

# Storm of Fire:

Rules for Miniature Battles in the Great War Era



Offered by Wasatch Miniatures and GAJO Games

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# BASIC RULES

## INTRODUCTION

Storm of Fire is a set of Miniature Wargaming Rules for gaming battles during the Great War era. The game was designed for 28mm figures and similarly scaled vehicles, but it should work with other scale models if desired, without significant modification. This booklet includes all the basic rules needed to play.

The Basic Rules cover the basics of the game, focusing on Great War actions fought in either open fields or with the presence of light fortifications. The Advanced Rules will add additional rules to cover other key aspects of the Great War, like gas warfare, specialized barrage tactics and trench assaults.

## OBJECTIVES

These rules were designed to create the sort of game we enjoy playing, and to give us an incentive to paint up the various lovely 28mm scale models available for the Great War era.

### *Infantry Squad Firepower:*

Twentieth Century tactical actions depended heavily on the firepower of the infantry squads, which from 1916 onward was largely based on their automatic weapons. Each nation organized their small unit tactics around such weapons. We wanted to reflect this on the tabletop.

### *Leadership Matters:*

In any platoon-based game, the leadership of the platoon was a critical factor in its success. Plus, as the leadership represents the player on the tabletop, we wanted them to be capable of cinematic actions to give the player the feeling of being part of the action.

### *Engaging Play:*

We wanted to keep both players engaged throughout the turn, so the sequencing mechanism for the rules needed to ensure that the action moves back and forth. This also links to the next objective.

### *Tactical Depth:*

Rules that provide players with lots of tactical options, but with limited ability to use them, ensure tension and force players to make constant tactical decisions. Prioritizing limited resources (activations) keeps players thinking ahead and drives hard decisions.

### *Experience History:*

We want our miniature games to allow players to get the feel of history. By emphasizing historical and era-specific matchups, and providing details around the various forces engaged, players can tailor the level of historical feel that they enjoy. Although the rules provide for competitive play, they really shine in historical matchups and situations.

We hope you enjoy the rules!

*Craig and Aaron Tyrnell*

# BASIC CONCEPTS

## Scale:

Each figure in the game represents a single individual person, weapon, or vehicle. Distances are abstracted to give a playable game on a typical wargaming table. Players will typically field a reinforced platoon as their force in a game.

## Measurement:

All measurements throughout these rules are stated in inches. If players prefer, they may use centimeters, at 2.5cm per inch. Measurement is from the base of a model, or the hull of a vehicle or gun shield or carriage of a gun. Gun barrels should be ignored for measurement. Distance is always measured as the distance between the closest model of each unit.

Players are free to measure any applicable distances prior to deciding on the action for their units.

*Example: a player may check if a target is in range before deciding to shoot.*

When playing, we generally tell our opponents our intent in situations where distances will be important, such as “this unit is moving to be within 4” of that house.” This makes the game go smoother and reduces the discussion and frustration associated with measuring minute distances, which can slow up a game considerably.

## Markers:

These rules use markers to track the activation and status for units. Alternately, players may use alternate markers to track status and activation if their meaning is clear to all players.

## Dice:

Actions in these rules are resolved by rolling dice. Most actions will be resolved with ordinary 6-sided dice (d6). In some cases, other dice will be called for:

- d2 – roll a d6 and divide the result by three, rounding up.
- d3 – roll a d6 and halve the result, rounding up.
- 2d6 – roll 2 d6 and add the results together.

## Re-rolls –

Occasionally you may be able to re-roll one or more dice. If a player chooses to re-roll a die, they must accept the new result. You may never re-roll a re-roll, the re-rolled result must stand.

Note that a re-roll granted by a special rule is cumulative with any other re-rolls allowed by any other special rules.

## Difficult Rolls –

Some d6 checks will require a score greater than a 6 to succeed, these are difficult rolls. To make a difficult roll, roll as normal, and roll again for any results of six. A seven is achieved on a six followed by a 5+, an eight by a six followed by a six. A score of nine or greater cannot be rolled on a d6 check.

