

# British Empire Forces

## Great War

### Early War / 1914

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



*Offered by Wasatch Miniatures and GAJO Games*

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# SPECIAL RULES – EARLY WAR



## ERA SPECIAL RULES – BRITISH EMPIRE

A British Imperial force has the following special rules in 1914:

### **Rushing to the Rescue –**

The BEF moved more rapidly than the Germans expected during the 1914 campaign.

*British Empire units in 1914 may make an At the Double move at the cost of a single action during the first turn of a mission.*

### **Professionals –**

The BEF was unique in fielding only professional soldiers during the initial campaigns of the Great War.

*British infantry units in 1914 are treated as in loose order when resolving blast fire against them.*

## NATIONAL SPECIAL RULES

Plus, a British Empire force will have one of following national special rules:

### **Bulldog (British) –**

The British soldier had a reputation as stubborn and loving a good fight.

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

### **Push On (Canadian) –**

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

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

### **Shock Troops (Irish) –**

Irish soldiers pushed forward under withering fire again and again.

*Irish units with this special rule roll one extra die when making a Rally Action and discard the lowest result.*

### **Proficient (ANZAC) –**

ANZAC had a deserved reputation for expertise in close combat.

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

### **Stoic (South African) –**

The newly merged British and Boer societies fielded forces that were incredibly tough to shift.

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

### **Aggressive (Indian) –**

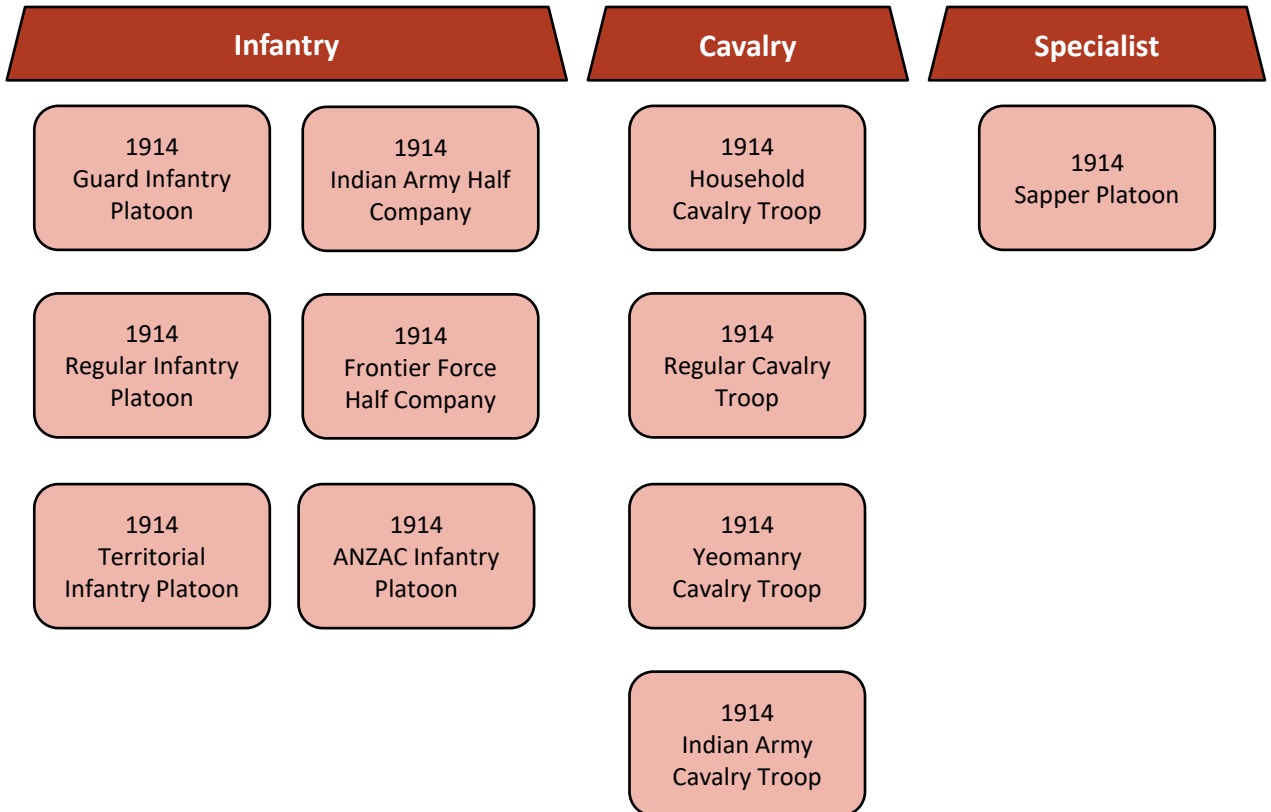
The British Indian Army was recruited and trained with an emphasis on aggressive tactics.

*Indian units with this special rule ignore one suppression when making an assault move.*

# Battlegroup Diagram



British Empire  
1914

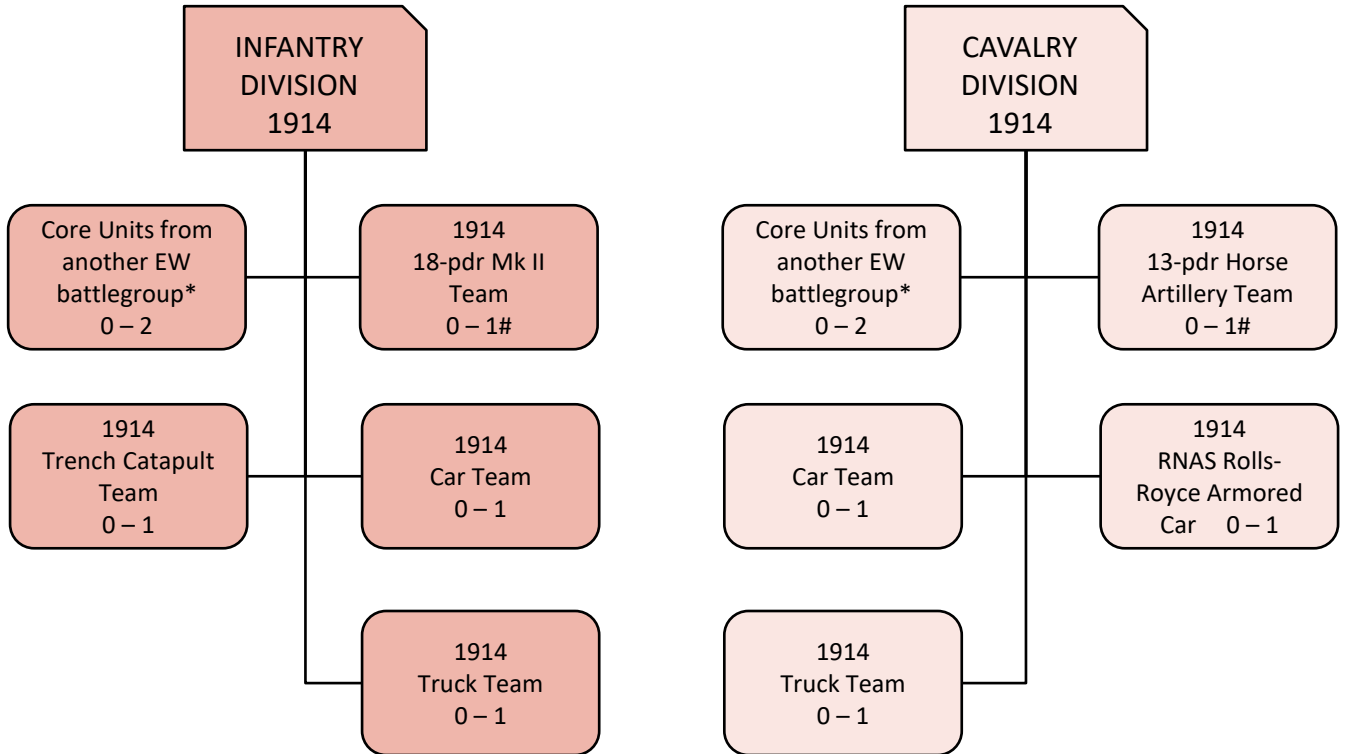


A force must include at least one Battlegroup,  
but it may include more than one

# Support Diagram



## British Empire 1914



• = excludes command units

# = Support Artillery

# Infantry Battlegroups and Units

## British Empire 1914



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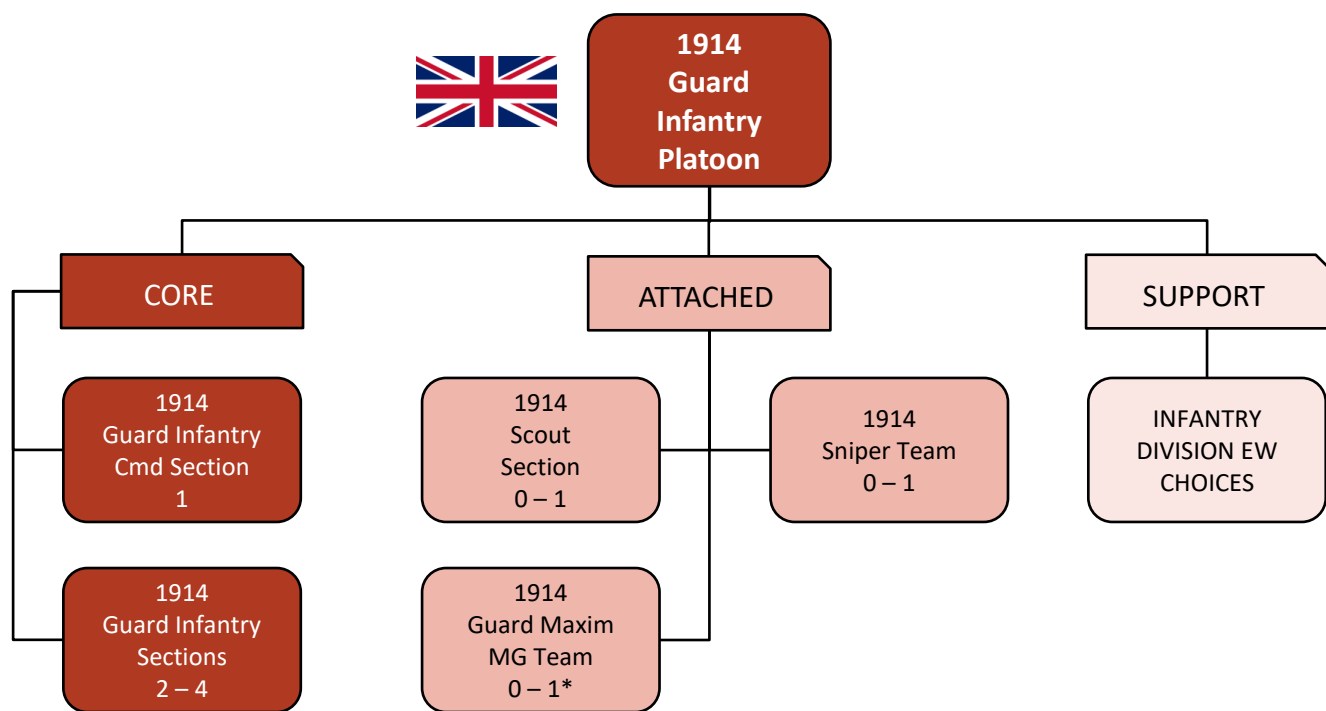
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# 1914 GUARD INFANTRY PLATOON

National Special Rules – British or Irish only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Guard Infantry Command Section



| Description                              | Inexperienced |     | Regular |     | Veteran |       |
|--|---------------|-----|---------|-----|---------|-------|
|  | No            | Pts | No      | Pts | No      | Pts   |
| Competent Officer, sword, pistol         |               |     |         |     | 1       | 30    |
| Downgrade Officer to Green               |               |     |         |     |         |       |
| Downgrade Officer to Difficult           |               |     |         |     | 0-1     | -8    |
| Upgrade Officer to Energetic             |               |     |         |     | 0-1     | +10   |
| Upgrade Officer to Inspiring             |               |     |         |     | 0-1     | +22   |
| Attached Staff Officer and Aide, pistols |               |     |         |     | 0-1     | 28    |
| Medic, unarmed                           |               |     |         |     | 0-1     | 19    |
| Comms Specialist (Level 1), pistol       |               |     |         |     | 0-1     | 19    |
| Senior NCO, BA rifle                     |               |     |         |     | 0-1     | 30    |
| Add Riflemen with BA rifle               |               |     |         |     | 0-4     | 20    |
| Upgrade Officer's pistol to SA Pistol    |               |     |         |     | Any     | +1 ea |

**Morale**

Rally 3+

Aggression 3+

Tenacity 3+

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**Formation**

Attack 0

Recon 0



## Implacable, Linear Order, No Head Protection, Sharpshooters

| 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+        |          |                |

Unit Special Rules:

