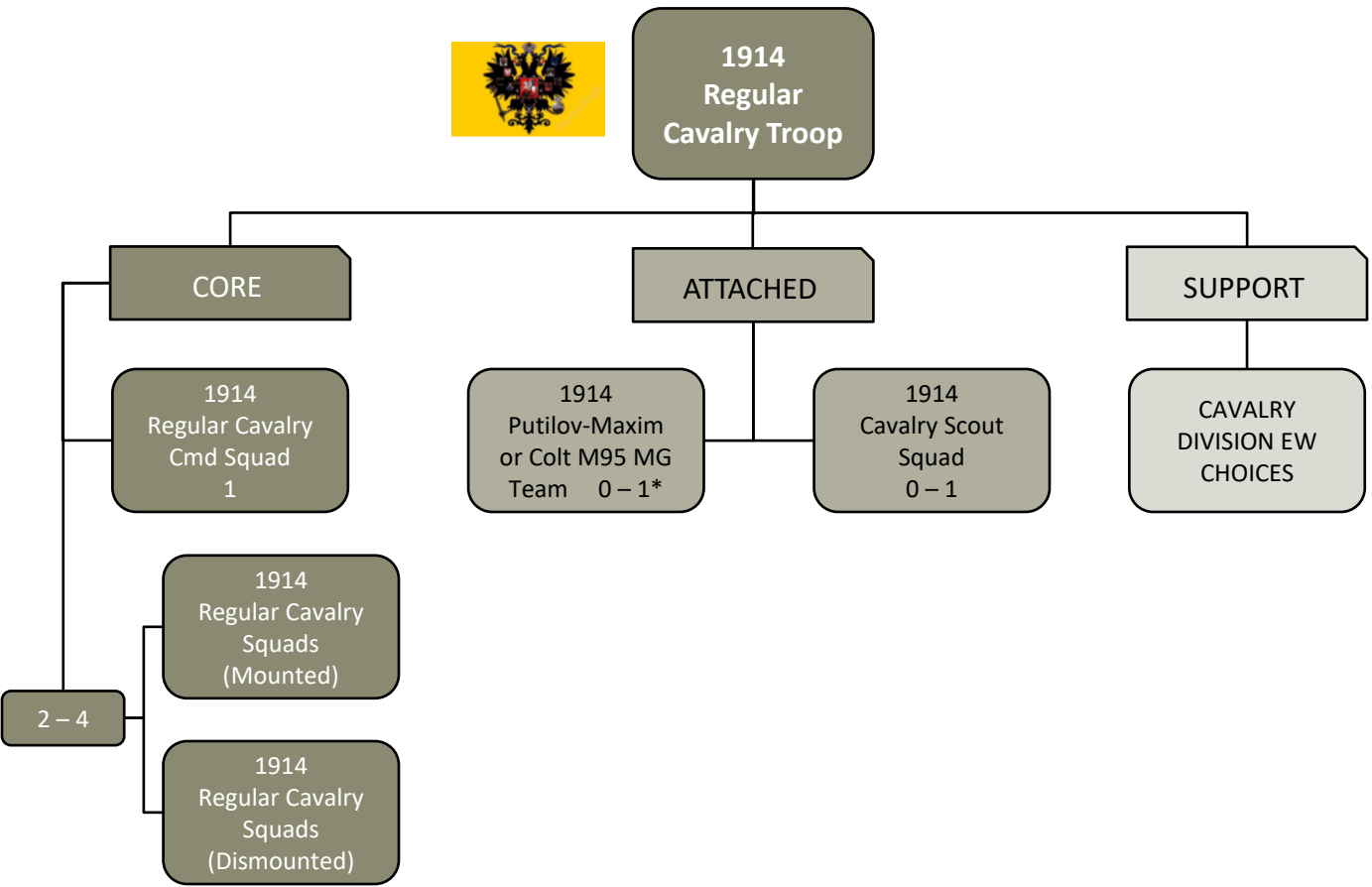
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Madsen LMG	30"	3	2	-	5+		Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

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

1914 REGULAR CAVALRY TROOP

National Special Rules – Heartland, Urals, Siberia, Ukrainian and non-Russians only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Regular Cavalry Command Squad