STORM OF FIRE MARKERS		
Marker Type	Color	Alternate
Suppression	Black	any form of “pin” marker
Wound or Damage	Yellow	a base with a wounded figure (wound) or equipment (damage)
Casualty / Permanent Wound	Red	a casualty figure on a base [required for multi-based models]
Hit the Dirt	Brown	a blank terrained base
Ambush	Blue	a base covered in foliage
Malfunction / Jam	Clear	a base with a broken weapon or weapons
Range In	Green	a base with a number indicating the number required to range in
Shelter	2x Brown	A base with a few sandbags

# CORE MECHANICS

## TURN SEQUENCE

A Storm of Fire game is played in turns, with players alternating activating their units based on initiative and their Activation Dice results. Activations will pass back and forth between players, until the end of the turn is triggered. A game will generally last a specified number of turns, which is spelled out in the various missions and scenarios for the game.

The sequence for each turn is detailed below.

### 1. Start Phase:

#### *Resolve Beaten Zone Effects –*

At the start of each turn, each weapon unit with the Beaten Zone rule inflicts one suppression on every non-AFV enemy unit in its beaten zone that is not in terrain that negates the beaten zone.

A unit in multiple beaten zones may receive multiple suppression markers during this step.

#### *Rally –*

After resolving beaten zone effects, each unit conducts a Rally action. See the Morale section for details.

#### *Triage –*

After resolving Rally actions, all players must perform Triage for units with wound markers. See the Triage section for details.

#### *Check Unit Morale / Tenacity –*

After Triage is complete, all players must take any required unit Tenacity checks. See the Morale section for details.

#### *Check Battlegroup Morale –*

After all unit Tenacity checks are resolved, each player must check their battlegroups to see if they remain in the fight. If they have no battlegroups remaining, their force is defeated, and their opponent has won the mission. See the Morale section for details.

#### *Release Reinforcements –*

Players with units in reserve attempt to release them for use. See the Missions section for details.

## 2. Barrage Phase:

The Barrage Phase is only used in missions which have the Barrage Special rule. The Barrage Phase is resolved in the following sequence.

### *Set Arriving Barrage Starting Point –*

Starting with the Attacker, each player who has one or more barrages allocated for the mission sets the starting point for their barrage(s), as specified for that barrage type.

### *Barrage Reaction –*

Starting with the Attacker, each player declares for each of their eligible units whether they will take a Shelter action.

### *Barrage Movement –*

After reactions have been declared, the owner of each barrage moves their barrage(s), as specified for that barrage type.

### *Resolve Barrage Attacks –*

After barrages have advanced, the owning player resolves an attack against each unit within the barrage zone, as specified for that barrage type

*Example – a Moving Barrage has a blast of 2d6 and lethality 4+.*

### *Resolve Short and Over Rounds –*

After barrage attacks have been resolved, the owning player resolves any attacks by short and over rounds, as specified for that barrage type.

## 3. Initiative Phase:

### *Roll Activation Dice –*

In the Initiative Phase, each player will roll the activation dice for each battlegroup in their force (see Force Organization / Activation Dice). Activation dice should be unique for each battlegroup, and different from other dice used for all other uses during their turn.

The activation dice for each force are then sorted in order, from the highest to lowest results.

### *Determine Initiative –*

The side with the force with the highest number of 6s has the initiative for the turn. If there is a tie, then the side that did not have the initiative during the prior turn receives the initiative. If there is a tie on the first turn of a game, the players compare the number of 5s, etc. until the tie is broken.

## 4. Activation Phases:

After initiative is determined, play proceeds through seven activation phases:

- Phase 6
- Phase 5
- Phase 4
- Phase 3
- Phase 2
- Phase 1
- Phase 0

Players now take turns activating their units, starting with the side with the initiative. In each phase players will spend their activation dice of that result (i.e. – scores of 6 in phase 6, 5s in phase 5, etc.). When both sides have completed phase zero, the turn ends.

### *Command Override –*

During phase six, a player may elect to set aside up to one activation die with a result of six as a Command Override, instead of activating a unit. This is declared at the point when the activation would have occurred.

#### Using a Command Override:

At the beginning of any subsequent Activation Phase, the Command Override die may be spent to activate a friendly unit prior to the normal sequence of activations in that phase. The unit activates as it normally would, and then the normal sequence resumes.

If both players have set aside a Command Override die, the player with the initiative will activate their unit first.

