

Imperial Russian Forces

Great War

Late War / 1917

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 – LATE WAR

SPECIAL RULES – IMPERIAL RUSSIA

An Imperial Russian force has the following special rules in 1917:

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.

Creeping Barrage –

The Imperial Russian Army developed the capability to fire a creeping barrage in 1916, an innovation which facilitated the great Brusilov Offensive that nearly drove Austria-Hungary from the war.

Russian forces can employ a Creeping Barrage in missions which allow it from 1916 onward.

Bolshevik Agitation –

The Russian Army had suffered incredible losses in 1914, and the continuing reverses after the Tsar assumed command shattered faith in the monarchy. The February revolution led to a provisional government who continued the war, but never truly gained the trust of its soldiers. Bolshevik agitation was common in most army units in 1917.

Russian units may re-roll any failed Tenacity Checks, but the unit loses 1 figure (or takes one damage if a vehicle unit) each time it fails a Tenacity Check.

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.

Druzina (Czechoslovak) –

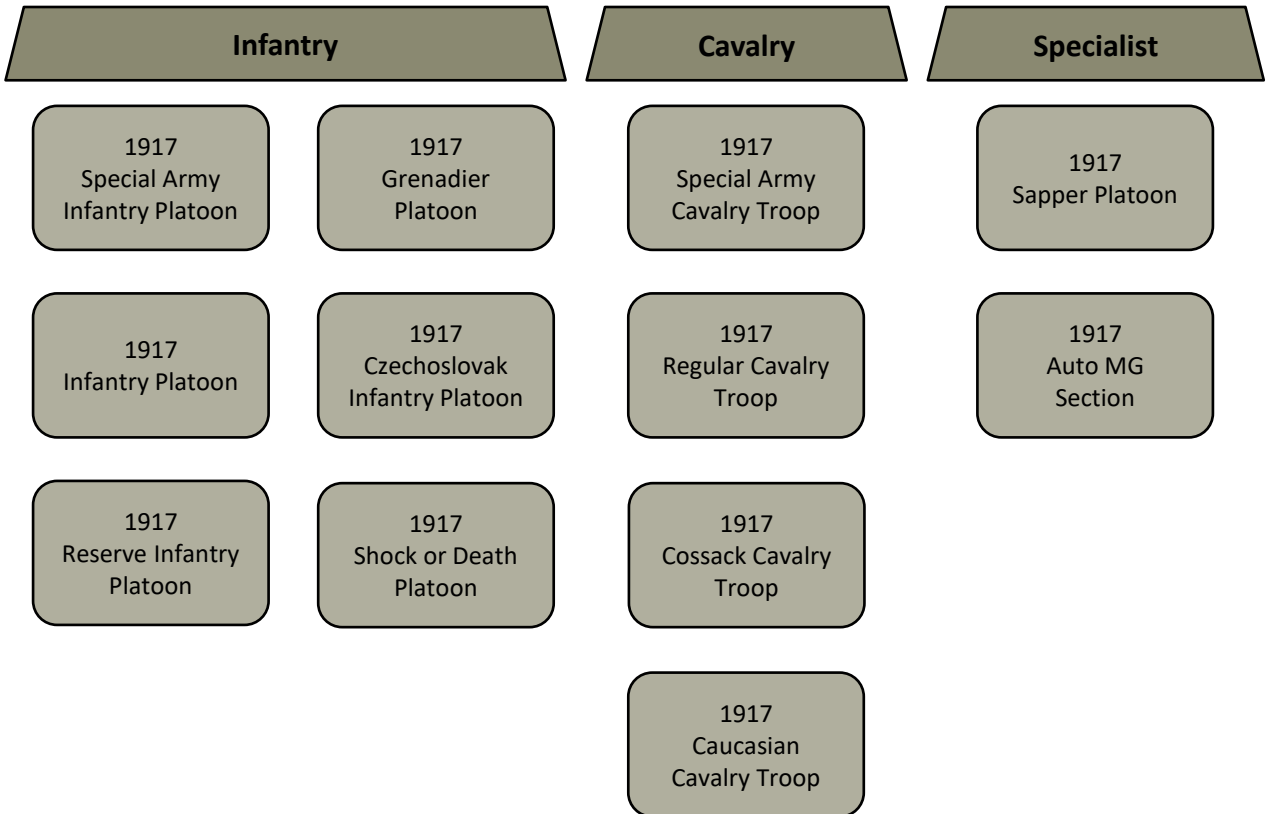
Czech units excelled in close combat.