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	24	0-1	27
Add Trooper, BA carbine, sabre, horse			0-2	14	0-2	17
Upgrade any pistol to SA pistol			Any	+1 ea	Any	+1 ea
Add improvised grenades			Any	+1 ea	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

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

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 Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	85	1	100
4 Troopers, BA carbine, sabre, horse			0-3	14	0-3	17
Add Trooper, BA carbine, sabre, horse			Any	+1 ea	Any	+1 ea
Add lance			0-1#	+7	0-1#	+7
Replace Trooper's BA carbine with Madsen LMG			Any	+1 ea	Any	+1 ea
Add improvised grenades			Any	+1 ea	Any	+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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Madsen LMG	30"	3	2	-	5+		Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

- a maximum number is allowed for the entire troop as follows: 1914 (up to one per troop)

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.

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

1914 Regular Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			1	80	1	95
4 Troopers, BA carbine						
Add Trooper, BA carbine			0 - 3	13	0 - 3	16
<i>Add improvised grenades</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Replace Trooper's BA carbine with Madsen LMG</i>			<i>0 - 1#</i>	<i>+7</i>	<i>0 - 1#</i>	<i>+7</i>

Morale	
Rally	4+
Aggression	3+
Tenacity	4+



Infantry Unit

- a maximum number is allowed for the entire troop as follows: 1914 (up to one per troop)

Special Rules:

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

No Head Protection

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

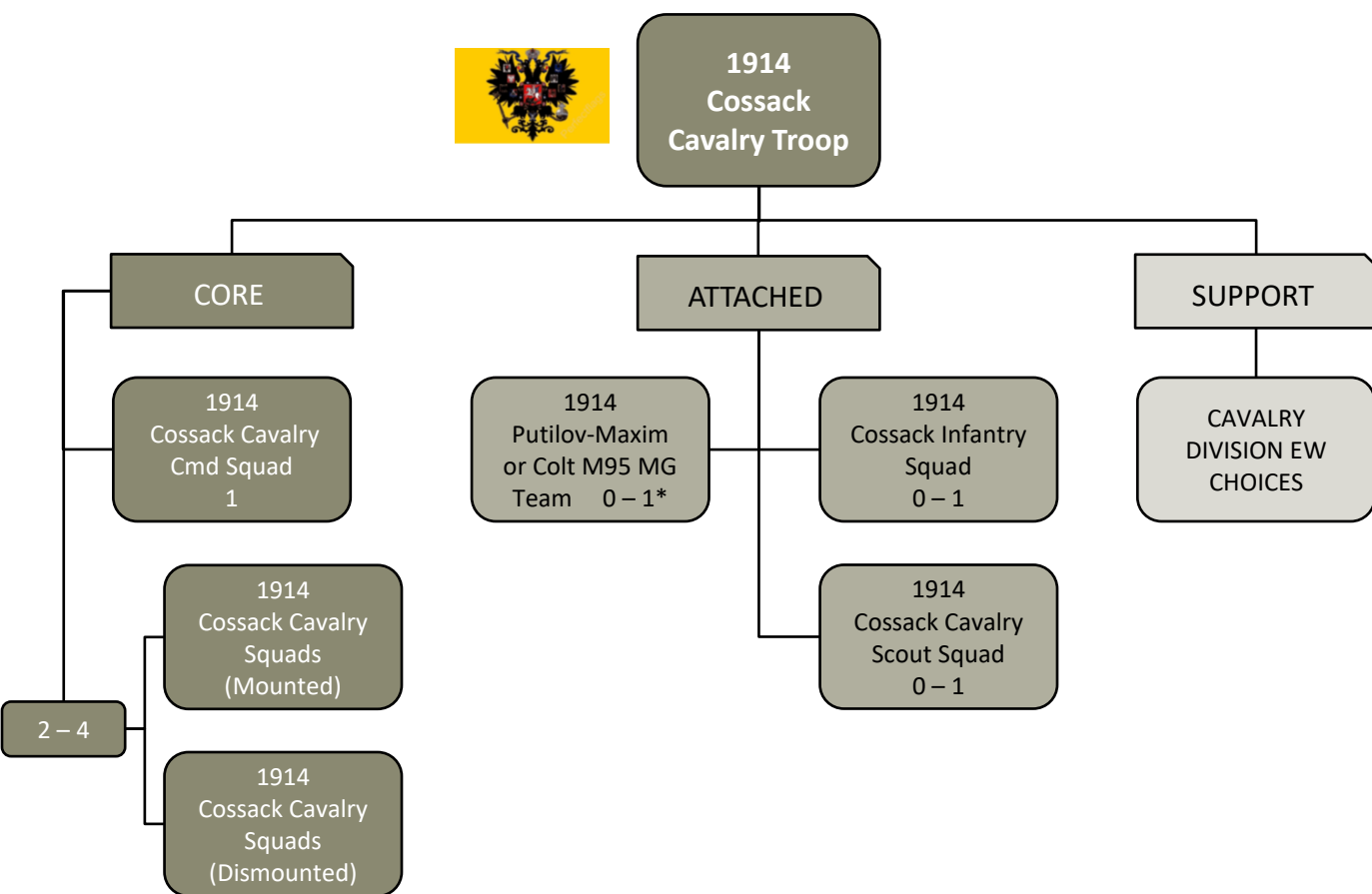
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Madsen LMG	30"	3	2	-	5+		Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