**Implacable** – the unit may re-roll failed Tenacity checks.

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

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

**Sharpshooters** – the unit may re-roll up to two missed direct fire Accuracy Checks each time it shoots.

# 1914 Guard Infantry Section



| Description                 | Inexperienced |     | Regular |     | Veteran |     |
|-----------------------------|---------------|-----|---------|-----|---------|-----|
|                             | No            | Pts | No      | Pts | No      | Pts |
| NCO with pistol or BA rifle |               |     |         |     | 1       | 115 |
| 4 Riflemen with BA rifle    |               |     |         |     |         |     |
| Add Riflemen with BA rifle  |               |     |         |     | 0-9     | 20  |

**Morale**

Rally 3+

Aggression 3+

Tenacity 3+



## Implacable, Linear Order, No Head Protection, Sharpshooters

| 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+        |          |         |

Unit Special Rules:

**Implacable** – the unit may re-roll failed Tenacity checks.

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

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

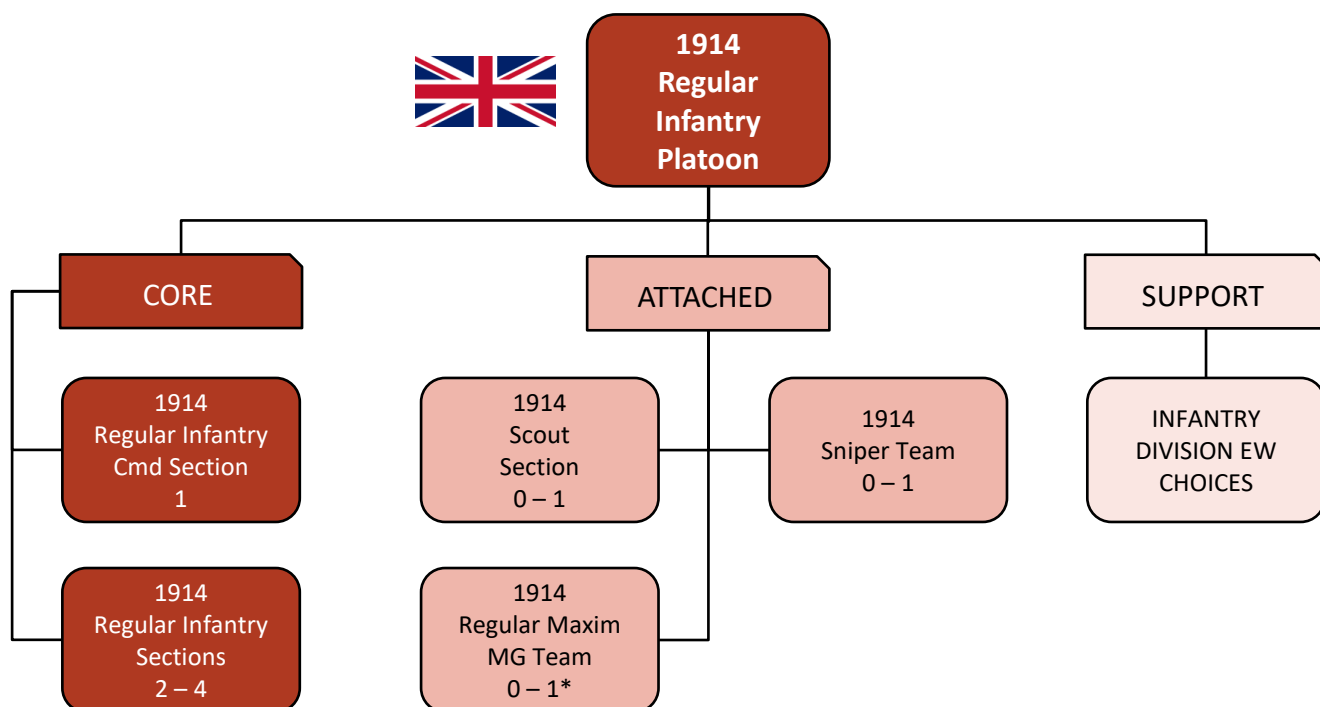
**Sharpshooters** – the unit may re-roll up to two missed direct fire Accuracy Checks each time it shoots.

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

# 1914 REGULAR INFANTRY PLATOON

National Special Rules – British or Irish only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit



# 1914 Regular Infantry Command Section



| Description                              | Inexperienced |     | Regular |     | Veteran |     |
|--|---------------|-----|---------|-----|---------|-----|
|  | No            | Pts | No      | Pts | No      | Pts |
| Competent Officer, sword, pistol         |               |     |         |     | 1       | 30  |
| Downgrade Officer to Green               |               |     |         |     |         |     |
| Downgrade Officer to Difficult           |               |     |         |     | 0-1     | -8  |
| Upgrade Officer to Energetic             |               |     |         |     | 0-1     | +10 |
| Upgrade Officer to Inspiring             |               |     |         |     | 0-1     | +22 |
| Attached Staff Officer and Aide, pistols |               |     |         |     | 0-1     | 28  |
| Medic, unarmed                           |               |     |         |     | 0-1     | 19  |
| Comms Specialist (Level 1), pistol       |               |     |         |     | 0-1     | 19  |
| Senior NCO, BA rifle                     |               |     |         |     | 0-1     | 26  |
| Add Riflemen with BA rifle               |               |     |         |     | 0-4     | 16  |

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 4+

**Formation**

Attack 0  
Recon 0



## Linear Order, No Head Protection, Sharpshooters

| 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.

**Sharpshooters** – the unit may re-roll up to two missed direct fire Accuracy Checks each time it shoots.

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

# 1914 Regular Infantry Section



| Description                 | Inexperienced |     | Regular |     | Veteran |     |
|-----------------------------|---------------|-----|---------|-----|---------|-----|
|                             | No            | Pts | No      | Pts | No      | Pts |
| NCO with pistol or BA rifle |               |     |         |     | 1       | 95  |
| 4 Riflemen with BA rifle    |               |     |         |     |         |     |
| Add Riflemen with BA rifle  |               |     |         |     | 0-9     | 16  |

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 4+



## Linear Order, No Head Protection, Sharpshooters

| 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.

**Sharpshooters** – the unit may re-roll up to two missed direct fire Accuracy Checks each time it shoots.

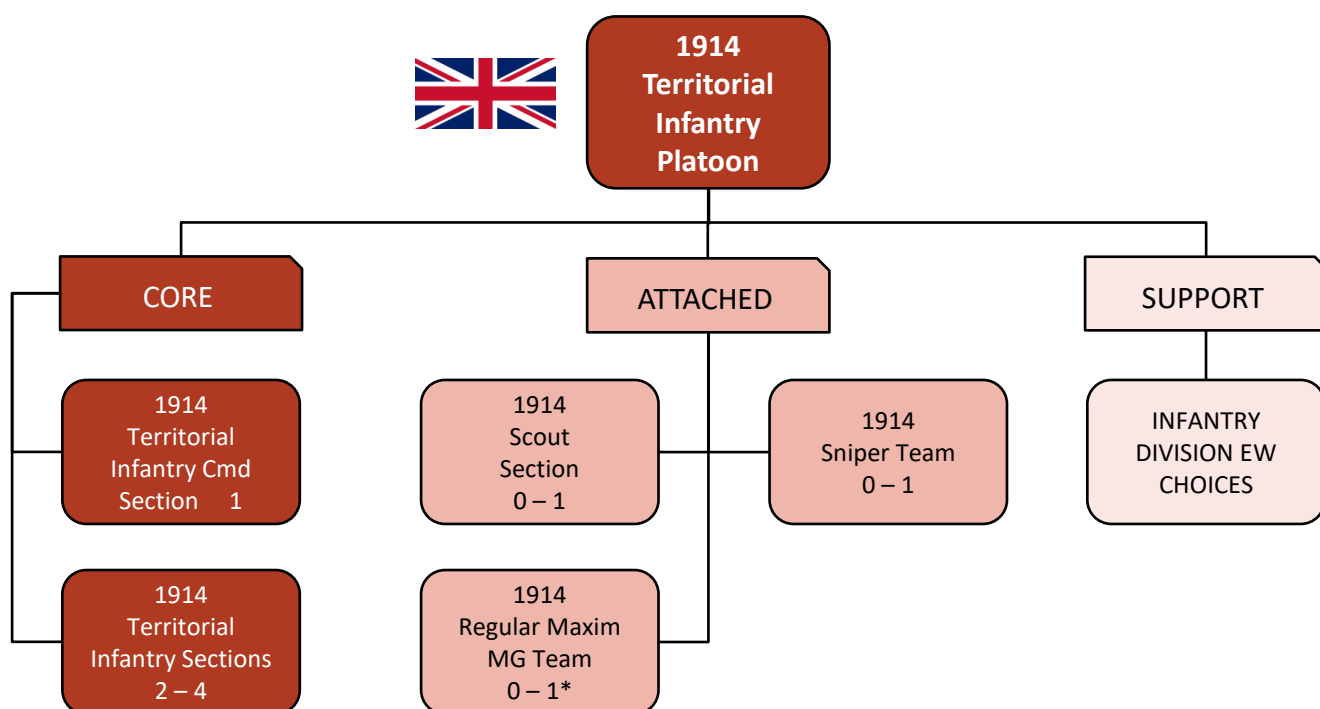
| Weapon            | Range | ROF    |      | PEN | Lethality | HE Blast | Special |
|-------------------|-------|--------|------|-----|-----------|----------|---------|
|                   |       | Halted | Move |     |           |          |         |
| Pistol            | 6"    | RF     | RF   |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

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

# 1914 TERRITORIAL INFANTRY PLATOON

National Special Rules – British only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Territorial Infantry Command Section



| 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, BA rifle                     |               |     | 0 - 1   | 21  |         |     |
| Add Riflemen with BA rifle               |               |     | 0 - 4   | 11  |         |     |

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 4+

**Formation**

Attack 0  
Recon 0



## Linear Order, Marksmen, 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+        |          |         |

Unit Special Rules:

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

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

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

# 1914 Territorial Infantry Section



| Description                 | Inexperienced |     | Regular |     | Veteran |     |
|-----------------------------|---------------|-----|---------|-----|---------|-----|
|                             | No            | Pts | No      | Pts | No      | Pts |
| NCO with pistol or BA rifle |               |     | 1       | 70  |         |     |
| 4 Riflemen with BA rifle    |               |     |         |     |         |     |
| Add Riflemen with BA rifle  |               |     | 0 - 9   | 11  |         |     |

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 4+



## Linear Order, Marksmen, 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+        |          |         |

Unit Special Rules:

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

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

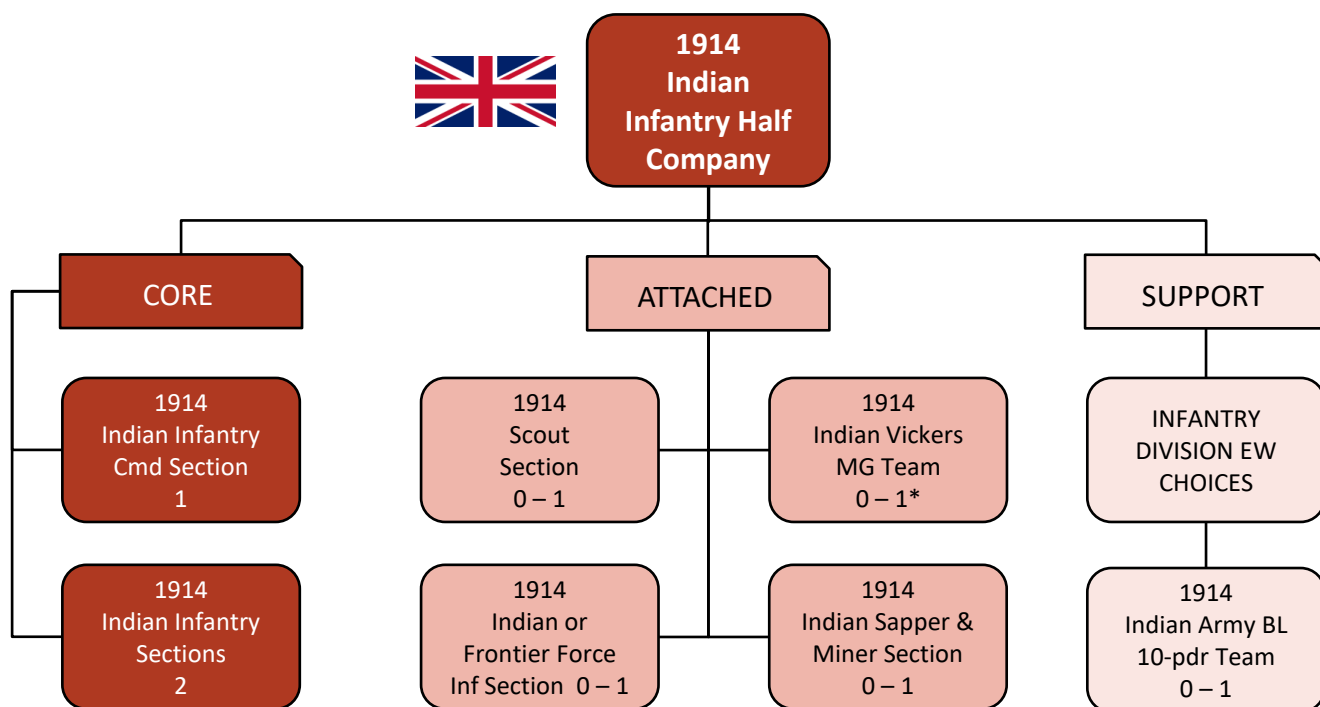
**No Head Protection** – unit receives -1 on Triage Checks.