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

Battlegroup Diagram



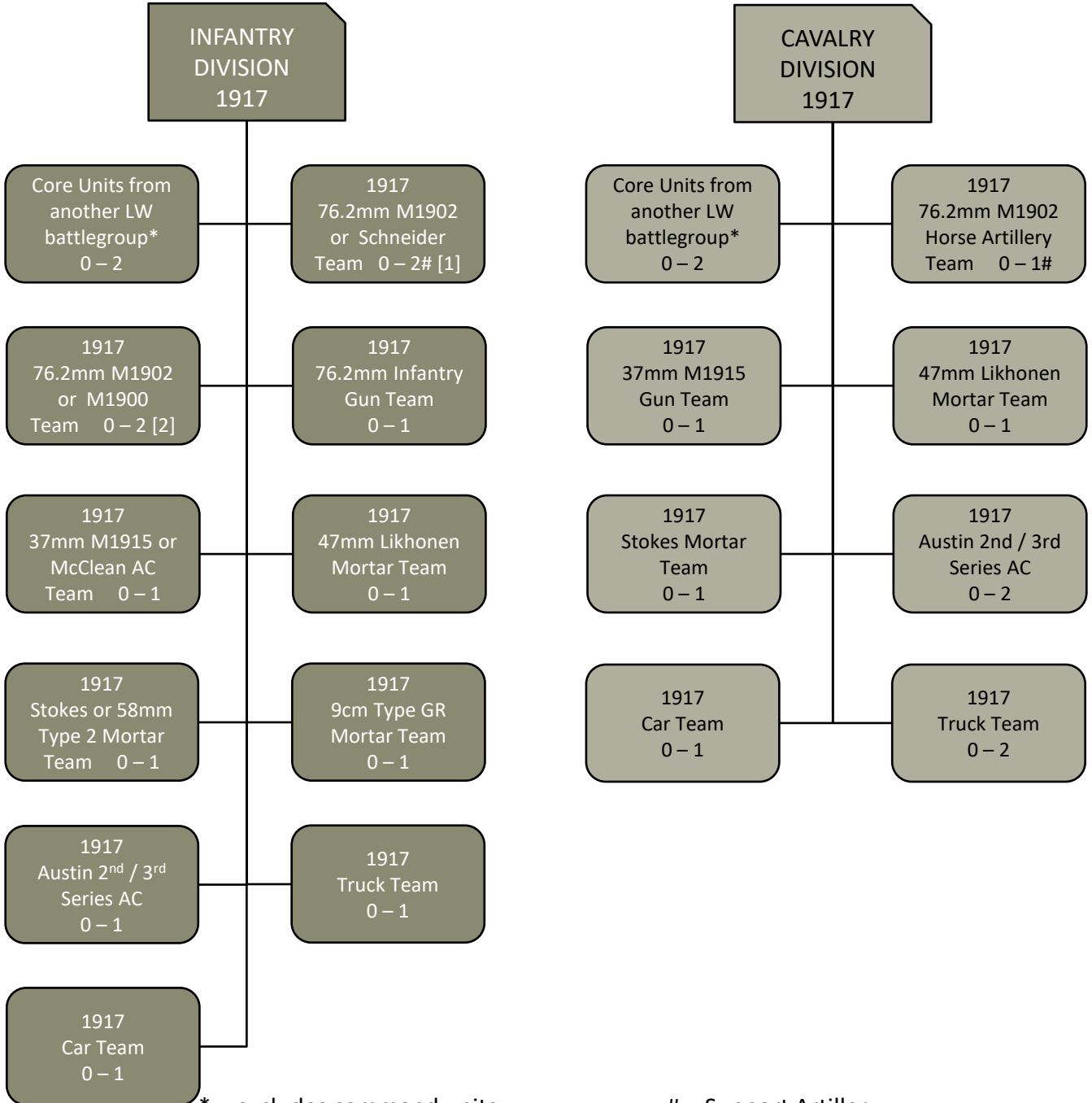
Russian Empire 1917



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

Support Diagram

Russian Empire 1917



* = excludes command units

= Support Artillery

[1] = REGULAR; [2] = RESERVE

Infantry Battlegroups and Units

Russian Empire 1917



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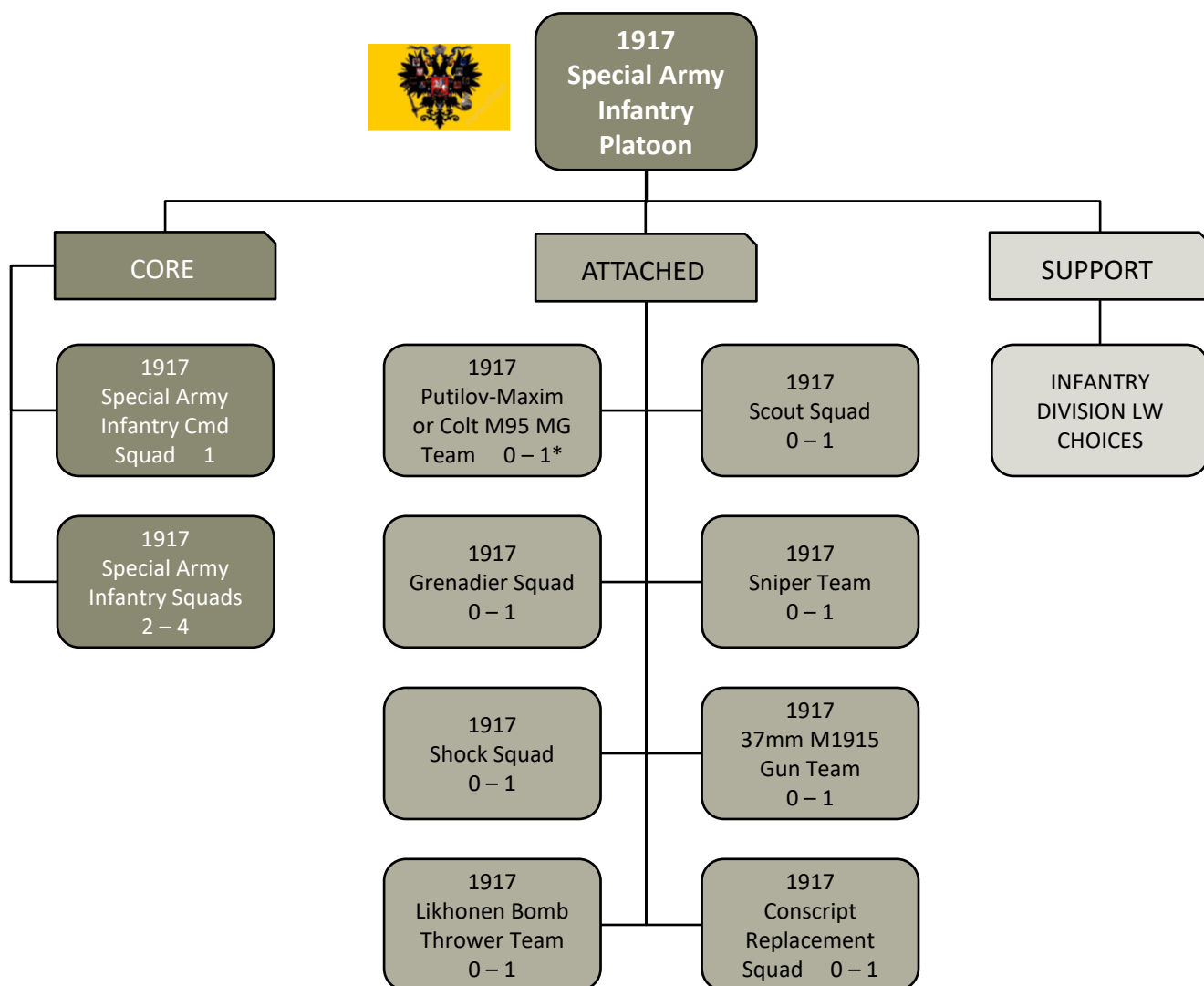
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1917 SPECIAL ARMY INFANTRY PLATOON

National Special Rules – Heartland only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Special Army Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, 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, pistol or BA rifle, grenades			0 - 1	23	0 - 1	26
Add Riflemen with BA rifle, grenades			0 - 4	13	0 - 4	16
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack 0
Recon 0



Infantry Unit

No Head Protection, Resilient

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

Unit Special Rules:

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

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

1917 Special Army Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	80	1	95
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0 - 7	13	0 - 7	16
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with Fedorov Avtomat			0 - 2#	+3	0 - 2#	+3
Replace BA rifle with Winchester 7.62mm			All&	+1 ea	All&	+1 ea
Replace BA rifle with Lewis Gun			0 - 1\$	+12	0 - 1\$	+12
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Infantry Unit

No Head Protection, Resilient

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

- # - a maximum number is allowed for the entire platoon as follows: 1917 (up to four per platoon)
- \$ - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon)
- & - a maximum of one squad per platoon may utilize this weapon

Unit Special Rules:

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

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

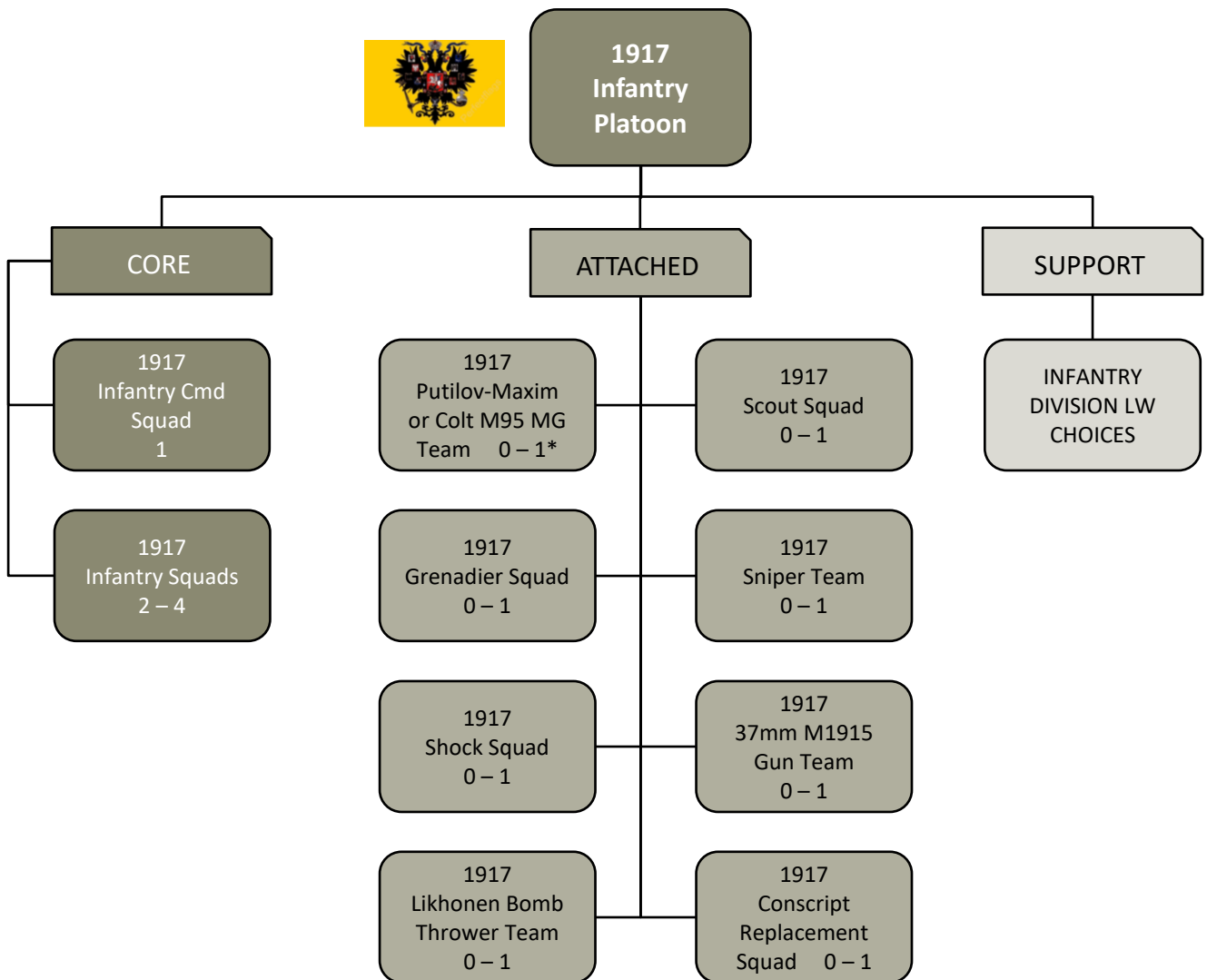
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Fedorov Avtomat	12"	2	2	-	5+		Jams, Managed fire
Winchester 7.62mm	24"	1	1*	-	5+		Lever-Action
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

1917 INFANTRY PLATOON

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

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, 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, pistol or BA rifle, grenades			0-1	19	0-1	22
Add Riflemen with BA rifle, grenades			0-4	9	0-4	12
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+

Aggression 5+

Tenacity 6+

Formation

Attack 0

Recon 0



Infantry Unit

No Head Protection

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

Unit Special Rules:

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

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

1917 Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	60	1	75
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0-7	9	0-7	12
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with Fedorov Avtomat			0-1#	+3	0-1#	+3
Replace BA rifle with Winchester 7.62mm			All&	+1 ea	All&	+1 ea
Replace BA rifle with Lewis Gun			0-1\$	+12	0-1\$	+12
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+

Aggression 5+

Tenacity 6+



Infantry Unit

No Head Protection

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

- a maximum number is allowed for the entire platoon as follows: 1917 (up to two per platoon)
 \$ - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon)
 & - a maximum of one squad per platoon may utilize this weapon

Unit Special Rules:

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

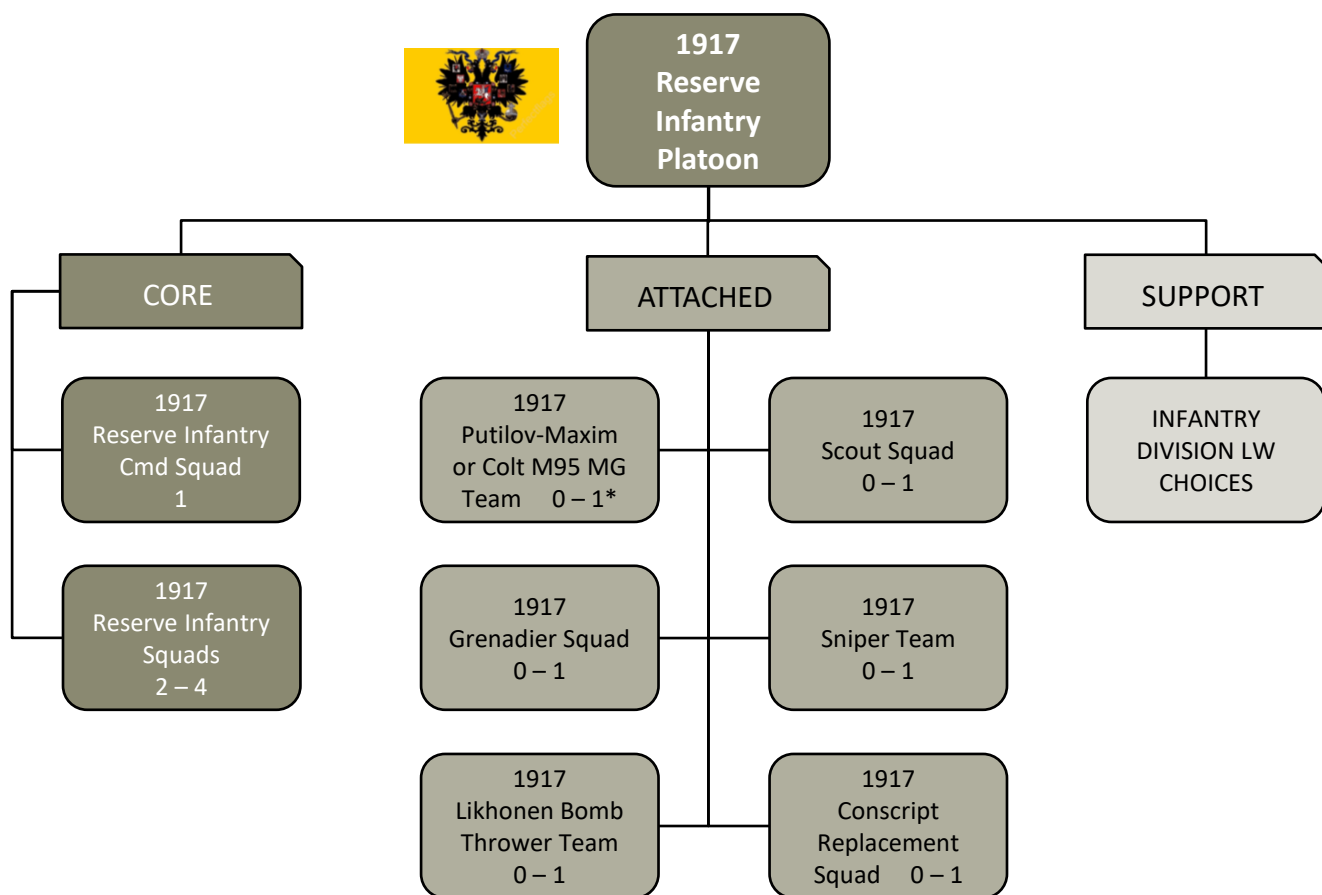
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Fedorov Avtomat	12"	2	2	-	5+		Jams, Managed fire
Winchester 7.62mm	24"	1	1*	-	5+		Lever-Action
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