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

1914 COSSACK CAVALRY TROOP

National Special Rules – Ukrainian, Urals or Siberian.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1914 Cossack Cavalry Command Squad



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	0-4	12		
Upgrade any pistol to SA pistol	Any	+1 ea	Any	+1 ea		
Add improvised grenades	Any	+1 ea	Any	+1 ea		

Morale

Rally 4+

Aggression 5+

Tenacity 5+

Formation

Attack +2

Recon 2



Mounted Unit

Cavalry, Extended Order, Flankers, Independent, Mounted, No Head Protection, Poor Shots

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).

Extended Order – the unit may operate in extended order.

Flankers – unit may not assault an enemy infantry or mounted unit from within the target's frontal arc unless the enemy unit has 2 or more suppression markers.

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.

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

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
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1914 Cossack Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse	1	60	1	75		
4 Troopers, BA carbine, sabre, horse	0-5	9	0-5	12		
Add Trooper, BA carbine, sabre, horse	Any	+1 ea	Any	+1 ea		
Add lance	Any	+1 ea	Any	+1 ea		
Add improvised grenades	Any	+1 ea	Any	+1 ea		

Morale

Rally 4+

Aggression 5+

Tenacity 5+



Mounted Unit

Cavalry, Extended Order, Flankers, Independent, Mounted, No Head Protection, Poor Shots

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).

Extended Order – the unit may operate in extended order.

Flankers – unit may not assault an enemy infantry or mounted unit from within the target's frontal arc unless the enemy unit has 2 or more suppression markers.

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.

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

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

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

1914 Dismounted Cossack Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	NCO, pistol or BA carbine 4 Troopers, BA carbine	1	55	1	70	
Add Trooper, BA carbine <i>Add improvised grenades</i>	0-5	8	0-5	11		
	<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>		

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Special Rules:

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.

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

Extended Order, Independent, 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
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

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

1914 Cavalry Scout Squad

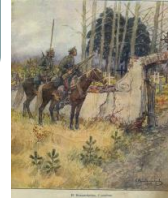


Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	90	1	100
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse			0-3	15	0-3	17
Upgrade pistol to SA pistol			Any	+1 ea	Any	+1 ea
Add lance			Any	+1 ea	Any	+1 ea
Add improvised grenades			Any	+1 ea	Any	+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.

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
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

1914 Cossack Cavalry Scout Squad

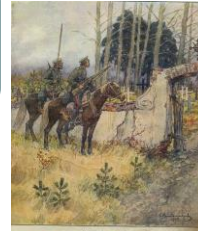


Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse	1	60	1	75		
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse	0-5	9	0-5	12		
Upgrade pistol to SA pistol	Any	+1 ea	Any	+1 ea		
Add improvised grenades	Any	+1 ea	Any	+1 ea		
Add lance	Any	+1 ea	Any	+1 ea		

Morale

Rally	4+
Aggression	5+
Tenacity	6+

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.

Flankers – unit may not assault an enemy infantry or mounted unit from within the target's frontal arc unless the enemy unit has 2 or more suppression markers.
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.