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

# 1914 INDIAN ARMY INFANTRY HALF COMPANY

National Special Rules – Indian only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Indian Infantry Command Section



| Description                              | Inexperienced |     | Regular |     | Veteran |     |
|--|---------------|-----|---------|-----|---------|-----|
|  | No            | Pts | No      | Pts | No      | Pts |
| Competent Officer, sword, pistol         | 1             | 16  | 1       | 22  |         |     |
| Downgrade Officer to Green               | 0-1           | -7  | 0-1     | -10 |         |     |
| Downgrade Officer to Difficult           | 0-1           | -4  | 0-1     | -5  |         |     |
| Upgrade Officer to Energetic             | 0-1           | +5  | 0-1     | +8  |         |     |
| Upgrade Officer to Inspiring             |               |     | 0-1     | +18 |         |     |
| Attached Staff Officer and Aide, pistols | 0-1           | 20  | 0-1     | 23  |         |     |
| Medic, unarmed                           | 0-1           | 15  | 0-1     | 17  |         |     |
| Comms Specialist (Level 1), pistol       | 0-1           | 15  | 0-1     | 17  |         |     |
| Senior NCO, SS rifle                     | 0-1           | 15  | 0-1     | 18  |         |     |
| Add Riflemen with SS rifle               | 0-4           | 5   | 0-4     | 8   |         |     |

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 5+

**Formation**

Attack 0  
Recon 0



## Linear Order, No Head Protection

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

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

Unit Special Rules:

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

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

# 1914 Indian Infantry Section



| Description                 | Inexperienced |     | Regular |     | Veteran |     |
|-----------------------------|---------------|-----|---------|-----|---------|-----|
|                             | No            | Pts | No      | Pts | No      | Pts |
| NCO with pistol or SS rifle | 1             | 70  | 1       | 103 |         |     |
| 10 Riflemen with SS rifle   |               |     |         |     |         |     |
| Add Riflemen with SS rifle  | 0-10          | 5   | 0-10    | 8   |         |     |

**Morale**

Rally 4+  
Aggression 4+  
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 |
| Single Shot Rifle | 24"   | SS     | SS*  | -   | 5+        |          |         |

Unit Special Rules:

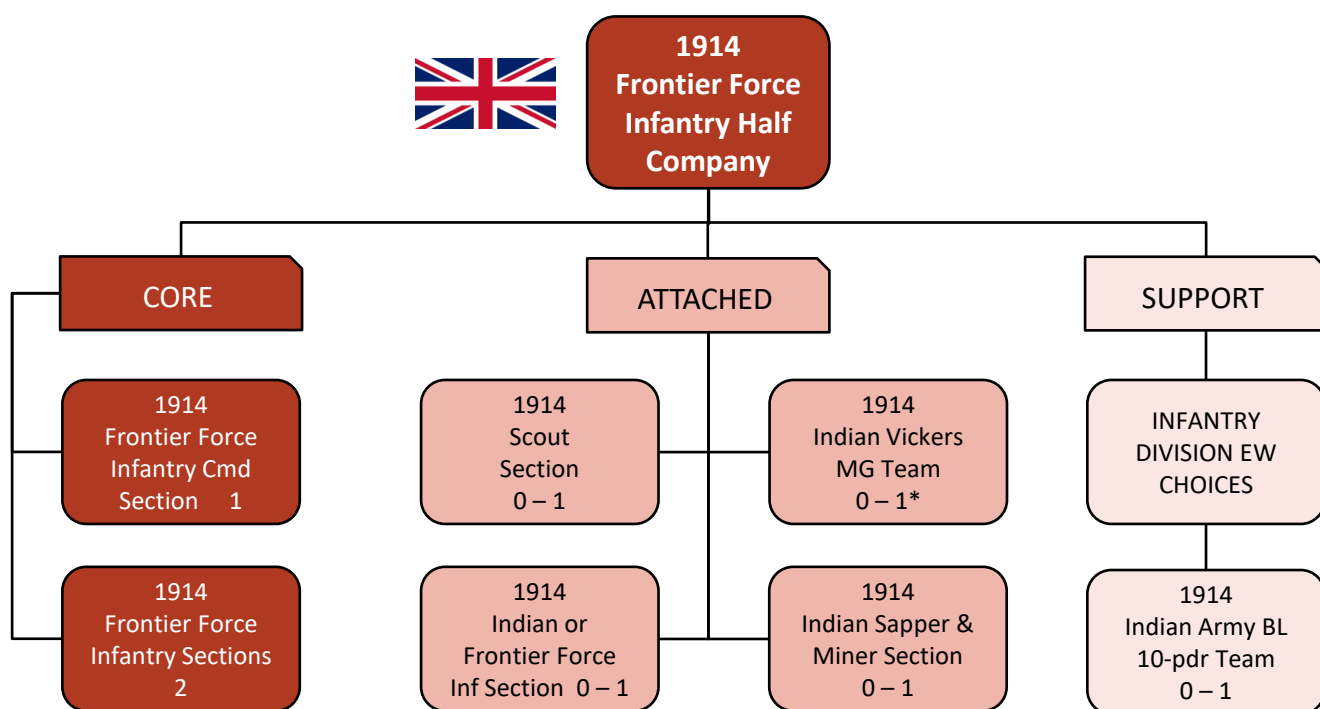
**Linear Order** – the unit may only operate in Linear Order.

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

# 1914 FRONTIER FORCE INFANTRY HALF COMPANY

National Special Rules – Indian only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Frontier Force Infantry Command Section



| 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, SS rifle                     |               |     | 0 - 1   | 20  |         |     |
| Add Riflemen with SS rifle               |               |     | 0 - 4   | 10  |         |     |

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 5+

**Formation**

Attack 0  
Recon 0



Unit Special Rules:

**Mountaineers** – the unit ignores steep slope movement penalties and altitude rules in missions that have them. The unit may move up or down an impassable cliff face by passing a Skill check.

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

## Mountaineers, No Head Protection

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

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

# 1914 Frontier Force Infantry Section



| Description                 | Inexperienced |     | Regular |     | Veteran |     |
|-----------------------------|---------------|-----|---------|-----|---------|-----|
|                             | No            | Pts | No      | Pts | No      | Pts |
| NCO with pistol or SS rifle |               |     | 1       | 125 |         |     |
| 10 Riflemen with SS rifle   |               |     |         |     |         |     |
| Add Riflemen with SS rifle  |               |     | 0 - 10  | 10  |         |     |

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 5+



Unit Special Rules:

**Mountaineers** – the unit ignores steep slope movement penalties and altitude rules in missions that have them. The unit may move up or down an impassable cliff face by passing a Skill check.

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

## Mountaineers, No Head Protection

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

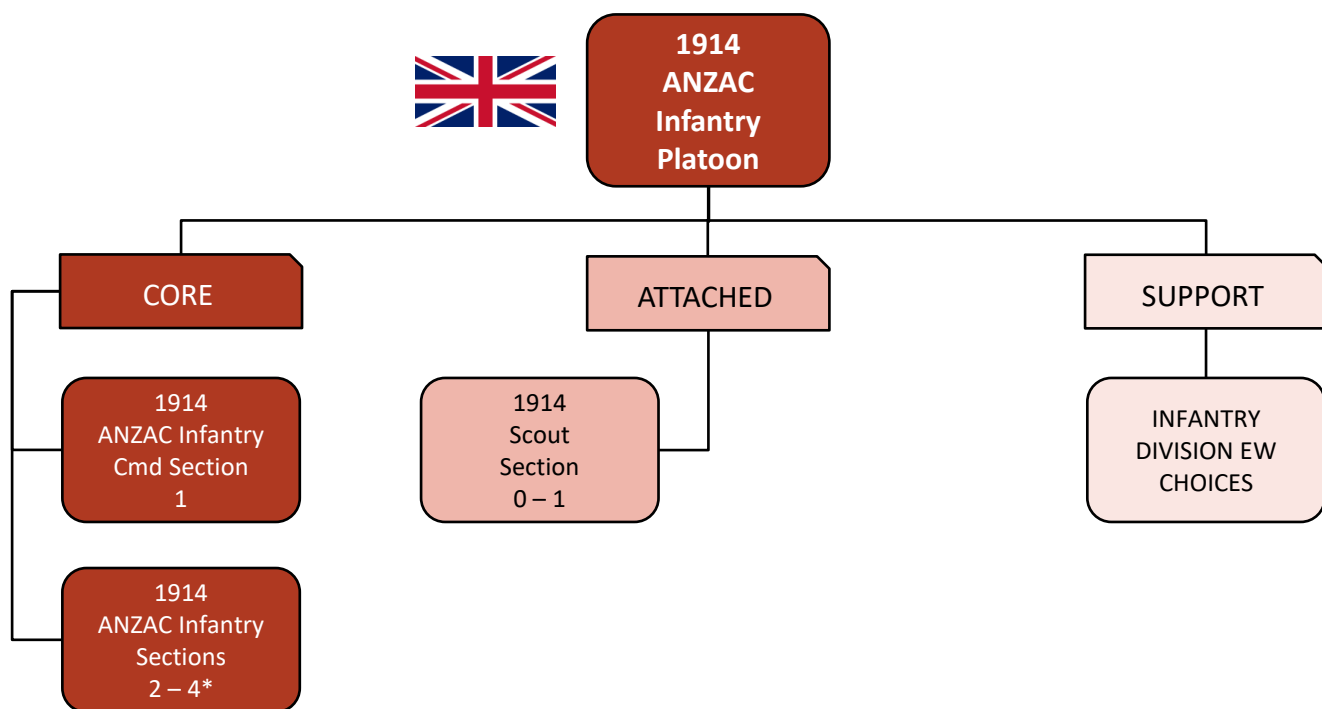
| Weapon            | Range | ROF    |      | PEN | Lethality | HE Blast | Special |
|-------------------|-------|--------|------|-----|-----------|----------|---------|
|                   |       | Halted | Move |     |           |          |         |
| Pistol            | 6"    | RF     | RF   |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

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

# 1914 ANZAC INFANTRY PLATOON

National Special Rules – ANZAC only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit



# 1914 ANZAC Infantry Command Section



| 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, BA rifle                             |               |     | 0 - 1    | 21  |         |     |
| Add Riflemen with BA rifle                       |               |     | 0 - 4    | 11  |         |     |
| Downgrade entire New Zealand unit to LMLE Rifles |               |     | For unit | -2  |         |     |

**Morale**

Rally 3+

Aggression 4+

Tenacity 4+

**Formation**

Attack 0

Recon 0



## Linear Order, No Head Protection

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

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

Unit Special Rules:

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

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

# 1914 ANZAC Infantry Section



| Description                                      | Inexperienced |     | Regular  |     | Veteran |     |
|--|---------------|-----|----------|-----|---------|-----|
|  | No            | Pts | No       | Pts | No      | Pts |
| NCO with BA rifle                                |               |     | 1        | 70  |         |     |
| 4 Riflemen with BA rifle                         |               |     | 0 - 9    | 11  |         |     |
| Downgrade entire New Zealand unit to LMLE Rifles |               |     | For unit | -2  |         |     |

**Morale**

Rally 3+

Aggression 4+

Tenacity 4+



## Linear Order, No Head Protection

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

| Weapon            | Range | ROF    |      | PEN | Lethality | HE Blast | Special    |
|-------------------|-------|--------|------|-----|-----------|----------|------------|
|                   |       | Halted | Move |     |           |          |            |
| LMLE Rifle        | 24"   | RF     | RF*  | -   | 5+        |          | Unbalanced |
| Bolt Action Rifle | 24"   | RF     | RF*  | -   | 5+        |          |            |

Unit Special Rules:

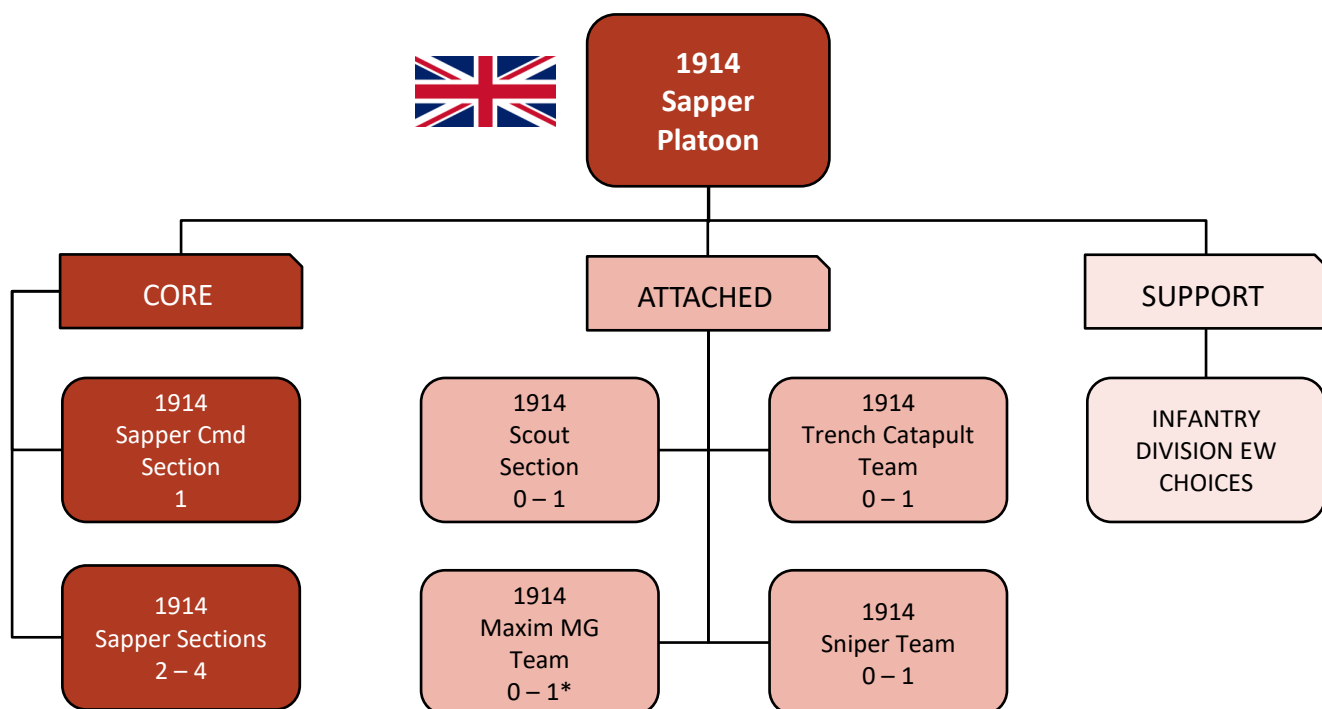
**Linear Order** – the unit may only operate in Linear Order.