1917 RESERVE INFANTRY PLATOON

National Special Rules – any.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Reserve Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades	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		
Musician, pistol	0-1	10	0-1	12		
Senior NCO, pistol or BA rifle, grenades	0-1	16	0-1	18		
Add Riflemen with BA rifle, grenades	0-4	6	0-4	8		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		
Upgrade entire unit with steel helmets	For unit	+1 ea	For unit	+1 ea		

Morale	
Rally	5+
Aggression	5+
Tenacity	6+

Formation	
Attack	0
Recon	0



Infantry Unit

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

Unit Special Rules:

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

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

1917 Reserve Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades	1	45	1	55		
4 Riflemen with BA rifle, grenades	0-7	6	0-7	8		
Add Riflemen with BA rifle, grenades	Any	+1 ea	Any	+1 ea		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		
Upgrade entire unit with steel helmets	For unit	+1 ea	For unit	+1 ea		

Morale	
Rally	5+
Aggression	5+
Tenacity	6+



Infantry Unit

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

Unit Special Rules:

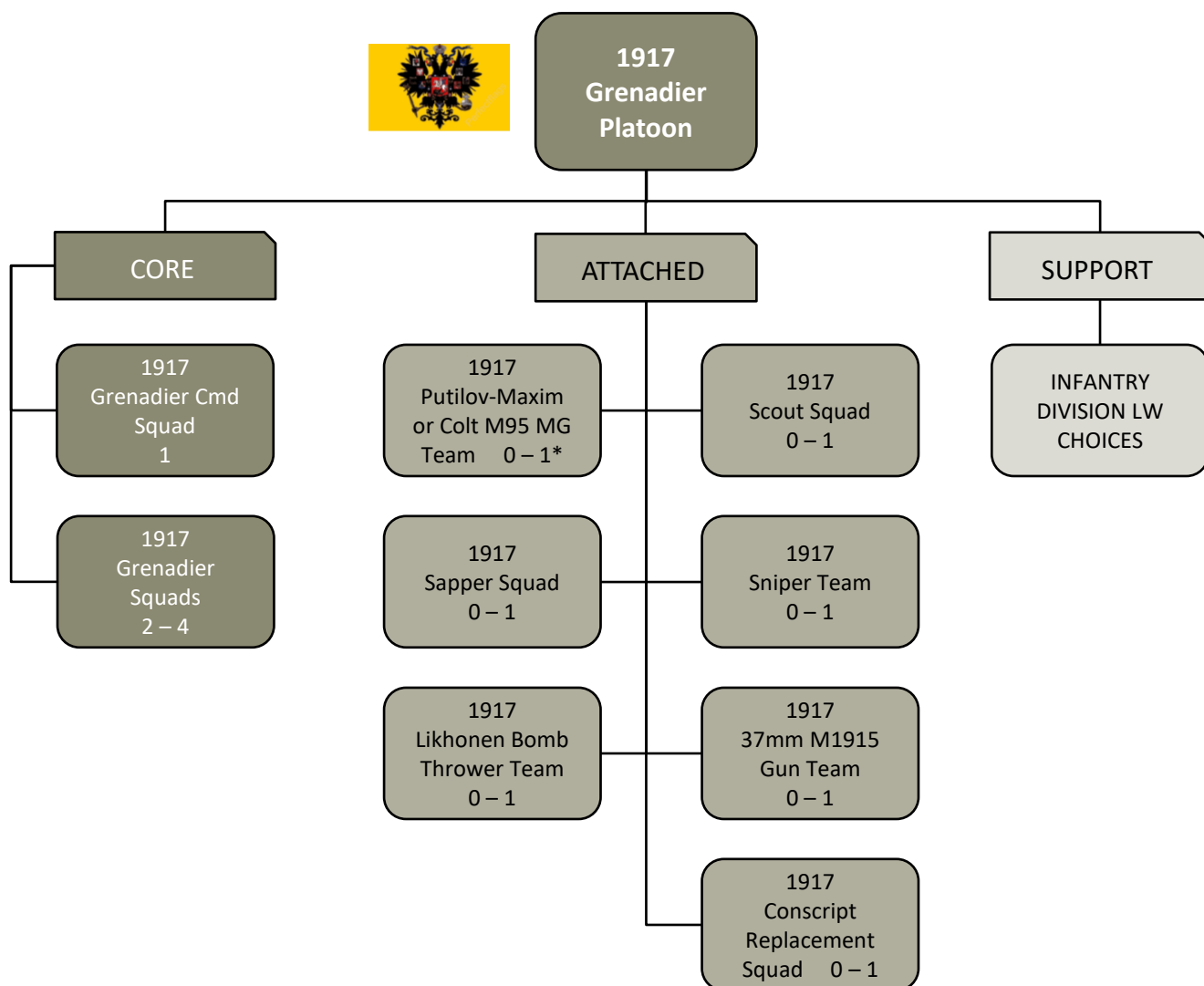
Close Order – the unit may only operate in Close Order.

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

1917 GRENADIER PLATOON

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

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Grenadier Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, 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, pistol or BA rifle, grenades			0 - 1	24	0 - 1	27
Add Grenadier with BA rifle, grenades			0 - 4	14	0 - 4	17
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with BA carbine			Any	-	Any	-
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack 0
Recon 0



Infantry Unit

Bombers, 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 Carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

Unit Special Rules:

Bombers – the entire unit may throw grenades, instead of only ½ the models equipped with them. Bombers count as two models during Assault combat.

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

1917 Grenadier Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	85	1	100
4 Grenadiers with pistol or BA rifle, grenades			0 - 7	14	0 - 7	17
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with BA carbine			Any	-	Any	-
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Infantry Unit

Bombers, 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 Carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

Unit Special Rules:

Bombers – the entire unit may throw grenades, instead of only ½ the models equipped with them. Bombers count as two models during Assault combat.

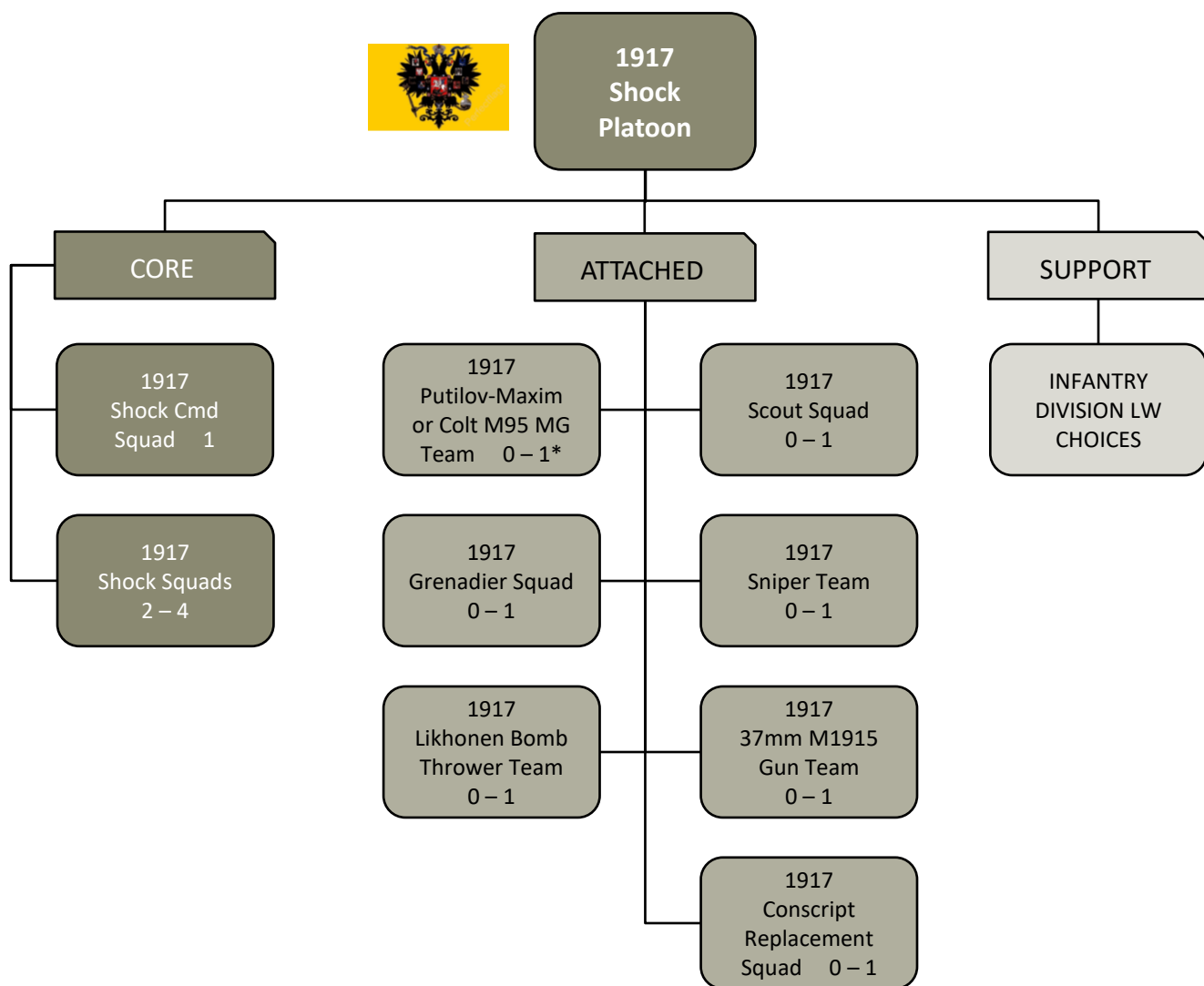
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

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

1917 SHOCK OR DEATH PLATOON

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

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Shock Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			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, grenades			0 - 1	27		
Add Riflemen with BA rifle, grenades			0 - 4	17		
Upgrade pistol to SA Pistol			Any	+1 ea		
Upgrade entire unit to Fanatics as Death Battalion Squad			All/none	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 5+

Formation

Attack +1
Recon 0



Infantry Unit

Bombers, Deadly, 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+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

Bombers – the entire unit may throw grenades, instead of only ½ the models equipped with them. Bombers count as two models during Assault combat.