### *Multiple Battlegroup Activations –*

Activation dice are unique to each battlegroup, so activation dice from one battlegroup may not be used to activate a unit from a different battlegroup. This is why each battlegroup uses a unique color or type of dice.

### *Activating Support Units –*

Support units may be activated by using activation dice from any battlegroup in the force, following the normal activation sequence, or they may be activated in phase zero if not allocated an Activation die.

### *Phase Zero –*

The final activation phase, phase zero, allows units that were not activated in a prior phase to be activated. As in other phases, the sides will alternate activating eligible units, starting with the side with the initiative. Units activated in Phase Zero may not move closer to any visible enemy unit within 36", but they may otherwise act as if normally activated.

### End of the Turn:

After phase zero has been completed, the turn ends. Players should remove the activation dice next to their units and return them to their activation pool.

# ACTIONS

## Action Options:

### *Available Actions –*

Based on initiative sequence players will activate each of their units in turn. When a unit is activated, it may take up to two actions.

Some actions are double actions. A double action must be the only action an activated unit takes that turn.

The actions available are as follows:

- Assault
- Dismount
- Double Time (double action)
- Fall-Back (double action)
- Fire
- Hit the Dirt (double action)
- Maneuver
- Mount
- Rally
- Repair
- Shelter (double action)
- Special Action (see special rules)
- Sustained fire (double action)

The following actions are only available to units containing a battlegroup leader:

- Communicate

After a unit completes its actions, place the Activation die (or dice) expended next to it, to show that it has been activated for that turn. Each unit may only be activated once per turn.

## Action Details:

### *Assault –*

A unit may use an assault action to move into contact with an enemy unit and fight, using the rules for close combat. A unit must be able to contact at least one model in the target unit with one or more models using its assault move distance to take this action.

Units with no assault move, and those currently in extended order, may not take an assault action.

### *Double Time (Double Action) –*

A unit may use a Double Time action to move rapidly, using the rules for movement. Because it is maximizing its movement, the unit uses its Double Time movement rate in resolving the move.

A unit starting within 6" of an enemy unit may not use a Double Time action, but it may Fall-Back.

### *Communicate –*

A unit containing a battlegroup leader may use this action to influence higher command and support functions. A Communicate action may be used for one of the following effects:

- Hurry Reserves – immediately roll an additional die to release a unit in reserve.
- Adjust Moving Bombardment\* – immediately move one bombardment marker d3" directly forward or backward.
- Adjust Creeping Bombardment\* – immediately move all bombardment markers d2" directly forward or backward.

An effect marked with a \* requires a successful skill check to complete.

Additional effects for a Communicate action may be available based on the mission being played.

### *Dismount –*

Mounted units, such as cavalry and mounted infantry, may use this action to dismount, becoming a dismounted unit. Replace each mounted model with an equivalent foot model.

A passenger unit may use this action to dismount from a transport vehicle. The transport vehicle must not have been activated yet this turn. The dismounting unit is placed anywhere within 6" of any door or opening on the transport vehicle.

### *Fall-Back (Double Action) –*

A unit may use a Fall-Back action to move rapidly if it is near enemy units. Because it is maximizing its movement, the unit uses its Double Time movement rate in resolving the move.

A unit making a Fall-Back action may change the formation it is deployed in, to another formation it is allowed (for example from extended order to loose order for a Jager squad), at no additional cost.

A unit making a Fall-Back action must end its move further away than it began from any enemy unit. It may face in any direction the owning player chooses.

If a unit making a Fall-Back action would end its move within 2" of a friendly unit, it may extend its movement the minimum distance required to get at least 2" from the friendly unit.

### *Fire –*

A unit taking a Fire action will shoot using the rules for shooting. A unit may not take more than one Fire action during any one activation, but it may use both available actions to perform a Sustained Fire action.

If a Fire action is the first action a unit takes, it must conduct the fire as if it is moving during the turn (a unit cannot fire as stationary and then maneuver or assault with its second action).

### *Sustained Fire (Double Action) –*

A unit taking a Sustained fire action shoots using the rules for shooting. Because the unit is maximizing its fire, it gains the benefits for sustained fire in resolving its shooting.

### *Hit the Dirt (Double Action) –*

A unit may use this action to remain in place and maximize its use of the cover it has available. This provides benefits if the unit is fired at.