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

# 1914 SAPPER PLATOON

National Special Rules – British only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Sapper Command Section



| 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, BA rifle, improvised grenades             |               |     | 0-1     | 26  | 0-1     | 29  |
| Add Sappers with BA rifle, improvised grenades        |               |     | 0-4     | 16  | 0-4     | 19  |

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 4+

**Formation**

Attack 0  
Recon 0



Unit Special Rules:

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

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

## No Head Protection, Pioneers

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

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

# 1914 Sapper Section



| Description                                      | Inexperienced |     | Regular |     | Veteran |     |
|--|---------------|-----|---------|-----|---------|-----|
|  | No            | Pts | No      | Pts | No      | Pts |
| NCO with pistol or BA rifle, improvised grenades |               |     | 1       | 95  | 1       | 110 |
| 4 Sappers with BA rifle, improvised grenades     |               |     | 0-7     | 16  | 0-7     | 19  |
| Add Sappers with BA rifle, improvised grenades   |               |     | 0-7     | 16  | 0-7     | 19  |

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 4+



Unit Special Rules:

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

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

## No Head Protection, Pioneers

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

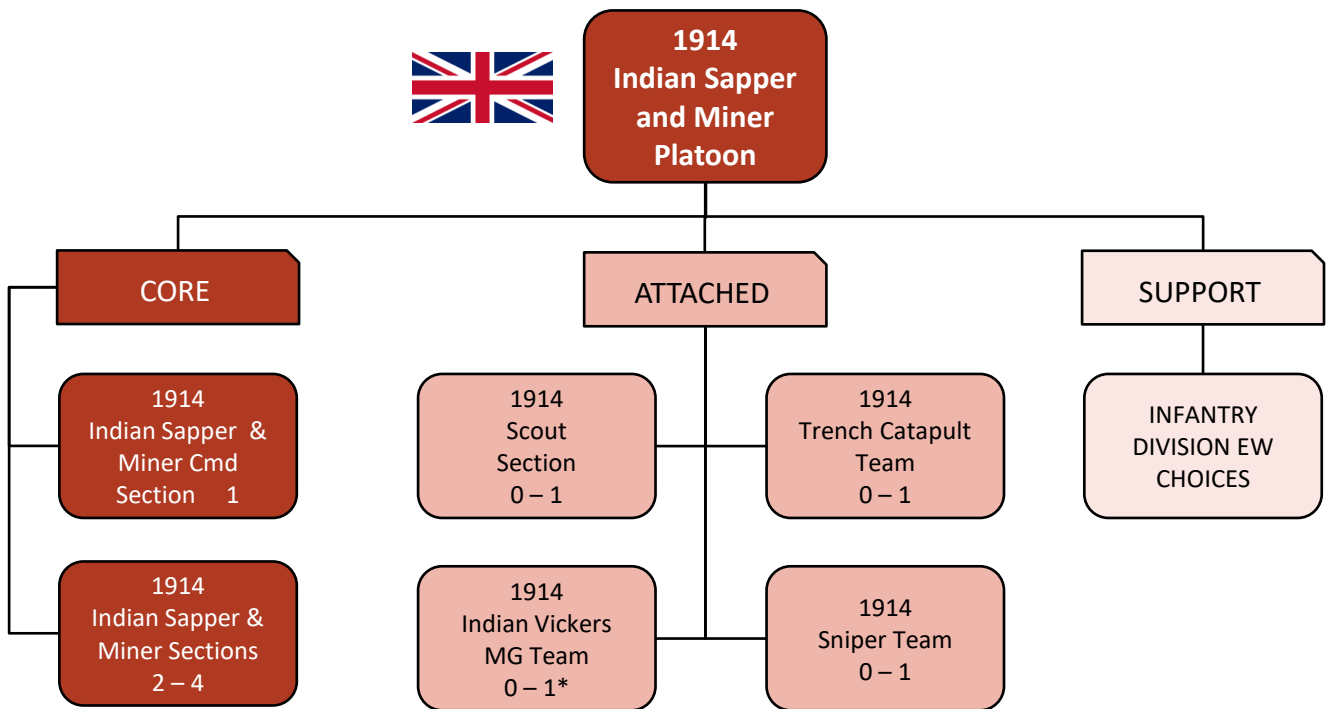
| Weapon              | Range | ROF    |      | PEN | Lethality | HE Blast | Special                          |
|---------------------|-------|--------|------|-----|-----------|----------|----------------------------------|
|                     |       | Halted | Move |     |           |          |                                  |
| Pistol              | 6"    | RF     | RF   | -   | 5+        |          | Assault                          |
| 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 INDIAN ARMY SAPPER & MINER PLATOON

National Special Rules – Indian only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Indian Sapper & Miner Command Section



| Description   | Inexperienced |     | Regular |     | Veteran |     |
|---|---------------|-----|---------|-----|---------|-----|
|   | No            | Pts | No      | Pts | No      | Pts |
| Competent Officer, sword, pistol, improvised grenades | 1             | 16  | 1       | 22  |         |     |
| <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              | 0-1           | 20  | 0-1     | 23  |         |     |
| Medic, unarmed  | 0-1           | 15  | 0-1     | 15  |         |     |
| Comms Specialist (Level 1), pistol                    | 0-1           | 15  | 0-1     | 15  |         |     |
| Senior NCO, SS rifle, improvised grenades             | 0-1           | 19  | 0-1     | 22  |         |     |
| Add Sappers with SS rifle, improvised grenades        | 0-4           | 9   | 0-4     | 12  |         |     |

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 5+

**Formation**

Attack 0  
Recon 0



## No Head Protection, Pioneers

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

Unit Special Rules:

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

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

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

# 1914 Indian Sapper & Miner Section



| Description                                      | Inexperienced |     | Regular         |     | Veteran |     |
|--|---------------|-----|-----------------|-----|---------|-----|
|  | No            | Pts | No              | Pts | No      | Pts |
| NCO with pistol or SS rifle, improvised grenades | 1             | 60  | 1               | 75  |         |     |
| 4 Sappers with SS rifle, improvised grenades     |               |     |                 |     |         |     |
| Add Sappers with SS rifle, improvised grenades   | 0-7           | 9   | 0-7             | 12  |         |     |
| <i>Equip unit with Bangalore Torpedoes</i>       |               |     | <i>For unit</i> | +15 |         |     |

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 5+



## No Head Protection, Pioneers

| Unit     | Maneuver | Double Time | Assault | Agility |
|----------|----------|-------------|---------|---------|
| Infantry | 8"       | 12"         | 6"      | 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.

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

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

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

# 1914 Scout Section



| Description                     | Inexperienced |     | Regular  |       | Veteran  |       |
|---------------------------------|---------------|-----|----------|-------|----------|-------|
|                                 | No            | Pts | No       | Pts   | No       | Pts   |
| NCO with pistol or BA rifle     |               |     | 1        | 75    | 1        | 90    |
| 4 Scouts with BA rifle          |               |     | 0 - 7    | 12    | 0 - 7    | 15    |
| Add Scouts with BA rifle        |               |     | All/none | +1 ea | All/none | +1 ea |
| Upgrade entire unit to Marksmen |               |     |          |       |          |       |

| Morale     |    |
|------------|----|
| Rally      | 4+ |
| Aggression | 5+ |
| Tenacity   | 5+ |

Infantry Unit



Unit Special Rules:

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

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

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

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

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

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

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

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

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# Cavalry Battlegroups and Units

## British Empire 1914



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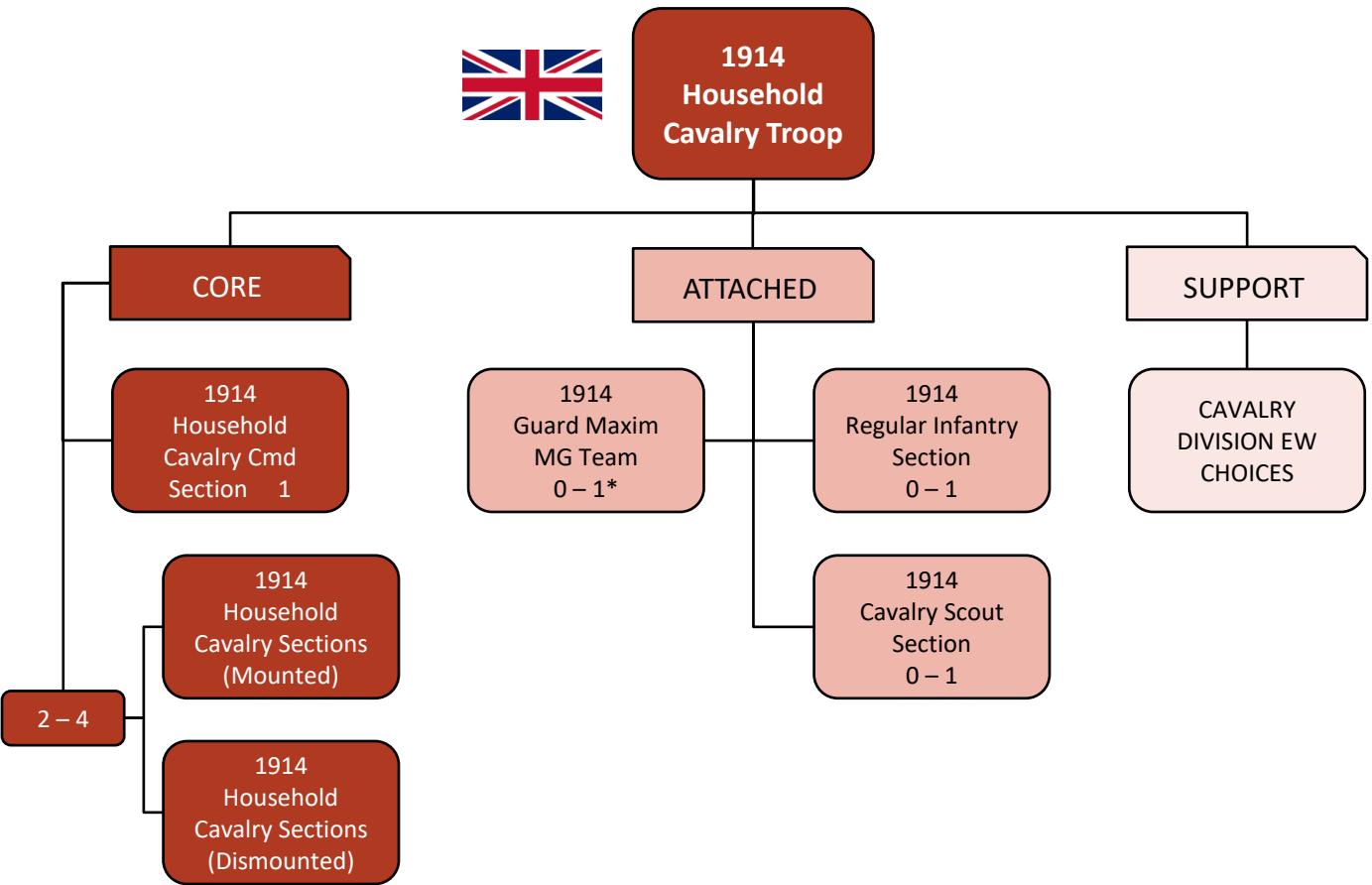
[gajominis@aol.com](mailto:gajominis@aol.com)



# 1914 HOUSEHOLD CAVALRY TROOP

National Special Rules – British only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit



# 1914 Household Cavalry Command Section



| Description  | Inexperienced |     | Regular |       | Veteran |       |
|--|---------------|-----|---------|-------|---------|-------|
|  | No            | Pts | No      | Pts   | No      | Pts   |
| Competent Officer, pistol, sabre, horse                |               |     | 1       | 24    | 1       | 32    |
| Downgrade Officer to Green                             |               |     | 0-1     | -10   |         |       |
| Downgrade Officer to Difficult                         |               |     | 0-1     | -5    | 0-1     | -8    |
| Upgrade Officer to Energetic                           |               |     | 0-1     | +8    | 0-1     | +10   |
| Upgrade Officer to Inspiring                           |               |     | 0-1     | +18   | 0-1     | +22   |
| Attached Staff Officer and Aide, pistols, sabre, horse |               |     | 0-1     | 25    | 0-1     | 30    |
| Medic, unarmed, horse                                  |               |     | 0-1     | 18    | 0-1     | 20    |
| Farrier, pistol, sabre, horse                          |               |     | 0-1     | 18    | 0-1     | 20    |
| Musician, pistol, sabre, horse                         |               |     | 0-1     | 13    | 0-1     | 15    |
| Senior NCO, BA rifle, sabre, horse                     |               |     | 0-1     | 32    | 0-1     | 36    |
| Add Trooper, BA rifle, sabre, horse                    |               |     | 0-2     | 22    | 0-2     | 26    |
| Upgrade Officer's pistol to SA Pistol                  |               |     | Any     | +1 ea | Any     | +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.