Fanatics – unit is not required to take a Tenacity Check for excess suppression.

Deadly – unit may re-roll one failed Assault Check in each round of close combat.

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

1917 Shock Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	100		
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0 - 7	17		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace BA rifle with Fedorov Avtomat			0 - 3#	+3		
Upgrade entire unit to Fanatics as Death Battalion Squad			All/none	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 5+



Infantry Unit

Bombers, Deadly, 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+		
Fedorov Avtomat	12"	2	2	-	5+		Jams, Managed fire
Grenades	6"	1	1	+2	4+		Grenade, Suppression

- a maximum number is allowed for the entire platoon as follows: 1917 (up to six per platoon)

Unit Special Rules:

Bombers – the entire unit may throw grenades, instead of only ½ the models equipped with them. Bombers count as two models during Assault combat.

Fanatics – unit is not required to take a Tenacity Check for excess suppression.

Deadly – unit may re-roll one failed Assault Check in each round of close combat.

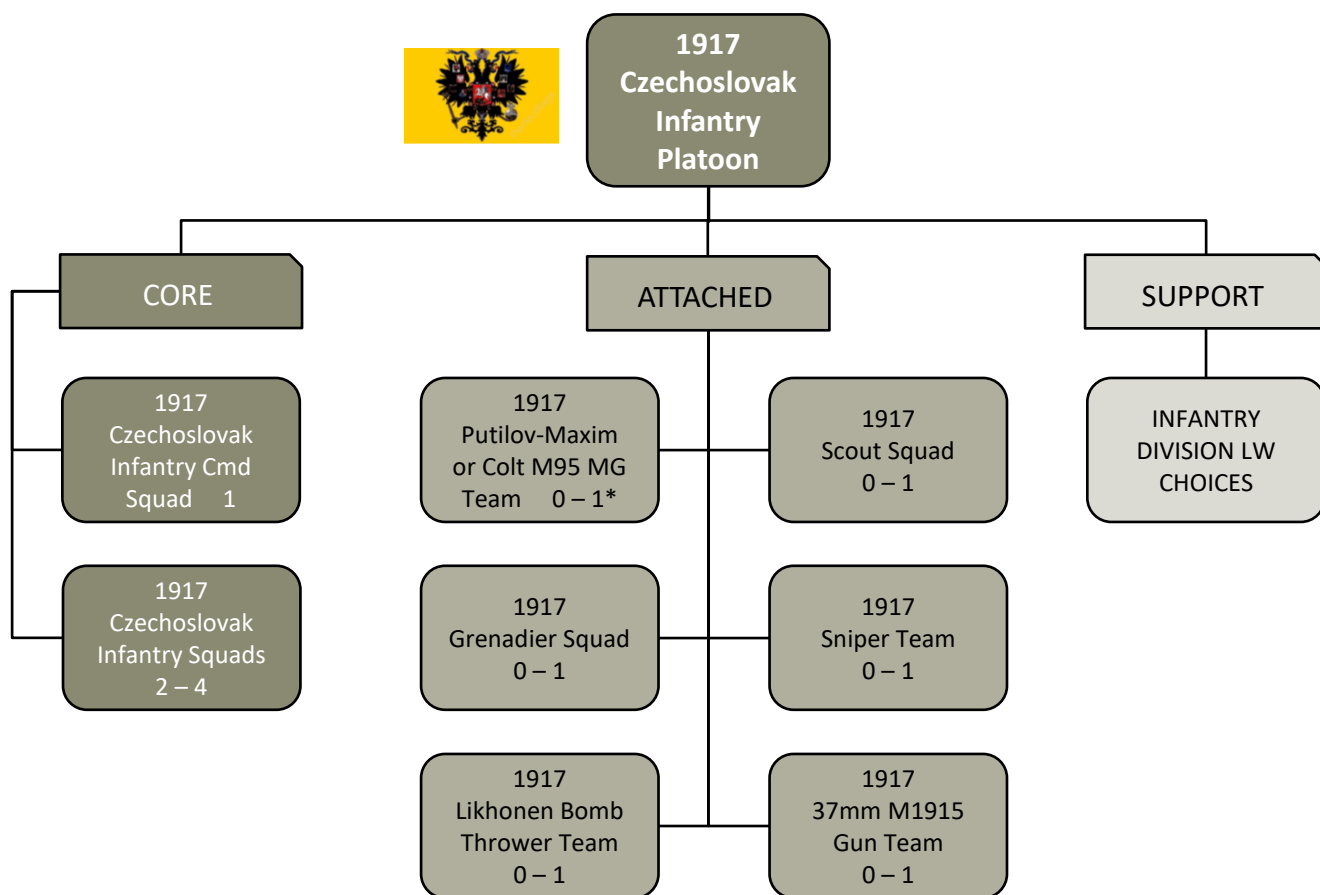
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

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

1917 CZECHOSLOVAK INFANTRY PLATOON

National Special Rules – Czechoslovak only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Czechoslovak Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22	1	30
<i>Downgrade Officer to Green</i>			0-1	-10		
<i>Downgrade Officer to Difficult</i>			0-1	-5	0-1	-8
<i>Upgrade Officer to Energetic</i>			0-1	+8	0-1	+10
<i>Upgrade Officer to Inspiring</i>			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, grenades			0-1	23	0-1	26
Add Riflemen with BA rifle, grenades			0-4	13	0-4	16
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0



Infantry Unit

Ferocious, No Head Protection

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

Unit Special Rules:

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

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

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

1917 Czechoslovak Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	80	1	95
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0-7	13	0-7	16
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with Fedorov Avtomat</i>			0-2#	+3	0-2#	+3
<i>Replace BA rifle with Lewis Gun</i>			0-1\$	+12	0-1\$	+12
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Infantry Unit

Ferocious, No Head Protection

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

- a maximum number is allowed for the entire platoon as follows: 1917 (up to two per platoon)

\$ - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon)

Unit Special Rules:

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

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

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+		
Fedorov Avtomat	12"	2	2	-	5+		Jams, Managed fire
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

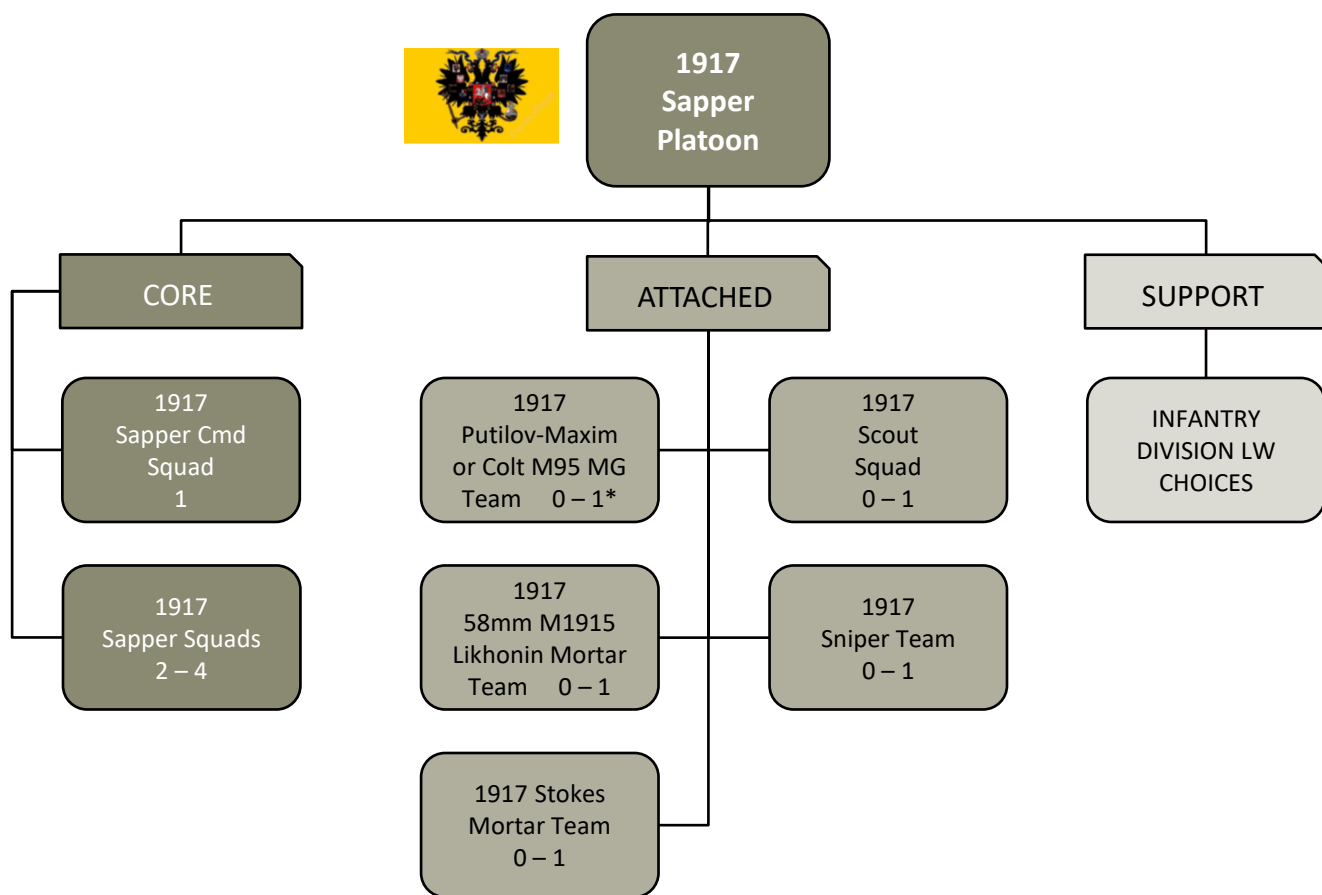
SS = Single Shot

* = Slow Firing

1917 SAPPER PLATOON

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

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Sapper Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, 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, pistol or BA rifle, grenades			0-1	22	0-1	25
Add Sappers with BA rifle, grenades			0-4	12	0-4	15
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Formation	
Attack	0
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. This rule does not apply if the unit has been upgraded to steel helmets.