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

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

Cavalry, Extended Order, Flankers, Independent, Mounted, No Head Protection, Poor Shots, 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
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

AF = Accelerated Fire

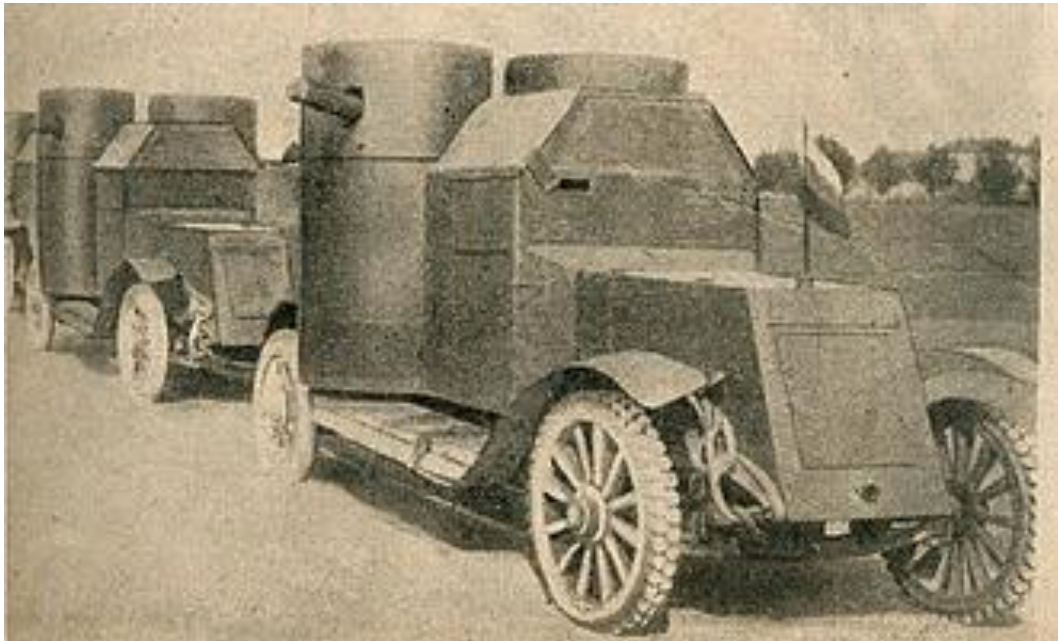
RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Vehicle Battlegroups and Units

Russian Empire 1914



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1914 AUTOMOBILE MACHINE GUN PLATOON

National Special Rules – Heartland only.

ORGANIZATION DIAGRAM



1914
Auto
Machine Gun
Platoon

CORE

1914
Cmd Austin 1st
Series or Imp AC
1

1914
Escort Squad
0 – 1*

1914
Austin 1st Series
AC

1914
Improvised AC –
MG or Gun

1 – 2

ATTACHED

1914
Regular Cavalry
Squad (Mtd)
0 – 1

1914
Cavalry Scout
Squad
0 – 1

1914
Truck Team
0 – 1

SUPPORT

CAVALRY
DIVISION EW
CHOICES

* = Line Holder Unit

1914 Command Austin 1st Series Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	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		
Austin 1 st Series Armored Car	1	49	1	56		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

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

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 3

Armor

Front 7
Side 7
Top 7

Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Austin 1 Series Armored Car	5"	8"	4"	6+

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

1914 Command Improvised Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	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		
Improvised Armored Car – MG	1	33	1	37		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

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

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.

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 2

Armor

Front 7
Side 7
Top 6

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

Unit	Maneuver	Double Time	Assault	Agility
Improvised Armored Car – MG	5"	8"	4"	5+

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

1914 Improvised Armored Car - Gun



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Improvised Armored Car – Gun	1	37	1	41		
Upgrade 1 crewman to Mechanic			0 – 1#	+7		
Upgrade 1 crewman to Skilled Driver			0 – 1#	+5		
Upgrade 1 crewman to Expert Gunner			0 – 1#	+10		

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

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.

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Vehicle Unit



Resilience	
	2

Armor	
Front	7
Side	7
Top	6

Open Topped, Tank Terror, Unreliable, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Improvised Armored Car – Gun	5”	8”	4”	6+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central Mount 57 – 76mm Gun	24”	1	1*	+5	3+	d3	

1914 Improvised Armored Car - MG



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Improvised Armored Car – MG	1	33	1	37		
Upgrade 1 crewman to Mechanic			0 – 1#	+7		
Upgrade 1 crewman to Skilled Driver			0 – 1#	+5		
Upgrade 1 crewman to Expert Gunner			0 – 1#	+10		

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

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.