**Horse Mastership / HM (Excellent)** – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

**Implacable** – the unit may re-roll failed Tenacity checks.

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

**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.

| Morale     |    |
|------------|----|
| Rally      | 4+ |
| Aggression | 3+ |
| Tenacity   | 3+ |

| Formation |    |
|-----------|----|
| Attack    | +3 |
| Recon     | 2  |



Mounted Unit

**Cavalry, Extended Order, HM (Excellent), Implacable, Marksmen, 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                       |
| Bolt Action Rifle | 24"   | RF     | RF*  | -   | 5+        |          |                                      |
| Sabre             | melee |        |      |     |           |          | +1 to Assault Checks on Assault move |

# 1914 Household Cavalry Section



| Description                         | Inexperienced |     | Regular |       | Veteran |       |
|-------------------------------------|---------------|-----|---------|-------|---------|-------|
|                                     | No            | Pts | No      | Pts   | No      | Pts   |
| NCO, pistol, sabre, horse           |               |     | 1       | 125   | 1       | 145   |
| 4 Troopers, BA rifle, sabre, horse  |               |     | 0-3     | 22    | 0-3     | 26    |
| Add Trooper, BA rifle, sabre, horse |               |     | Any     | +1 ea | Any     | +1 ea |
| Upgrade NCO's pistol to SA Pistol   |               |     | Any     | +1 ea | Any     | +1 ea |
| Add lance                           |               |     | Any     | +1 ea | Any     | +1 ea |

Unit Special Rules:

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

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

**Horse Mastership / HM (Excellent)** – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

**Implacable** – the unit may re-roll failed Tenacity checks.

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

**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.

| Morale     |    |
|------------|----|
| Rally      | 4+ |
| Aggression | 3+ |
| Tenacity   | 3+ |



Mounted Unit

**Cavalry, Extended Order, HM (Excellent), Implacable, Marksmen, 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                         |
| Bolt Action Rifle | 24"   | RF     | RF*  | -   | 5+        |          |  |
| Sabre             | melee |        |      |     |           |          | +1 to Assault Checks on Assault move   |
| Lance             | melee |        |      |     |           |          | Re-roll Assault Checks on Assault move |

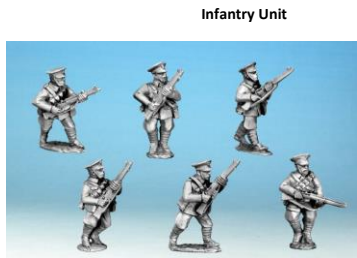
AF = Accelerated Fire    RF = Rapid Fire    SS = Single Shot    \* = Slow Firing

# 1914 Household Dismounted Cavalry Section



| Description                                 | Inexperienced |     | Regular       |              | Veteran       |              |
|---|---------------|-----|---------------|--------------|---------------|--------------|
|   | No            | Pts | No            | Pts          | No            | Pts          |
| NCO, pistol or BA rifle                     |               |     | 1             | 100          | 1             | 120          |
| 4 Troopers with BA rifle                    |               |     |               |              |               |              |
| Add Trooper with BA rifle                   |               |     | 0 - 3         | 17           | 0 - 3         | 21           |
| <i>Upgrade pistol to SA Pistol</i>          |               |     | <i>Any</i>    | <i>+1 ea</i> | <i>Any</i>    | <i>+1 ea</i> |
| <i>Replace BA rifle with Hotchkiss Mk I</i> |               |     | <i>0 - 1#</i> | <i>+7</i>    | <i>0 - 1#</i> | <i>+7</i>    |

| Morale     |    |
|------------|----|
| Rally      | 4+ |
| Aggression | 3+ |
| Tenacity   | 3+ |



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

Unit Special Rules:

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

**Implacable** – the unit may re-roll failed Tenacity checks.

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

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

## Extended Order, Implacable, Marksmen, No Head Protection

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

| Weapon             | Range | ROF    |      | PEN | Lethality | HE Blast | Special        |
|--------------------|-------|--------|------|-----|-----------|----------|----------------|
|                    |       | Halted | Move |     |           |          |                |
| Pistol             | 6"    | RF     | RF   | -   | 5+        |          | Assault        |
| SA Pistol          | 6"    | RF     | RF   | -   | 5+        |          | Assault, Burst |
| Bolt Action Rifle  | 24"   | RF     | RF*  | -   | 5+        |          |                |
| Hotchkiss Mk I LMG | 36"   | 3      | 2    | -   | 5+        |          | Loader, Scythe |

AF = Accelerated Fire

RF = Rapid Fire

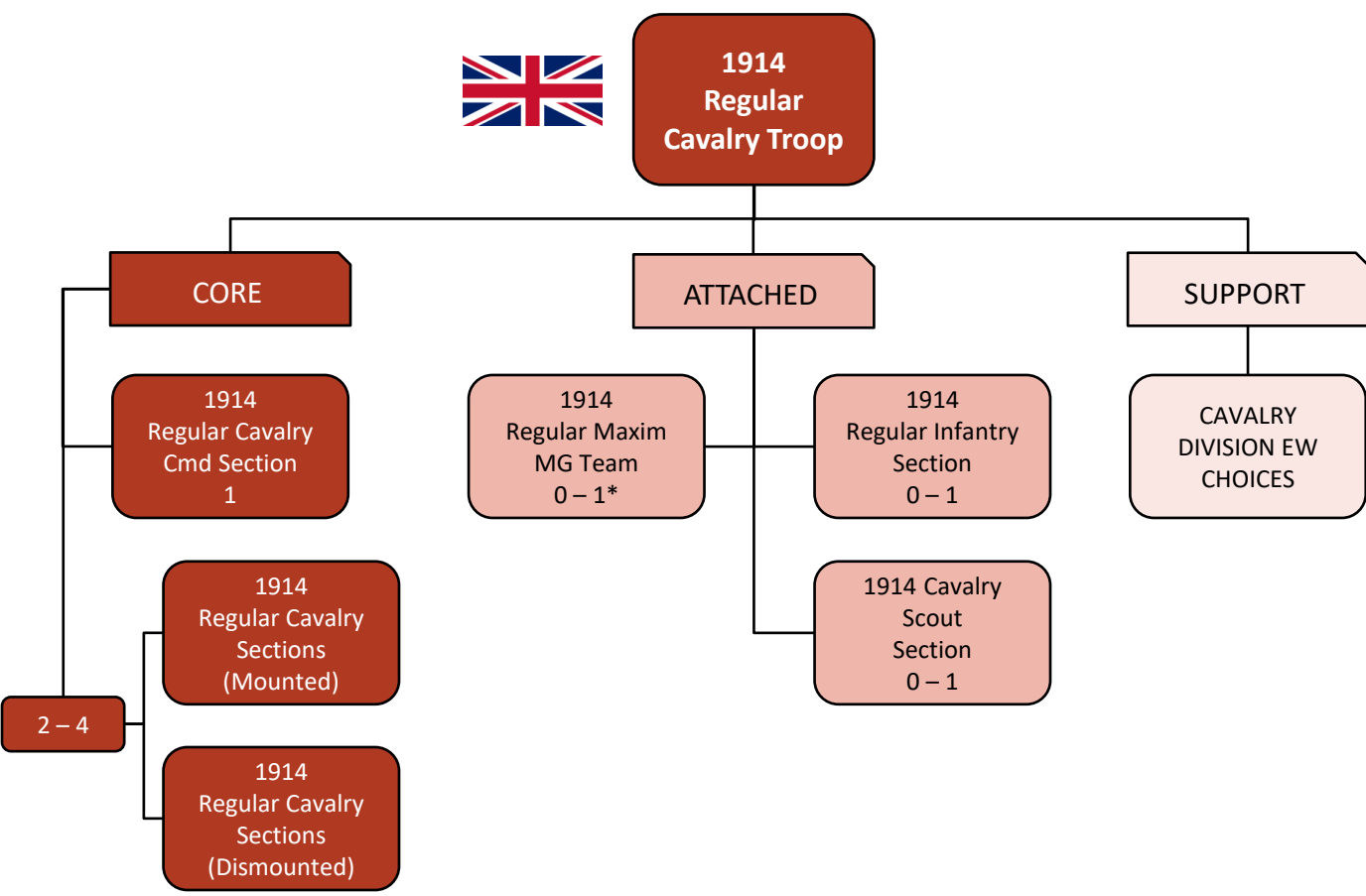
SS = Single Shot

\* = Slow Firing

# 1914 REGULAR CAVALRY TROOP

National Special Rules – British or Irish only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Regular Cavalry Command Section



| Description  | Inexperienced |     | Regular |       | Veteran |       |
|--|---------------|-----|---------|-------|---------|-------|
|  | No            | Pts | No      | Pts   | No      | Pts   |
| Competent Officer, pistol, sabre, horse                |               |     | 1       | 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 rifle, sabre, horse                     |               |     | 0-1     | 29    | 0-1     | 33    |
| Add Trooper, BA rifle, sabre, horse                    |               |     | 0-2     | 19    | 0-2     | 23    |
| Upgrade Officer's pistol to SA Pistol                  |               |     | Any     | +1 ea | Any     | +1 ea |

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 4+

**Formation**

Attack +3  
Recon 2



Mounted Unit

**Cavalry, Extended Order, HM (Excellent), Marksmen, Mounted, No Head Protection**

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

Unit Special Rules:

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

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

**Horse Mastership / HM (Excellent)** – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

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

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

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

| Weapon            | Range | ROF    |      | PEN | Lethality | HE Blast | Special                              |
|-------------------|-------|--------|------|-----|-----------|----------|--------------------------------------|
|                   |       | Halted | Move |     |           |          |                                      |
| Pistol            | 6"    | RF     | RF   | -   | 5+        |          | Assault                              |
| SA Pistol         | 6"    | RF     | RF   | -   | 5+        |          | Assault, Burst                       |
| Bolt Action Rifle | 24"   | RF     | RF*  | -   | 5+        |          |                                      |
| Sabre             | melee |        |      |     |           |          | +1 to Assault Checks on Assault move |

# 1914 Regular Cavalry Section



| Description                         | Inexperienced |     | Regular |       | Veteran |       |
|-------------------------------------|---------------|-----|---------|-------|---------|-------|
|                                     | No            | Pts | No      | Pts   | No      | Pts   |
| NCO, pistol, sabre, horse           |               |     | 1       | 110   | 1       | 130   |
| 4 Troopers, BA rifle, sabre, horse  |               |     | 0-3     | 19    | 0-3     | 23    |
| Add Trooper, BA rifle, sabre, horse |               |     | Any     | +1 ea | Any     | +1 ea |
| Upgrade NCO's pistol to SA Pistol   |               |     | Any     | +1 ea | Any     | +1 ea |
| Add lance                           |               |     | Any     | +1 ea | Any     | +1 ea |

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 4+



Mounted Unit

**Cavalry, Extended Order, HM (Excellent), Marksmen, Mounted, No Head Protection**

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

Unit Special Rules:

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

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

**Horse Mastership / HM (Excellent)** – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

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

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

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

| Weapon            | Range | ROF    |      | PEN | Lethality | HE Blast | Special                                |
|-------------------|-------|--------|------|-----|-----------|----------|--|
|                   |       | Halted | Move |     |           |          |  |
| Pistol            | 6"    | RF     | RF   | -   | 5+        |          | Assault                                |
| SA Pistol         | 6"    | RF     | RF   | -   | 5+        |          | Assault, Burst                         |
| Bolt Action Rifle | 24"   | RF     | RF*  | -   | 5+        |          |  |
| Sabre             | melee |        |      |     |           |          | +1 to Assault Checks on Assault move   |
| Lance             | melee |        |      |     |           |          | Re-roll Assault Checks on Assault move |