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

1917 Sapper Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	75	1	90
4 Sappers with BA rifle, grenades						
Add Sapper with BA rifle, grenades			0-7	12	0-7	15
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Upgrade grenades to grenade bundles			Any	+4 ea	Any	+4 ea
Replace 2 BA riflemen with Flamethrower team			0-1	+14	0-1	+14
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea
Equip unit with Bangalore Torpedoes			For unit	+15	For unit	+15

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Infantry Unit

No Head Protection, Pioneers

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

Unit Special Rules:

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

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

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+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Grenade Bundles	4"	1	1	+3	3+	d3	Grenade bundle, Suppression
Flamethrower	6"	d6	d6	+3	3+		Bulky, Flamethrower, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917 Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	75	1	85
Add Riflemen with BA rifle, grenades <i>Upgrade pistol to SA Pistol</i>			0 - 7	12	0 - 7	14
<i>Add Close Fighting Weapon (CFW)</i>			Any	+1 ea	Any	+1 ea
<i>Upgrade entire unit with steel helmets</i>			All/none	+1 ea	All/none	+1 ea
			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 5+
Tenacity 6+

Infantry Unit



Unit Special Rules:

No Head Protection – the unit must re-roll successful Triage tests. This rule does not apply if the unit has been upgraded to steel helmets.

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.

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

Extended Order – the unit may operate in extended order

No Head Protection, Scouts, Recon 1, Extended Order

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
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

1917 Conscript Replacement Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades	1	40				
Add Riflemen with BA rifle, grenades <i>Upgrade entire unit with steel helmets</i>	0 - 7	5				
	For unit	+1 ea				

Morale

Rally 5+
Aggression 6+
Tenacity 6+

Infantry Unit



Unit Special Rules:

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

Conscripts – the unit rolls 1d6 the first time it takes a casualty during each turn. On a 1 the unit must make an immediate Fall Back action. On a 6+ it increases its Rally value by one for the duration of the action. The maximum increase to a Conscript unit's Rally value is +1.

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

Close Order, Conscripts, 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
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

Cavalry Battlegroups and Units

Russian Empire 1917



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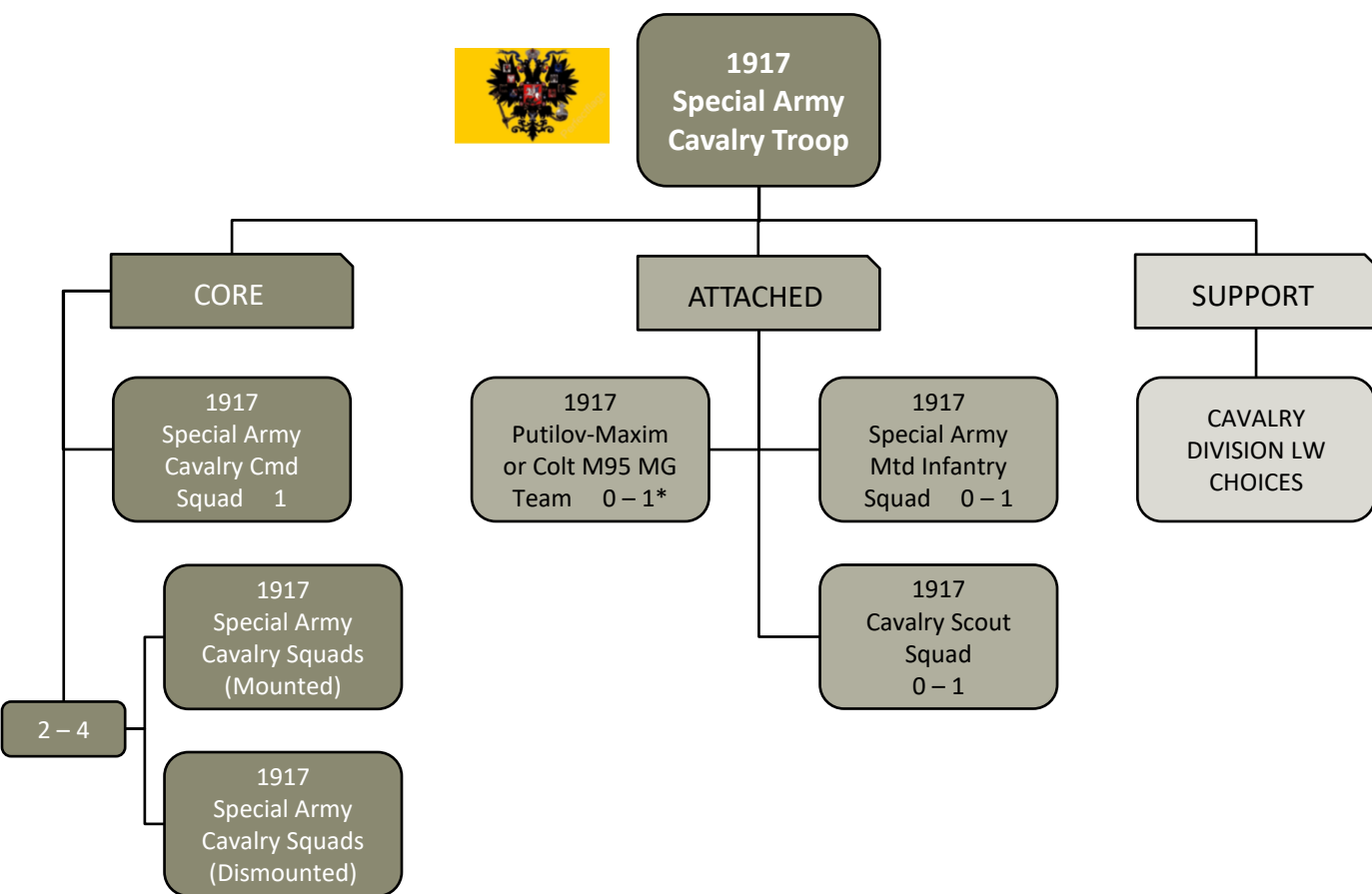
gajominis@aol.com



1917 SPECIAL ARMY CAVALRY TROOP

National Special Rules – Heartland only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Special Army Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5	0 - 1	-8
Upgrade Officer to Energetic			0 - 1	+8	0 - 1	+10
Upgrade Officer to Inspiring			0 - 1	+18	0 - 1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0 - 1	25	0 - 1	30
Medic, unarmed, horse			0 - 1	18	0 - 1	20
Farrier, pistol, sabre, grenades, horse			0 - 1	18	0 - 1	20
Musician, pistol, sabre, grenades, horse			0 - 1	13	0 - 1	15
Senior NCO, BA carbine, sabre, grenades, horse			0 - 1	26	0 - 1	28
Add Trooper, BA carbine, sabre, grenades, horse			0 - 2	16	0 - 2	18
Upgrade any pistol to SA pistol			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack +2
Recon 2



Cavalry, Extended Order, Mounted, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, 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).

Extended Order – the unit may operate in extended order.

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

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

1917 Special Army Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse			1	95	1	105
4 Troopers, BA carbine, sabre, grenades, horse			0 - 3	16	0 - 3	18
Add Trooper, BA carbine, sabre, grenades, horse			Any	+1 ea	Any	+1 ea
Replace Trooper's BA carbine with Madsen LMG			0 - 1#	+7	0 - 1#	+7
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Cavalry, Extended Order, Mounted, No Head Protection

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

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

- a maximum number is allowed for the entire troop as follows: 1917 (up to two 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).

Extended Order – the unit may operate in extended order.

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

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

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

1917 Special Army Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine, grenades 4 Troopers, BA carbine, grenades			1	80	1	95
Add Trooper, BA carbine, grenades <i>Replace Trooper's BA carbine with Madsen LMG</i>			0 - 3	13	0 - 3	16
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>

Morale

Rally 4+
Aggression 4+
Tenacity 5+



- a maximum number is allowed for the entire troop as follows: 1917 (up to two per troop)

Special Rules:

Extended Order – the unit may operate in extended order.