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Vehicle Unit



Resilience	
	2

Armor	
Front	7
Side	7
Top	6

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

Unit	Maneuver	Double Time	Assault	Agility
Improvised Armored Car – MG	5”	8”	4”	5+

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

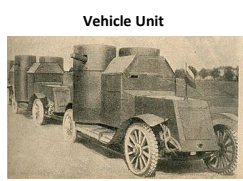
1914 Austin 1st Series Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Austin 1 st Series Armored Car	1	49	1	56		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 7
Side 7
Top 7

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

Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

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

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

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

Tank Terror – the vehicle causes Tank Terror.

Unreliable – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.

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

Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Austin 1 Series Armored Car	5"	8"	4"	6+

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

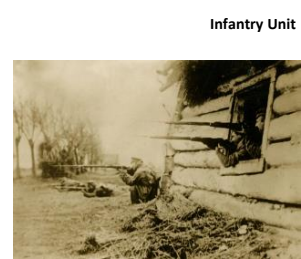
1914 Escort Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, BA carbine or BA rifle 4 Escorts, BA carbine or BA rifle	1	60	1	75		
Add Escort, BA carbine or BA rifle Add improvised grenades	0-3	9	0-3	12		
Replace Trooper's BA carbine or BA rifle with Madsen LMG	0-1	+7	0-1	+7		

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Special Rules:

Extended Order – the unit may operate in extended order.

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

Extended 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
BA carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Madsen LMG	30"	3	2	-	5+		Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

1914 Imperial Russian Car Team

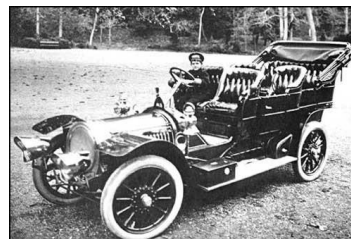


Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Car, 2 crew with pistols	1	12	1	14		

Morale

Rally	4+
Aggression	5+
Tenacity	6+

Vehicle Unit



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	6"	12"	-	5+

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

1914 Imperial Russian 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+

Vehicle Unit



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.

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

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

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

Weapons Units

Russian Empire 1914



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1914 Putilov-Maxim MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Putilov-Maxim MG, NCO + 2 crew	1	39	1	49		

Morale	
Rally	4+
Aggression	4+
Tenacity	5+

Weapon Unit



Unit Special Rules:

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

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.

Fixed, Gun Shield, No Head Protection

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

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

1914 M95 Colt MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
M1895 Colt MG, NCO + 2 crew	1	37	1	47		

Morale	
Rally	4+
Aggression	4+
Tenacity	5+

Weapon Unit



Unit Special Rules:

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

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

Fixed, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
M1895 Colt MG	36"	4	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	21	1	26	1	31

Morale

Rally 4+
 Aggression 5+
 Tenacity 5+

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

Russian Empire 1914



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1914 76.2mm M1902 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
76.2mm M1902 Gun, NCO and 3 crew	1	46	1	66	1	85

Morale

Rally 4+
Aggression 4+
Tenacity 5+

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				
76.2mm M1902	48"	2	1	+7	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-72"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

1914 76.2mm M1902 Horse Artillery Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
76.2mm M1902 Gun, NCO and 3 crew, Limber	1	52	1	74	1	96

Morale

Rally 4+
Aggression 4+
Tenacity 5+

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.

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				
76.2mm M1902	48"	2	1	+7	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-72"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1914 76.2mm Schneider Mountain Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
76.2mm Schneider Gun, NCO and 3 crew, pack animal	1	43	1	61	1	80

Morale

Rally 4+
Aggression 4+
Tenacity 5+

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.

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				
76.2mm Schneider	48"	2	1	+4	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-60"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

1914 76.2mm Infantry Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
76.2mm Putilov Gun, NCO and 4 crew	1	44	1	63	1	82

Morale

Rally 4+
Aggression 4+
Tenacity 5+

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.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2"	6"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
76.2mm Putilov	48"	2	1*	+3	3+	d6	Crew 2, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 2, Indirect, Shrapnel, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1914 76.2mm M1900 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
76.2mm M1900 Gun, NCO and 3 crew	1	39	1	56	1	73

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



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				
76.2mm M1900	48"	1AF	1*	+7	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