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

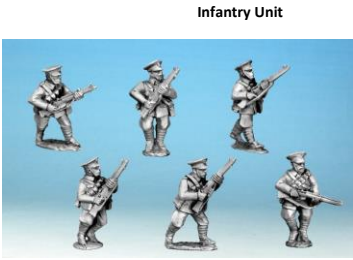
# 1914 Regular Dismounted Cavalry Section



| Description                          | Inexperienced |     | Regular |       | Veteran |       |
|--------------------------------------|---------------|-----|---------|-------|---------|-------|
|                                      | No            | Pts | No      | Pts   | No      | Pts   |
| NCO, pistol or BA rifle              |               |     | 1       | 90    | 1       | 105   |
| 4 Troopers with BA rifle             |               |     |         |       |         |       |
| Add Trooper with BA rifle            |               |     | 0 - 3   | 15    | 0 - 3   | 18    |
| Upgrade pistol to SA Pistol          |               |     | Any     | +1 ea | Any     | +1 ea |
| Replace BA rifle with Hotchkiss Mk I |               |     | 0 - 1#  | +7    | 0 - 1#  | +7    |

**Morale**

Rally 4+  
 Aggression 3+  
 Tenacity 4+



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

Unit Special Rules:

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

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

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

## Extended Order, Marksmen, No Head Protection

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

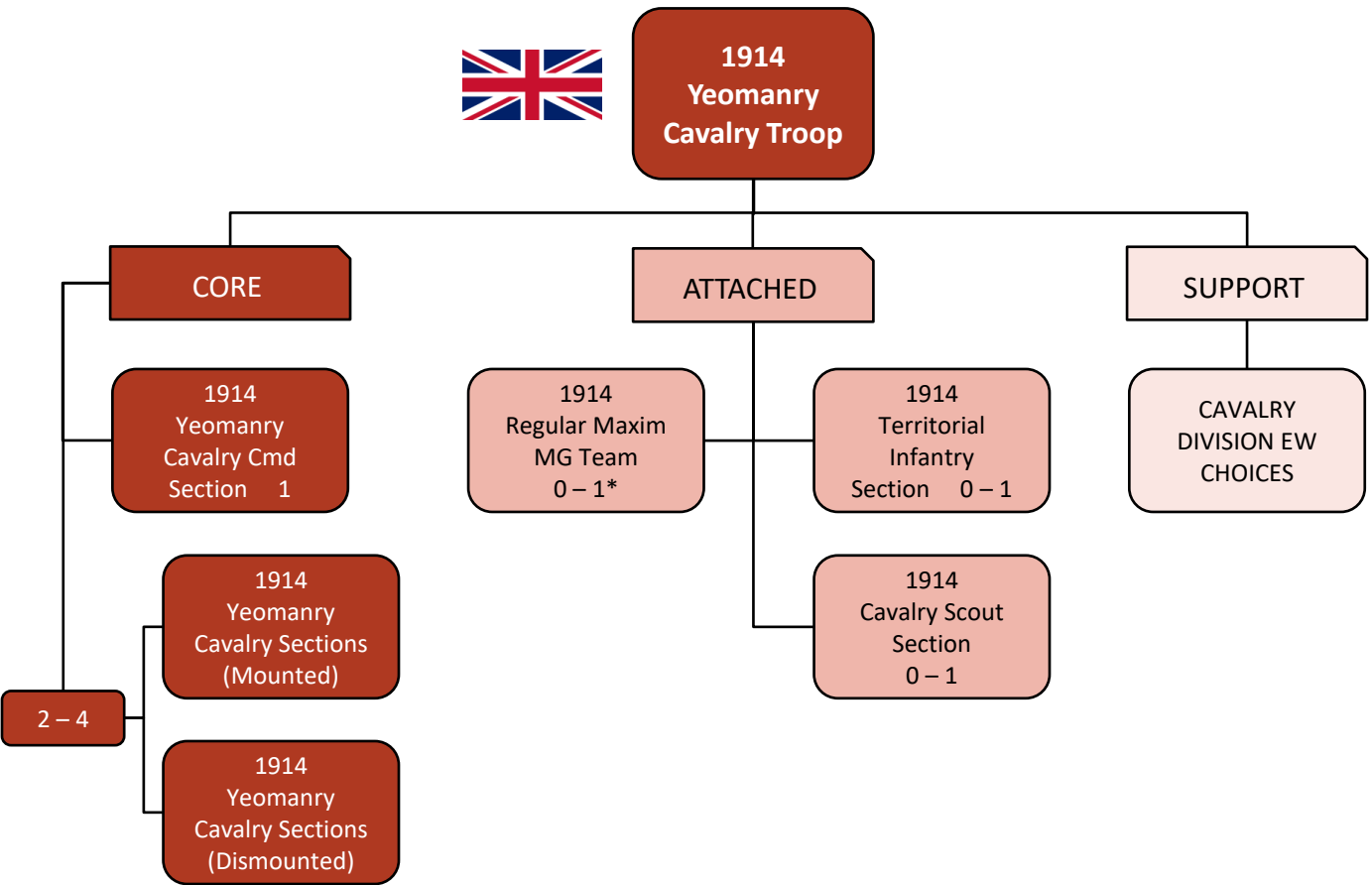
| Weapon             | Range | ROF    |      | PEN | Lethality | HE Blast | Special        |
|--------------------|-------|--------|------|-----|-----------|----------|----------------|
|                    |       | Halted | Move |     |           |          |                |
| Pistol             | 6"    | RF     | RF   | -   | 5+        |          | Assault        |
| SA Pistol          | 6"    | RF     | RF   | -   | 5+        |          | Assault, Burst |
| Bolt Action Rifle  | 24"   | RF     | RF*  | -   | 5+        |          |                |
| Hotchkiss Mk I LMG | 36"   | 3      | 2    | -   | 5+        |          | Loader, Scythe |

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

# 1914 YEOMANRY CAVALRY TROOP

National Special Rules – British or Irish only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Yeomanry Cavalry Command Section



| Description  | Inexperienced |       | Regular |       | Veteran |     |
|--|---------------|-------|---------|-------|---------|-----|
|  | No            | Pts   | No      | Pts   | No      | Pts |
| Competent Officer, pistol, sabre, horse                | 1             | 18    | 1       | 24    |         |     |
| Downgrade Officer to Green                             | 0-1           | -7    | 0-1     | -10   |         |     |
| Downgrade Officer to Difficult                         | 0-1           | -4    | 0-1     | -5    |         |     |
| Upgrade Officer to Energetic                           | 0-1           | +5    | 0-1     | +8    |         |     |
| Upgrade Officer to Inspiring                           |               |       | 0-1     | +18   |         |     |
| Attached Staff Officer and Aide, pistols, sabre, horse | 0-1           | 22    | 0-1     | 25    |         |     |
| Medic, unarmed, horse                                  | 0-1           | 16    | 0-1     | 18    |         |     |
| Farrier, pistol, sabre, horse                          | 0-1           | 16    | 0-1     | 18    |         |     |
| Musician, pistol, sabre, horse                         | 0-1           | 11    | 0-1     | 13    |         |     |
| Senior NCO, BA rifle, sabre, horse                     | 0-1           | 23    | 0-1     | 26    |         |     |
| Add Trooper, BA rifle, sabre, horse                    | 0-2           | 13    | 0-2     | 16    |         |     |
| Upgrade Officer's pistol to SA Pistol                  | Any           | +1 ea | Any     | +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).

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

**Horse Mastership / HM (Excellent)** – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

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

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

| Morale     |    |
|------------|----|
| Rally      | 3+ |
| Aggression | 3+ |
| Tenacity   | 4+ |

| Formation |    |
|-----------|----|
| Attack    | +3 |
| Recon     | 2  |

Mounted Unit



**Cavalry, Linear Order, HM (Excellent), 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                       |
| Bolt Action Rifle | 24"   | RF     | RF*  | -   | 5+        |          |                                      |
| Sabre             | melee |        |      |     |           |          | +1 to Assault Checks on Assault move |

# 1914 Yeomanry Cavalry Section



| Description                         | Inexperienced |       | Regular |       | Veteran |     |
|-------------------------------------|---------------|-------|---------|-------|---------|-----|
|                                     | No            | Pts   | No      | Pts   | No      | Pts |
| NCO, pistol, sabre, horse           | 1             | 80    | 1       | 95    |         |     |
| 4 Troopers, BA rifle, sabre, horse  |               |       |         |       |         |     |
| Add Trooper, BA rifle, sabre, horse | 0-3           | 13    | 0-3     | 16    |         |     |
| Upgrade NCO's pistol to SA Pistol   | Any           | +1 ea | Any     | +1 ea |         |     |
| Add lance                           | Any           | +1 ea | Any     | +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).

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

**Horse Mastership / HM (Excellent)** – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

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

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

| Morale     |    |
|------------|----|
| Rally      | 3+ |
| Aggression | 3+ |
| Tenacity   | 4+ |

Mounted Unit



**Cavalry, Linear Order, HM (Excellent), 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                         |
| Bolt Action Rifle | 24"   | RF     | RF*  | -   | 5+        |          |  |
| 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 Yeomanry Dismounted Cavalry Section



| Description                        | Inexperienced |       | Regular |       | Veteran |     |
|------------------------------------|---------------|-------|---------|-------|---------|-----|
|                                    | No            | Pts   | No      | Pts   | No      | Pts |
| NCO, pistol or BA rifle            | 1             | 75    | 1       | 90    |         |     |
| 4 Troopers with BA rifle           | 0-3           | 12    | 0-3     | 15    |         |     |
| Add Trooper with BA rifle          | Any           | +1 ea | Any     | +1 ea |         |     |
| <i>Upgrade pistol to SA Pistol</i> |               |       |         |       |         |     |

| Morale     |    |
|------------|----|
| Rally      | 3+ |
| Aggression | 3+ |
| Tenacity   | 4+ |



Unit 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 |
|------------|----------|-------------|---------|---------|
| 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+        |          |                |

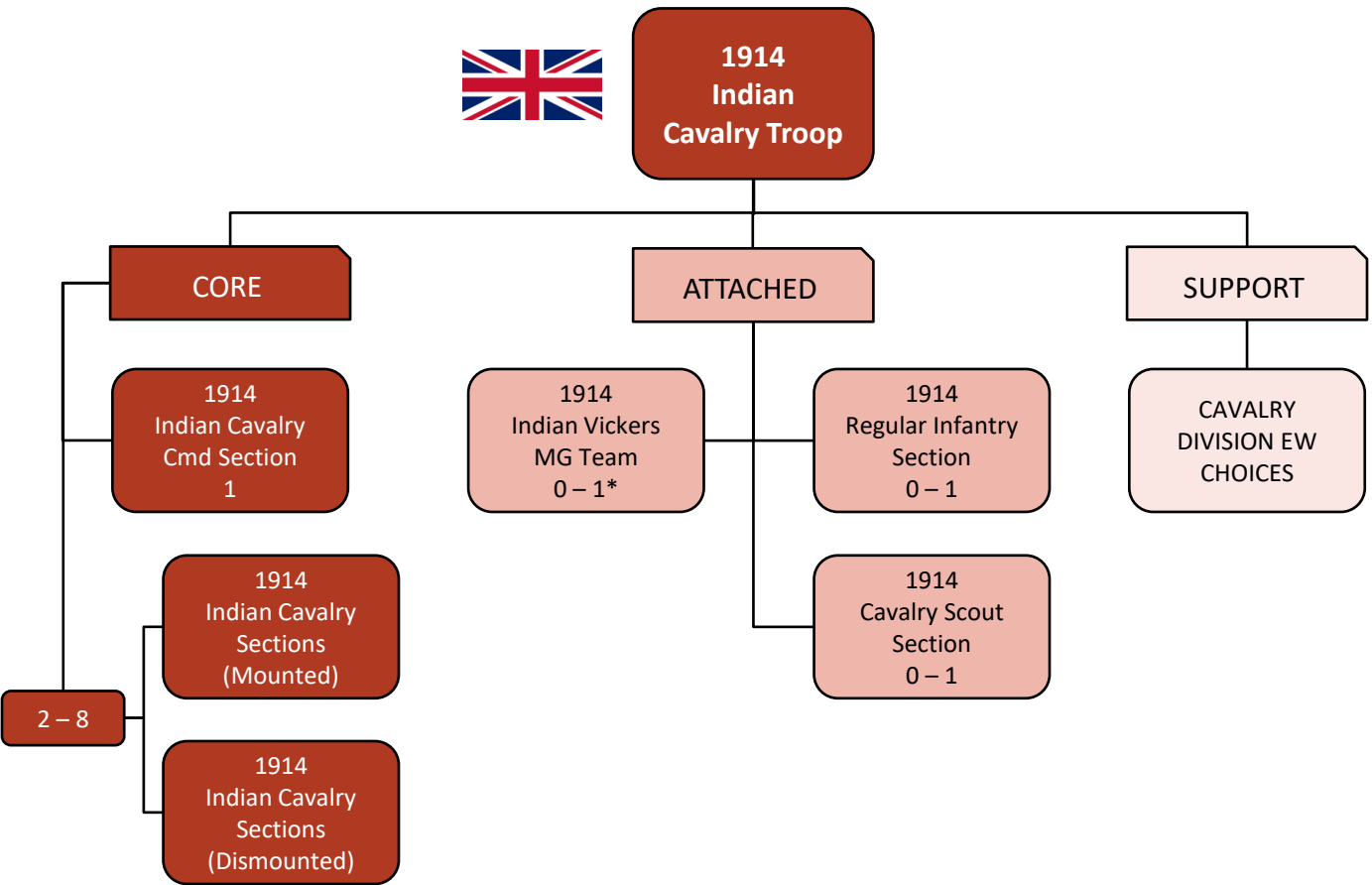
AF = Accelerated Fire    RF = Rapid Fire    SS = Single Shot    \* = Slow Firing