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

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

1917 Special Army Mounted Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, horse, grenades 4 Troopers with BA rifle, horse, grenades			1	80	1	95
Add Trooper with BA rifle, horse, grenades <i>Replace Trooper's BA rifle with Madsen LMG</i>			0 - 7	13	0 - 7	16
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

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

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

Extended Order, Mounted, No Head Protection, Poor Shots

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

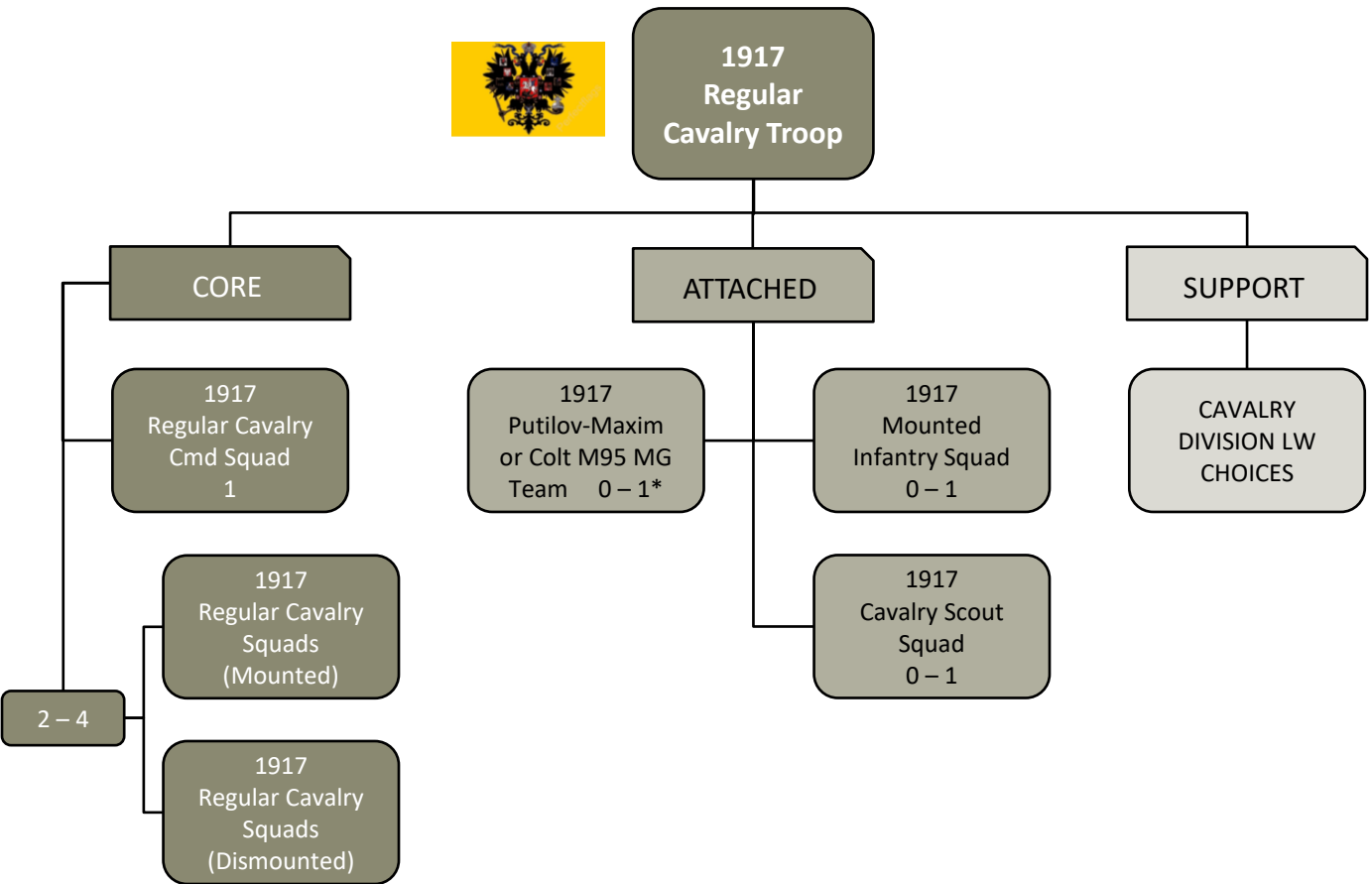
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Madsen LMG	30"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

1917 REGULAR CAVALRY TROOP

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

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Regular Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5	0 - 1	-8
Upgrade Officer to Energetic			0 - 1	+8	0 - 1	+10
Upgrade Officer to Inspiring			0 - 1	+18	0 - 1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0 - 1	25	0 - 1	30
Medic, unarmed, horse			0 - 1	18	0 - 1	20
Farrier, pistol, sabre, grenades, horse			0 - 1	18	0 - 1	20
Musician, pistol, sabre, grenades, horse			0 - 1	13	0 - 1	15
Senior NCO, BA carbine, sabre, grenades, horse			0 - 1	24	0 - 1	26
Add Trooper, BA carbine, sabre, grenades, horse			0 - 2	14	0 - 2	16
Upgrade any pistol to SA pistol			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Formation

Attack +2
Recon 2



Mounted Unit

Cavalry, Extended Order, Mounted, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, 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).

Extended Order – the unit may operate in extended order.

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

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

1917 Regular Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse			1	85	1	95
4 Troopers, BA carbine, sabre, grenades, horse			0 - 3	14	0 - 3	16
Add Trooper, BA carbine, sabre, grenades, horse			Any	+1 ea	Any	+1 ea
Replace Trooper's BA carbine with Madsen LMG			0 - 1#	+7	0 - 1#	+7
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Mounted Unit

Cavalry, Extended Order, Mounted, No Head Protection

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

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

- a maximum number is allowed for the entire troop as follows: 1917 (up to two 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).

Extended Order – the unit may operate in extended order.

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

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

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

1917 Regular Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine, grenades 4 Troopers, BA carbine, grenades			1	75	1	95
Add Trooper, BA carbine, grenades <i>Replace Trooper's BA carbine with Madsen LMG</i>			0 - 3	12	0 - 3	14
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Infantry Unit

- a maximum number is allowed for the entire troop as follows: 1917 (up to two per troop)

Special Rules:

Extended Order – the unit may operate in extended order.

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

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

1917 Regular Mounted Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, horse, grenades 4 Troopers with BA rifle, horse, grenades			1	75	1	85
Add Trooper with BA rifle, horse, grenades <i>Replace Trooper's BA rifle with Madsen LMG</i>			0 - 7	12	0 - 7	14
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Infantry Unit

Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

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

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

Extended Order, Mounted, No Head Protection, Poor Shots

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

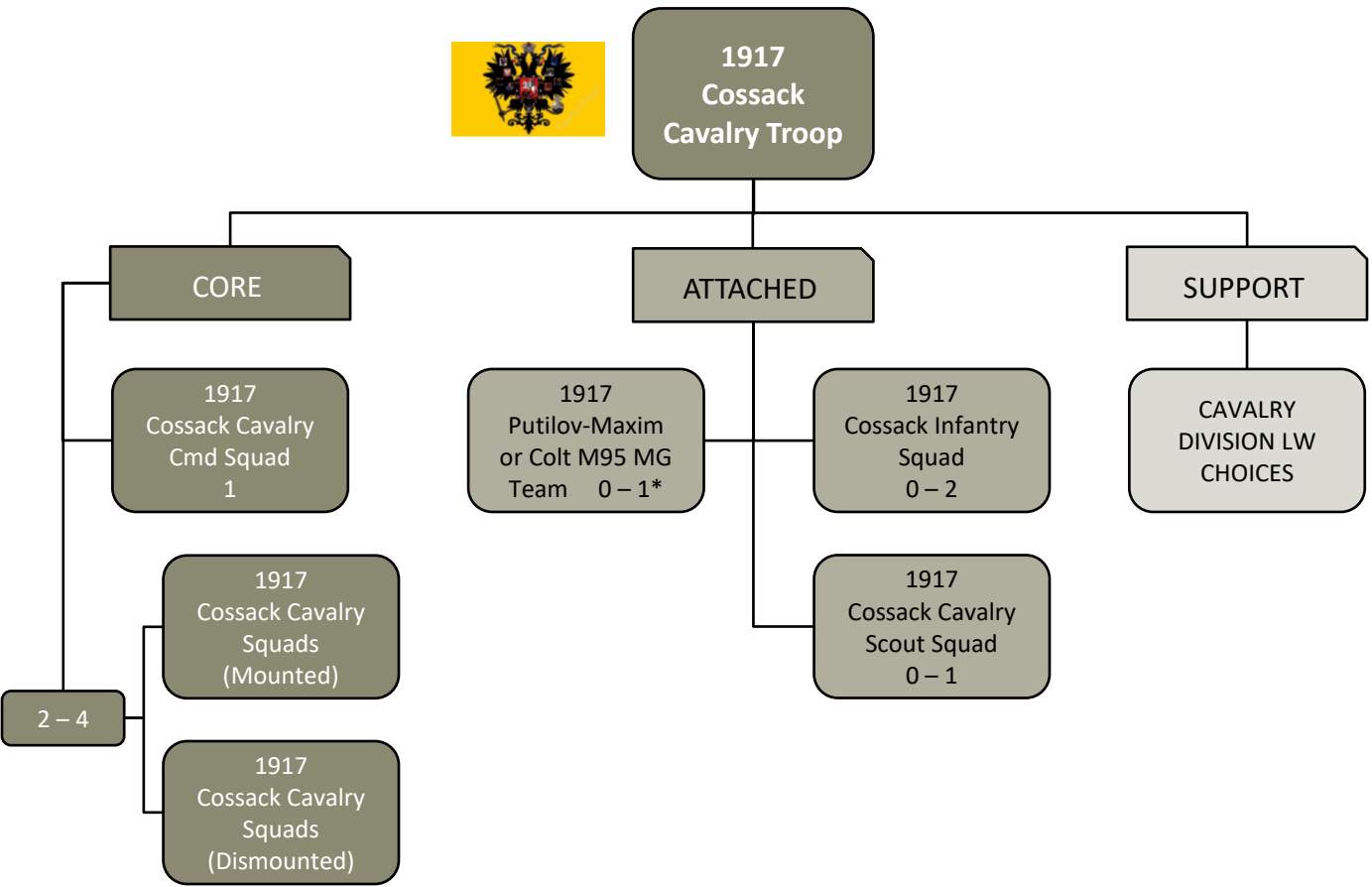
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Madsen LMG	30"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

1917 COSSACK CAVALRY TROOP

National Special Rules – Ukrainian, Urals or Siberian (Cossacks) or non-Russians (National Cavalry).

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Cossack Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse	1	18	1	24		
<i>Downgrade Officer to Green</i>	0-1	-7	0-1	-10		
<i>Downgrade Officer to Difficult</i>	0-1	-4	0-1	-5		
<i>Upgrade Officer to Energetic</i>	0-1	+5	0-1	+8		
<i>Upgrade Officer to Inspiring</i>			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, grenades, horse	0-1	16	0-1	18		
Musician, pistol, sabre, grenades, horse	0-1	11	0-1	13		
Senior NCO, BA carbine, sabre, grenades, horse	0-1	22	0-1	24		
Add Trooper, BA carbine, sabre, grenades, horse	0-4	12	0-4	14		
<i>Upgrade any pistol to SA pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Upgrade entire unit with steel helmets</i>	For unit	+1 ea	For unit	+1 ea		

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. This rule does not apply if the unit has been upgraded to steel helmets.