# 1914 INDIAN ARMY CAVALRY TROOP

National Special Rules – Indian only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Indian Cavalry Command Section



| Description  | Inexperienced |     | Regular |       | Veteran |     |
|--|---------------|-----|---------|-------|---------|-----|
|  | No            | Pts | No      | Pts   | No      | Pts |
| Competent Officer, pistol, sabre, horse                |               |     | 1       | 24    |         |     |
| Downgrade Officer to Green                             |               |     | 0 - 1   | -10   |         |     |
| Downgrade Officer to Difficult                         |               |     | 0 - 1   | -5    |         |     |
| Upgrade Officer to Energetic                           |               |     | 0 - 1   | +8    |         |     |
| Upgrade Officer to Inspiring                           |               |     | 0 - 1   | +18   |         |     |
| Attached Staff Officer and Aide, pistols, sabre, horse |               |     | 0 - 1   | 25    |         |     |
| Medic, unarmed, horse                                  |               |     | 0 - 1   | 18    |         |     |
| Farrier, pistol, sabre, horse                          |               |     | 0 - 1   | 18    |         |     |
| Musician, pistol, sabre, horse                         |               |     | 0 - 1   | 13    |         |     |
| Senior NCO, BA rifle, sabre, horse                     |               |     | 0 - 1   | 22    |         |     |
| Add Trooper, BA rifle, sabre, horse                    |               |     | 0 - 4   | 12    |         |     |
| Upgrade Officer's pistol to SA Pistol                  |               |     | Any     | +1 ea |         |     |

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 5+

**Formation**

Attack +3  
Recon 2



Mounted Unit

## Cavalry, Linear Order, HM (Excellent), Mounted, No Head Protection

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

Unit Special Rules:

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

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

**Horse Mastership / HM (Excellent)** – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

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

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

| Weapon            | Range | ROF    |      | PEN | Lethality | HE Blast | Special                              |
|-------------------|-------|--------|------|-----|-----------|----------|--------------------------------------|
|                   |       | Halted | Move |     |           |          |                                      |
| Pistol            | 6"    | RF     | RF   | -   | 5+        |          | Assault                              |
| SA Pistol         | 6"    | RF     | RF   | -   | 5+        |          | Assault, Burst                       |
| Bolt Action Rifle | 24"   | RF     | RF*  | -   | 5+        |          |                                      |
| Sabre             | melee |        |      |     |           |          | +1 to Assault Checks on Assault move |

# 1914 Indian Cavalry Section



| Description                         | Inexperienced |     | Regular |       | Veteran |     |
|-------------------------------------|---------------|-----|---------|-------|---------|-----|
|                                     | No            | Pts | No      | Pts   | No      | Pts |
| NCO, pistol, sabre, horse           |               |     | 1       | 75    |         |     |
| 4 Troopers, BA rifle, sabre, horse  |               |     | 0 - 4   | 12    |         |     |
| Add Trooper, BA rifle, sabre, horse |               |     | Any     | +1 ea |         |     |

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 5+



Mounted Unit

## Cavalry, Linear Order, HM (Excellent), Mounted, No Head Protection

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

Unit Special Rules:

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

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

**Horse Mastership / HM (Excellent)** – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

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

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

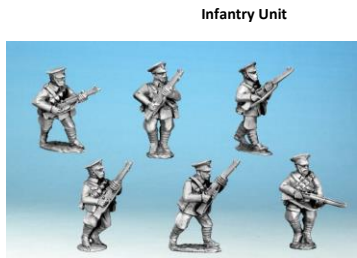
| Weapon            | Range | ROF    |      | PEN | Lethality | HE Blast | Special                              |
|-------------------|-------|--------|------|-----|-----------|----------|--------------------------------------|
|                   |       | Halted | Move |     |           |          |                                      |
| Pistol            | 6"    | RF     | RF   | -   | 5+        |          | Assault                              |
| SA Pistol         | 6"    | RF     | RF   | -   | 5+        |          | Assault, Burst                       |
| Bolt Action Rifle | 24"   | RF     | RF*  | -   | 5+        |          |                                      |
| Sabre             | melee |        |      |     |           |          | +1 to Assault Checks on Assault move |

# 1914 Indian Dismounted Cavalry Section



| Description                          | Inexperienced |     | Regular |       | Veteran |     |
|--------------------------------------|---------------|-----|---------|-------|---------|-----|
|                                      | No            | Pts | No      | Pts   | No      | Pts |
| NCO, pistol or BA rifle              |               |     | 1       | 70    |         |     |
| 4 Troopers with BA rifle             |               |     |         |       |         |     |
| Add Trooper with BA rifle            |               |     | 0 - 4   | 11    |         |     |
| Upgrade NCO's pistol to SA Pistol    |               |     | Any     | +1 ea |         |     |
| Replace BA rifle with Hotchkiss Mk I |               |     | 0 - 1#  | +7    |         |     |

| Morale     |    |
|------------|----|
| Rally      | 4+ |
| Aggression | 4+ |
| Tenacity   | 5+ |



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

Unit 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 |
|------------|----------|-------------|---------|---------|
| 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+        |          |                |
| Hotchkiss Mk I LMG | 36"   | 3      | 2    | -   | 5+        |          | Loader, Scythe |

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

# 1914 Cavalry Scout Section



| Description                         | Inexperienced |     | Regular |       | Veteran |       |
|-------------------------------------|---------------|-----|---------|-------|---------|-------|
|                                     | No            | Pts | No      | Pts   | No      | Pts   |
| NCO, pistol, sabre, horse           |               |     | 1       | 95    | 1       | 110   |
| 4 Troopers, BA rifle, sabre, horse  |               |     |         |       |         |       |
| Add Trooper, BA rifle, sabre, horse |               |     | 0-3     | 16    | 0-3     | 19    |
| Upgrade pistol to SA Pistol         |               |     | Any     | +1 ea | Any     | +1 ea |
| Add lance                           |               |     | 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.

**Horse Mastership / HM (Excellent)** – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

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

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

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

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

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

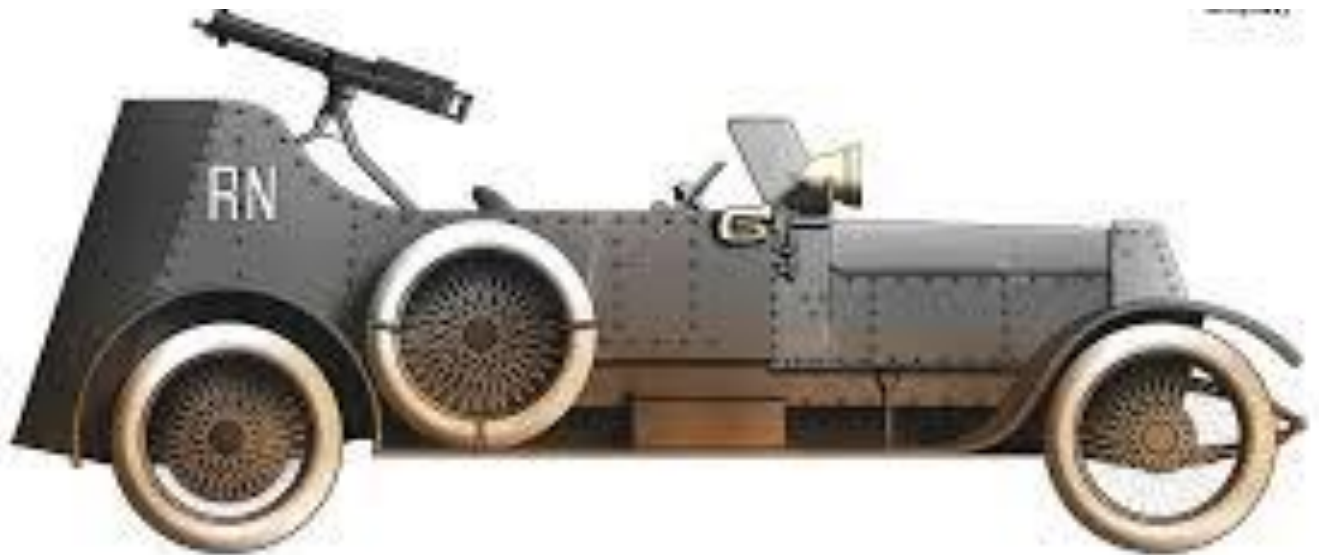
## Cavalry, Extended Order, HM (Excellent), Independent, Marksmen, Mounted, No Head Protection, Recon 2

| 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                         |
| Bolt Action Rifle | 24"   | RF     | RF*  | -   | 5+        |          |  |
| Sabre             | melee |        |      |     |           |          | +1 to Assault Checks on Assault move   |
| Lance             | melee |        |      |     |           |          | Re-roll Assault Checks on Assault move |

# Vehicle Battlegroups and Units

## British Empire 1914



*Offered by Wasatch Miniatures and GAJO Games*

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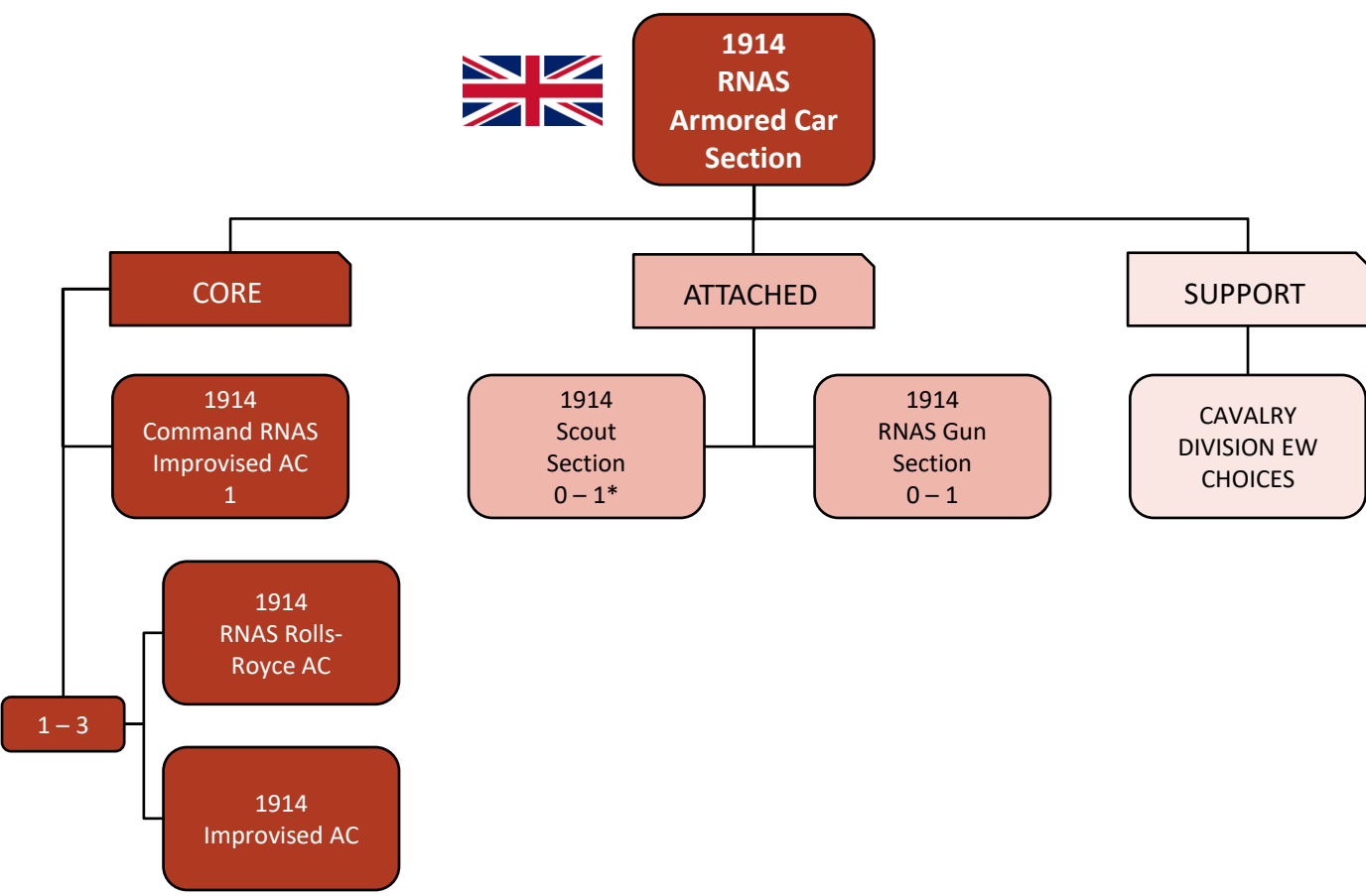
[gajominis@aol.com](mailto:gajominis@aol.com)