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

Morale	
Rally	5+
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

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

1917 Cossack Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse	1	75	1	85		
4 Troopers, BA carbine, sabre, grenades, horse	0-5	12	0-5	14		
Add Trooper, BA carbine, sabre, grenades, horse	Any	+1 ea	Any	+1 ea		
<i>Add lance</i>						
<i>Upgrade entire unit with steel helmets</i>	For unit	+1 ea	For unit	+1 ea		

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. This rule does not apply if the unit has been upgraded to steel helmets.

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

Morale	
Rally	5+
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

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

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917 Dismounted Cossack Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine, grenades 4 Troopers, BA carbine, grenades	1	70	1	80		
Add Trooper, BA carbine, grenades	0-5	11	0-5	13		
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>		

Morale

Rally 5+
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. This rule does not apply if the unit has been upgraded to steel helmets.

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

1917 Cossack Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, horse, grenades 4 Troopers with BA rifle, horse, grenades	1	70	1	80		
Add Trooper with BA rifle, horse, grenades	0-8	11	0-8	13		
<i>Replace Trooper's BA rifle with Madsen LMG</i>	<i>0-1</i>	<i>+7</i>	<i>0-1</i>	<i>+7</i>		
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>		

Morale

Rally 5+
Aggression 5+
Tenacity 5+



Unit 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.

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

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

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

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

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

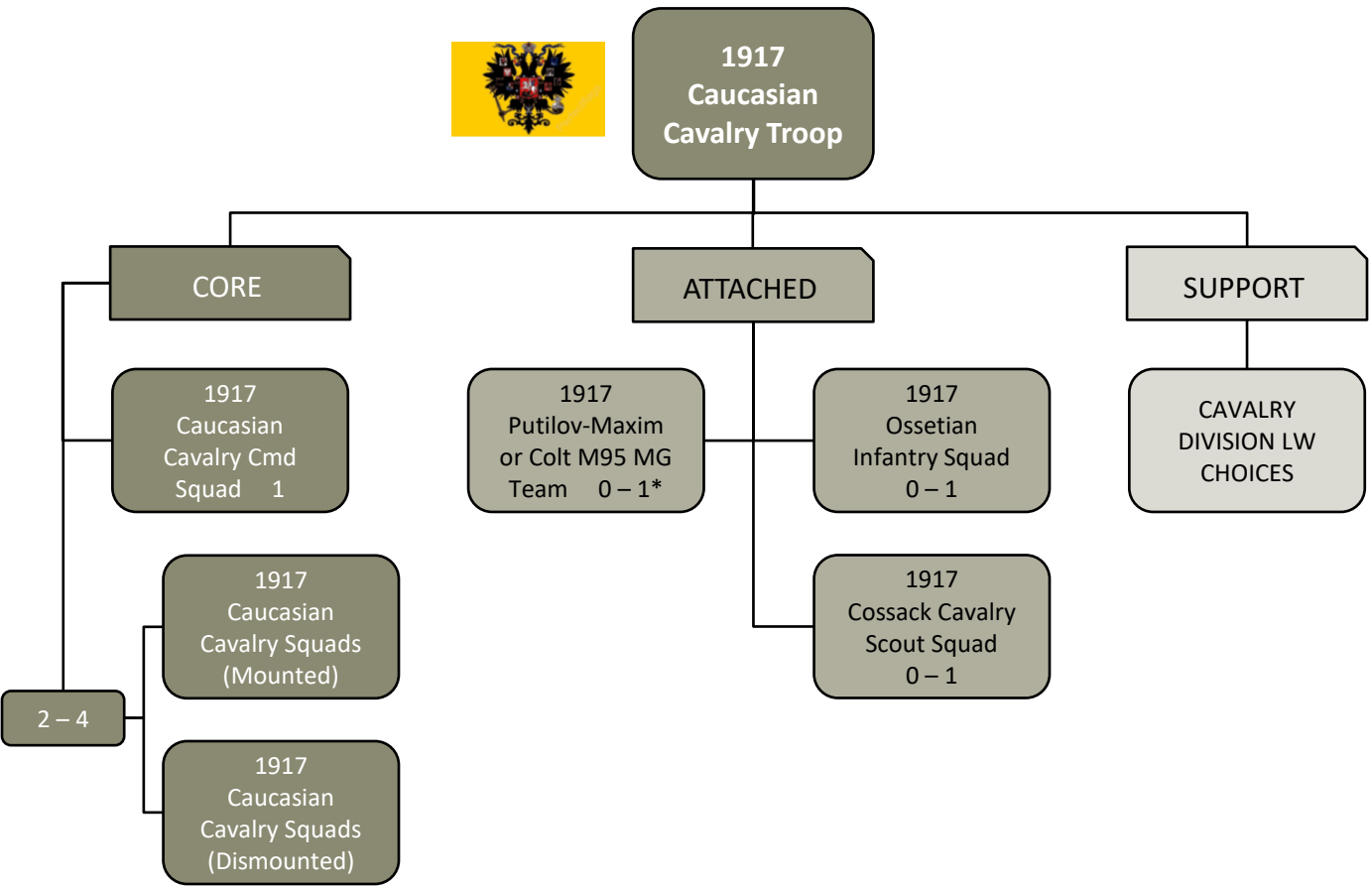
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Madsen LMG	30"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

1917 CAUCASIAN CAVALRY TROOP

National Special Rules – Caucasus only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Caucasian Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse	1	18	1	24		
<i>Downgrade Officer to Green</i>	0-1	-7	0-1	-10		
<i>Downgrade Officer to Difficult</i>	0-1	-4	0-1	-5		
<i>Upgrade Officer to Energetic</i>	0-1	+5	0-1	+8		
<i>Upgrade Officer to Inspiring</i>			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, grenades, horse	0-1	16	0-1	18		
Musician, pistol, sabre, grenades, horse	0-1	11	0-1	13		
Senior NCO, BA carbine, sabre, grenades, horse	0-1	24	0-1	26		
Add Trooper, BA carbine, sabre, grenades, horse	0-4	14	0-4	16		
<i>Upgrade any pistol to SA pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Upgrade entire unit with steel helmets</i>	For unit	+1 ea	For unit	+1 ea		

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.

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

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

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

Morale

Rally 4+

Aggression 5+

Tenacity 5+

Formation

Attack +2

Recon 2



Mounted Unit

Cavalry, Extended Order, Ferocious, 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
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1917 Caucasian Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse	1	85	1	95		
4 Troopers, BA carbine, sabre, grenades, horse	0-5	14	0-5	16		
<i>Upgrade entire unit with steel helmets</i>	For unit	+1 ea	For unit	+1 ea		

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.

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

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

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

Morale

Rally 4+

Aggression 5+

Tenacity 5+



Mounted Unit

Cavalry, Extended Order, Ferocious, 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
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

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

1917 Dismounted Caucasian Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine, grenades 4 Troopers, BA carbine, grenades	1	65	1	75		
Add Trooper, BA carbine, grenades Add Close Fighting Weapon (CFW)	0-5	10	0-5	12		
Upgrade entire unit with steel helmets	All/none	+1 ea	All/none	+1 ea		
	For unit	+1 ea	For unit	+1 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Special Rules:

Extended Order – the unit may operate in extended order.

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

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

Extended Order, Ferocious, 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
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

1917 Ossetian Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, horse, grenades 4 Troopers with BA rifle, horse, grenades	1	60	1	75		
Add Trooper with BA rifle, horse, grenades Replace Trooper's BA rifle with Madsen LMG	0-8	9	0-8	12		
Upgrade entire unit with steel helmets	0-1	+7	0-1	+7		
	For unit	+1 ea	For unit	+1 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

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

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

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

1917 Cavalry Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse 4 Troopers, BA carbine, sabre, grenades, horse			1	85	1	95
Add Trooper, BA carbine, sabre, grenades, horse			0-3	14	0-3	16
Upgrade pistol to SA pistol			Any	+1 ea	Any	+1 ea
Add lance			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 5+
Tenacity 6+



Mounted Unit

Cavalry, Extended Order, Independent, Mounted, No Head Protection, Recon 2

Unit Special Rules:

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

Extended Order – the unit may operate in extended order.

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

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

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

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

Unit	Maneuver	Double Time	Assault	Agility
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
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

1917 Cossack Cavalry Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse 4 Troopers, BA carbine, sabre, grenades, horse	1	60	1	70		
Add Trooper, BA carbine, sabre, grenades, horse	0-5	9	0-5	11		
Upgrade pistol to SA pistol	Any	+1 ea	Any	+1 ea		
Add lance	Any	+1 ea	Any	+1 ea		
Upgrade entire unit with steel helmets	For unit	+1 ea	For unit	+1 ea		

Morale

Rally 5+
Aggression 5+
Tenacity 6+



Mounted Unit

Cavalry, Extended Order, Flankers, Independent, Mounted, No Head Protection, Poor Shots, Recon 2

Unit Special Rules:

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

Extended Order – the unit may operate in extended order.

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. This rule does not apply if the unit has been upgraded to steel helmets.

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.