# 1914 RNAS ARMORED CAR SECTION

National Special Rules – British only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 RNAS Command Improvised Armored Car



| Description                         | Inexperienced |     | Regular |     | Veteran |     |
|-------------------------------------|---------------|-----|---------|-----|---------|-----|
|                                     | No            | Pts | No      | Pts | No      | Pts |
| Competent Officer                   |               |     | 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 |         |     |
| Improvised Armored Car              |               |     | 1       | 57  |         |     |
| 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 3+  
Aggression 4+  
Tenacity 4+

**Formation**

Attack +2  
Recon 1



**Resilience** 3

**Armor**

Front 7  
Side 7  
Top 6

# - 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.

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

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

| Unit                   | Maneuver | Double Time | Assault | Agility |
|------------------------|----------|-------------|---------|---------|
| Improvised Armored Car | 7"       | 10"         | 4"      | 5+      |

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

# 1914 RNAS Improvised Armored Car



| Description                         | Inexperienced |     | Regular |     | Veteran |     |
|-------------------------------------|---------------|-----|---------|-----|---------|-----|
|                                     | No            | Pts | No      | Pts | No      | Pts |
| Improvised Armored Car              |               |     | 1       | 57  |         |     |
| Upgrade vehicle to Tow (L)          |               |     | 0 - 1\$ | +3  |         |     |
| 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 3+  
Aggression 4+  
Tenacity 4+



**Resilience** 3

**Armor**

Front 7  
Side 7  
Top 6

\$ - maximum of 1 for the Section.

# - 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.

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

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

| Unit                   | Maneuver | Double Time | Assault | Agility |
|------------------------|----------|-------------|---------|---------|
| Improvised Armored Car | 7"       | 10"         | 4"      | 5+      |

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

# 1914 RNAS Rolls Royce Armored Car



| Description                         | Inexperienced |     | Regular |     | Veteran |     |
|-------------------------------------|---------------|-----|---------|-----|---------|-----|
|                                     | No            | Pts | No      | Pts | No      | Pts |
| Rolls-Royce Armored Car             |               |     | 1       | 84  |         |     |
| 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      | 3+ |
| Aggression | 4+ |
| Tenacity   | 4+ |



| Resilience   |  | 3 |
|--------------|--|---|
| <b>Armor</b> |  |   |
| Front        |  | 8 |
| 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.

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

## Defensive MGs (2), Tank Terror, Wheeled

| Unit                    | Maneuver | Double Time | Assault | Agility |
|-------------------------|----------|-------------|---------|---------|
| Rolls Royce Armored Car | 8"       | 12"         | 6"      | 4+      |

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

# 1914 RNAS Gun Team



| Description                            | Inexperienced |     | Regular |     | Veteran |     |
|--|---------------|-----|---------|-----|---------|-----|
|  | No            | Pts | No      | Pts | No      | Pts |
| RNAS 47mm Gun, NCO and 2 crew, trailer |               |     | 1       | 45  |         |     |

| Morale     |    |
|------------|----|
| Rally      | 3+ |
| Aggression | 4+ |
| Tenacity   | 4+ |



Unit Special Rules:

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

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

**Trailer** – unit may be towed as a (L) gun team.

## Fixed, No Head Protection, Trailer

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

| Weapon        | Range | ROF    |      | PEN | Lethality | HE Blast | Special |
|---------------|-------|--------|------|-----|-----------|----------|---------|
|               |       | Halted | Move |     |           |          |         |
| RNAS 47mm gun | 30"   | 2      | 1    | +5  | 4+        | d3       | Crew 2  |



# 1914 British Empire Car Team



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

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 6+



Unit Special Rules:

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

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

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

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

## No Head Protection, Unarmed Transport (6), Wheeled

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

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

# 1914 British Empire Truck Team



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

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 6+



Unit Special Rules:

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

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

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

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

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

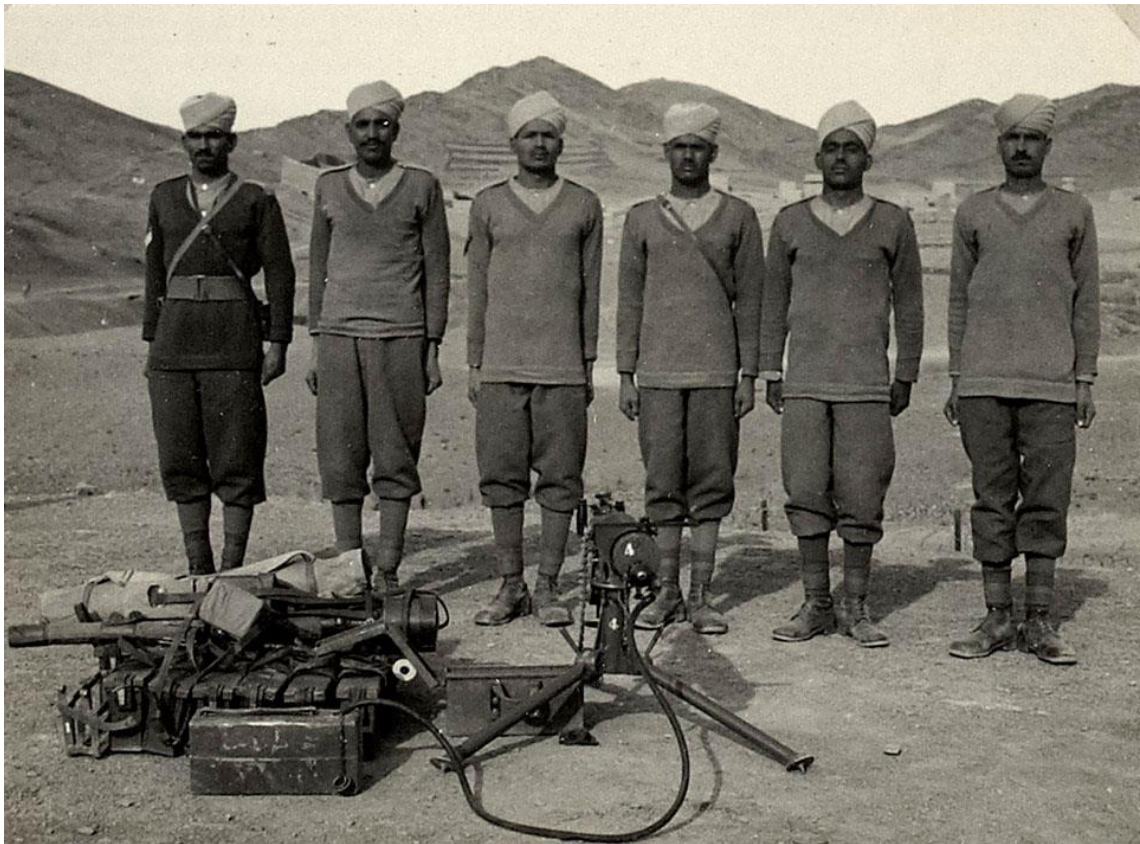
## No Head Protection, Tow (H), Unarmed Transport (12), Wheeled

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

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

# Weapons Units

## British Empire 1914



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# 1914 Guard Maxim MG Team



| Description            | Inexperienced |     | Regular |     | Veteran |     |
|------------------------|---------------|-----|---------|-----|---------|-----|
|                        | No            | Pts | No      | Pts | No      | Pts |
| Maxim MG, NCO + 3 crew |               |     |         |     | 1       | 79  |

**Morale**

Rally 3+  
Aggression 5+  
Tenacity 3+



Weapon Unit

### Fixed, Implacable, 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.

**Implacable** – the unit may re-roll failed Tenacity checks.

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

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

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

# 1914 Regular Maxim MG Team



| Description            | Inexperienced |     | Regular |     | Veteran |     |
|------------------------|---------------|-----|---------|-----|---------|-----|
|                        | No            | Pts | No      | Pts | No      | Pts |
| Maxim MG, NCO + 3 crew |               |     |         |     | 1       | 60  |

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 4+



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.

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

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

# 1914 Indian Vickers MG Team



| Description            | Inexperienced |     | Regular |     | Veteran |     |
|------------------------|---------------|-----|---------|-----|---------|-----|
|                        | No            | Pts | No      | Pts | No      | Pts |
| Maxim MG, NCO + 2 crew | 1             | 37  |         |     |         |     |

**Morale**

Rally 4+  
Aggression 5+  
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 |
|-------------|----------|-------------|---------|---------|
| Weapon Team | -        | 8"          | -       | 3+      |

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

# 1914 Sniper Team



| Description   | Inexperienced |     | Regular |     | Veteran |     |
|---|---------------|-----|---------|-----|---------|-----|
|   | No            | Pts | No      | Pts | No      | Pts |
| Sniper Team – Sniper with sniper rifle, Spotter with pistol | 1             | 22  |         |     |         |     |

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 4+



## Amateurs, Camouflage, No Head Protection, Yield Ground

Unit Special Rules:

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

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

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

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

| 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 |

# Gun Units

## British Empire 1914



*Offered by Wasatch Miniatures and GAJO Games*

<http://www.gajominis.com>

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



# 1914 QF 18-pdr Mk II Field Gun Team



| Description                | Inexperienced |     | Regular |     | Veteran |     |
|----------------------------|---------------|-----|---------|-----|---------|-----|
|                            | No            | Pts | No      | Pts | No      | Pts |
| 18-pdr Gun, NCO and 3 crew |               |     | 1       | 62  | 1       | 80  |

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 4+



## Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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

| Weapon                    | Range  | ROF    |      | PEN | Lethality | HE Blast | Special                                 |
|---------------------------|--------|--------|------|-----|-----------|----------|---|
|                           |        | Halted | Move |     |           |          |   |
| 18-pdr Mk II              | 48"    | 2      | 1    | +7  | 3+        | d6       | Crew 3, Scythe, Suppression, Trajectory |
| <i>Indirect: Shrapnel</i> | 24-54" | 1      | -    | -   | 3+        | d6+1     | Crew 3, Indirect, Shrapnel, Suppression |

# 1914 QF 13-pdr Horse Artillery Field Gun Team



| Description                        | Inexperienced |     | Regular |     | Veteran |     |
|------------------------------------|---------------|-----|---------|-----|---------|-----|
|                                    | No            | Pts | No      | Pts | No      | Pts |
| 13-pdr Gun, NCO and 3 crew, Limber |               |     | 1       | 79  | 1       | 102 |

**Morale**

Rally 3+  
Aggression 4+  
Tenacity 4+



## Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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

| Weapon                    | Range  | ROF    |      | PEN | Lethality | HE Blast | Special                                 |
|---------------------------|--------|--------|------|-----|-----------|----------|---|
|                           |        | Halted | Move |     |           |          |   |
| 13-pdr Field Gun          | 48"    | 2      | 1    | +6  | 3+        | d6       | Crew 3, Scythe, Suppression, Trajectory |
| <i>Indirect: Shrapnel</i> | 24-54" | 1      | -    | -   | 3+        | d6       | Crew 3, Indirect, Shrapnel, Suppression |

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

# 1914 Trench Catapult Team



| Description                     | Inexperienced |     | Regular |     | Veteran |     |
|---------------------------------|---------------|-----|---------|-----|---------|-----|
|                                 | No            | Pts | No      | Pts | No      | Pts |
| Trench Catapult, NCO and 2 crew |               |     | 1       | 23  | 1       | 30  |

**Morale**

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



Gun 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.

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

| Weapon          | Range   | ROF    |      | PEN | Lethality | HE Blast | Special                                   |
|-----------------|---------|--------|------|-----|-----------|----------|---|
|                 |         | Halted | Move |     |           |          |   |
| Trench Catapult | 6 – 16" | 1      | -    | +1  | 4+        | d6       | Crew 2, Indirect Only, Suppression, Smoke |

# 1914 Indian Army BL 10-pdr Mountain Gun Team



| Description                                | Inexperienced |     | Regular |     | Veteran |     |
|--|---------------|-----|---------|-----|---------|-----|
|  | No            | Pts | No      | Pts | No      | Pts |
| BL 10-pdr Gun, NCO and 3 crew, pack animal |               |     | 1       | 28  |         |     |

**Morale**

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



Gun 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.

**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 |     |           |          |   |
| BL 10-pdr Mtn Gun         | 30"    | 1      | 1*   | +3  | 4+        | d6       | Crew 3, Scythe, Suppression, Trajectory |
| <i>Indirect: Shrapnel</i> | 24-48" | 1      | -    | -   | 3+        | d6+1     | Crew 3, Indirect, Shrapnel, Suppression |

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