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Vehicle Battlegroups and Units

Russian Empire 1917



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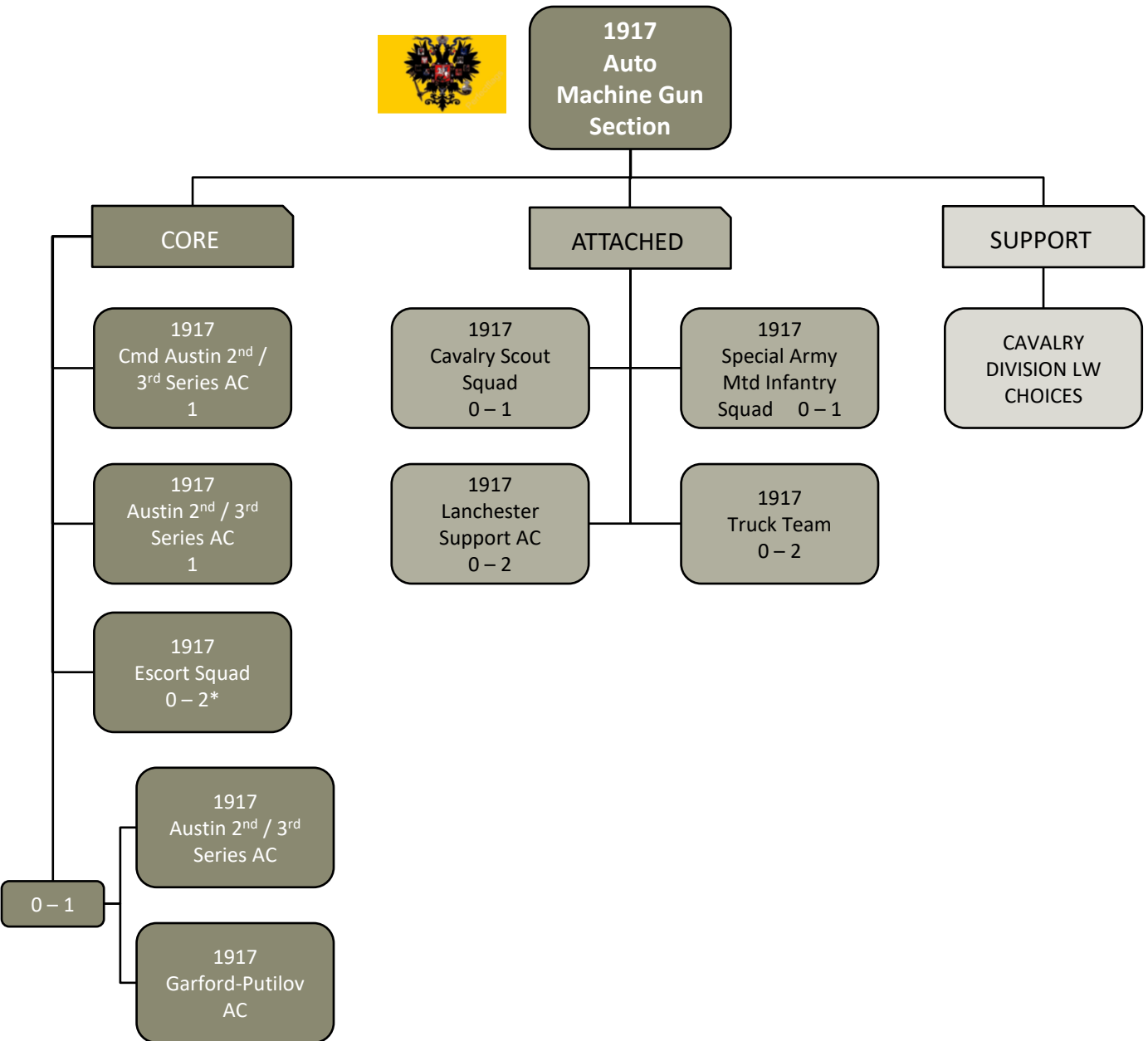
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1917 AUTO MACHINE GUN SECTION

National Special Rules – Heartland only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Command Austin 2nd / 3rd Series Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			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
Austin 2 nd /3 rd Series Armored Car			1	35	1	42
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

- 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.

Reverse Drive – the vehicle may make a reverse move using its full movement rate.

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 5+

Tenacity 5+

Formation

Attack +2

Recon 1



Resilience 3

Armor

Front 7

Side 7

Top 7

Defensive MGs (3), Reverse Drive, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Austin 2/3 Series Armored Car	5"	8"	4"	5+

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

1917 Austin 2nd / 3rd Series Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Austin 2 nd /3 rd Series Armored Car			1	35	1	42
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

- 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.

Reverse Drive – the vehicle may make a reverse move using its full movement rate.

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 5+

Tenacity 5+



Resilience 3

Armor

Front 7

Side 7

Top 7

Defensive MGs (3), Reverse Drive, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Austin 2/3 Series Armored Car	5"	8"	4"	5+

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

1917 Garford-Putlev Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Garford-Putlev Armored Car			1	50	1	60
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 4+
Aggression 5+
Tenacity 5+



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.

Reverse Drive – the vehicle may make a reverse move using its full movement rate.

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (3), Reverse Drive, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Garford Armored Car	5"	8"	4"	6+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Left MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Right MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Rear 76.2mm Gun	24"	1	1*	+5	3+	d3	Arc

1917 Escort Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, BA carbine or BA rifle, grenades			1	75	1	85
4 Escorts, BA carbine or BA rifle, grenades			0-3	12	0-3	14
Add Escort, BA carbine or BA rifle, grenades			0-1	+7	0-1	+7
Replace Trooper's BA carbine or BA rifle with Madsen LMG			For unit	+1 ea	For unit	+1 ea
Upgrade entire unit with steel helmets						

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Infantry Unit

Special Rules:

Extended Order – the unit may operate in extended order.

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

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

1917 Lanchester Support Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Lanchester Support Armored Car			1	51	1	61
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Resilience	
	3

Armor	
Front	8
Side	7
Top	7

- 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.

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.

Tank Terror, Wheeled

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central Mount 37mm Hotchkiss QF	24"	2	1	+3	4+	d3	

1917 Imperial Russian Car Team

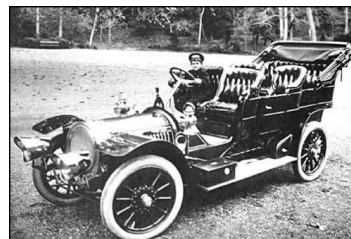


Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Car, 2 crew with pistols	1	13	1	16	1	19

Morale

Rally 4+
Aggression 5+
Tenacity 6+

Vehicle Unit



Unarmed Transport (6), Wheeled

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

Unit Special Rules:

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

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

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

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

1917 Imperial Russian Truck Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Truck, 2 crew with pistols	1	17	1	21	1	26

Morale

Rally 4+
Aggression 5+
Tenacity 6+

Vehicle Unit



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

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

Unit Special Rules:

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

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

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

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

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

Weapons Units

Russian Empire 1917



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1917 Putilov-Maxim MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Putilov-Maxim MG, NCO + 2 crew	1	26	1	32	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	6+
Tenacity	6+

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 – the unit must re-roll successful Triage tests. This rule does not apply if the unit has been upgraded to steel helmets.

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

1917 M95 Colt MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	M1895 Colt MG, NCO + 2 crew	1	25	1	31	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	6+
Tenacity	6+

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 – the unit must re-roll successful Triage tests. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, No Head Protection

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

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

1917 Likhonen 20mm Bomb Thrower Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Likhonen Bomb Thrower, 2 crew	1	13	1	16	1	19
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>

Morale	
Rally	4+
Aggression	6+
Tenacity	6+



No Head Protection

Unit Special Rules:

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

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	4"	8"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Likhonen Bomb Thrower	6-24"	1	1*	+2	4+	d3	Crew 2, OH Fire

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

1917 9cm Type GR Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	9cm Type GR Mortar, NCO + 3 crew	1	11	1	16	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale	
Rally	4+
Aggression	6+
Tenacity	6+



Weapon Unit

Fixed, No Head Protection

Unit Special Rules:

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
9cm Type GR Mortar	12-36"	1	-	+3	3+	d3+1	Crew 2, Indirect Only, Salvo, Suppression

1917 Likhonen 47mm Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Likhonen 47mm Mortar, NCO + 2 crew	1	9	1	13	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	6+
Tenacity	6+



Weapon Unit

Fixed, No Head Protection

Unit Special Rules:

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Likhonen 47mm Mortar	6-24"	1	-	+2	4+	d6	Crew 2, Indirect Only, Smoke, Suppression

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

1917 Stokes Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Stokes Medium Mortar, NCO + 2 crew	1	16	1	22	1	29
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale

Rally 4+
 Aggression 6+
 Tenacity 6+



Weapon Unit

Fixed, No Head Protection

Unit Special Rules:

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

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

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

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

1917 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol			1	23	1	27
<i>Add Body Armor to unit</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>

Morale

Rally 4+
 Aggression 5+
 Tenacity 6+



Weapon Unit

Unit Special Rules:

Body Armor – the unit ignores a successful damage roll against it on a 5+. The unit reduces its movement rate by ½. The unit may re-roll 1 failed Rally check per Rally action.

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

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

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

1917 37mm McClean Auto Cannon Mk III Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	McClean Auto Cannon MkIII, NCO + 2 crew	1	17	1	22	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	6+
Tenacity	6+



Fixed, Gun Shield, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2"	8"	-	3+

Unit Special Rules:

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
37mm McClean AC	30"	3	1	+3	5+	d3	Black Powder, Crew 2

1917 37mm M1915 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	37mm M1915 Gun, NCO and 2 crew	1	15	1	19	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	6+
Tenacity	6+



Fixed, Gun Shield, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2"	8"	-	3+

Unit Special Rules:

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
37mm m1915	30"	1	1*	+3	5+	d3	Crew 2

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

Gun Units

Russian Empire 1917



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1917 76.2mm M1902 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
76.2mm M1902 Gun, NCO and 3 crew	1	35	1	50	1	65
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally 4+
 Aggression 6+
 Tenacity 6+



Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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
<i>Indirect: HE</i>	24-60"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1917 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	39	1	56	1	72
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally 4+
 Aggression 6+
 Tenacity 6+



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. This rule does not apply if the unit has been upgraded to steel helmets.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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
<i>Indirect: HE</i>	24-72"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

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

1917 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	33	1	48	1	62
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale	
Rally	4+
Aggression	6+
Tenacity	6+



Gun Unit

Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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
<i>Indirect: HE</i>	24-60"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1917 76.2mm Infantry Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
76.2mm Putilov Gun, NCO and 4 crew	1	34	1	49	1	63
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>

Morale	
Rally	4+
Aggression	6+
Tenacity	6+



Gun Unit

Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	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
<i>Indirect: HE</i>	24-54"	1	-	+1	4+	d6+1	Crew 2, Indirect, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917 76.2mm M1900 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	76.2mm M1900 Gun, NCO and 3 crew	1	26	1	38	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally 4+
 Aggression 6+
 Tenacity 6+



Fixed, No Head Protection

Unit Special Rules:

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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

1917 58mm Type 2 Trench Mortar Team



Description ⁵⁶	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	58mm Type 2 Mortar, NCO and 3 crew	1	30	1	42	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally 4+
 Aggression 6+
 Tenacity 6+



Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
58mm Type 2 Mortar	12-48"	1	-	+3	3+	2d6	Crew 3, Indirect Only, Salvo, Smoke, Suppression

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