A unit that takes a Hit the Dirt action may remove one suppression marker.

### *Maneuver –*

A unit may use this action to move, using the rules for movement. A unit may not take more than one Maneuver action during an activation, but it may use both available actions to perform a Double Time action.

### *Mount –*

A unit which has dismounted may use this action to re-mount, becoming a mounted unit again. Replace each dismounted model with an equivalent mounted model.

A unit may also use this action to enter a transport vehicle. The unit must have all its models within 6" of any door or opening on the transport vehicle. Remove the models from the table, they are now passengers.

### *Rally –*

A unit may use a Rally action to attempt to remove suppression markers using the rules for rallying in the Morale section. Units may take more than one Rally action if desired.

### *Repair –*

A vehicle unit may use a Repair action to attempt to remove damage using the rules for repairing. Units may take more than one Repair action if desired.



### *Shelter (Double Action) –*

Units may use a Shelter action to reduce the effect of incoming fire. Only units in a permanent fortification or in terrain with access to dugouts may use this action. It is available in the Barrage phase and does not require an activation die.

A unit that shelters reduces the lethality of barrage attacks by the overhead protection value of the dugout or permanent fortification they occupy. The unit also receives an immediate Rally action after the resolution of any barrage attacks against it.

A unit taking a Shelter action does not block line of fire on the surface. Any direct fire shooting targeting

a sheltering unit receives an additional -1 modifier to any Accuracy checks.

A unit taking a Shelter action receives a -2 modifier to its accuracy checks in defensive fire. A unit taking a Shelter action receives a -1 to its assault checks, and if a sheltering unit loses a close combat, it is destroyed.

### *Special (Double Action) –*

There are actions available only to units with specific unit special rules, or in specific missions. These are detailed in the relevant unit special rules or mission briefing, and they are activated using a Special Action.

# MOVEMENT

## Basic Movement Rates:

Each unit has a movement rate specified, for the different types of movement allowed – Maneuver, Double Time, or Assault. Basic movement rates are listed below.

Basic movement rates may be modified by era, national, unit or movement special rules. Movement rates for vehicles are found in the Forces book for each Army.

A unit making a Maneuver or Double Time action may move each of its models. When making a move, the unit must end the move with all its models in command, and no individual model may move more than its allowed movement distance.

## Terrain Effect on Movement:

Terrain can impact a unit's movement distance, either slowing the unit down, or increasing its move in the case of roads.

If a unit moves into or through a terrain feature that reduces its movement, it takes that reduction as soon as it moves in that terrain. If it later enters another terrain feature that reduces its movement, it takes an additional reduction as soon as it moves in that terrain.

See the Terrain Section for more details.

## Movement Restrictions:

### *Proximity to Enemy –*

No moving unit may come within 2" of an enemy unit except during an assault action.

### *Interpenetration –*

Generally, a unit that is moving may freely interpenetrate other friendly units, providing it ends its move more than 2" from any other unit. Some exceptions are spelled out below.

### Vehicle units and interpenetration –

A vehicle unit may not interpenetrate friendly units, and they must move around them instead.

### Linear Order and interpenetration –

A unit in linear order may not interpenetrate another unit in linear order.

### *Collision –*

Vehicle units follow the Interpenetration rule above. In addition, a vehicle unit that moves within 1" of one or more friendly vehicles or a building must take a Collision check. A Collision check is a Skill check for the moving vehicle, success allows the move with no penalty and failure halts the moving vehicle and adds 1 damage to all vehicles within 1" of the moving vehicle.

BASIC MOVEMENT RATE TABLE				
	<u>Maneuver</u>	<u>Double Time</u>	<u>Assault</u>	<u>Agility</u>
Infantry and Man-packed Weapons	8"	12"	6"	Auto
Mounted Unit – Horses	10"	16"	8"	3+
Mounted Unit – Motorcycles	12"	20"	8"	3+
Weapon Units	4"	6"	n/a	3+
Gun Units	n/a	4"	n/a	5+
Wagon Teams	n/a	6"	n/a	5+

## Facing Changes and Pivoting:

Non-vehicle units that are not in linear order may freely pivot or change their facing / orientation throughout their movement.

### Pivoting – Fixed Weapons:

A weapon unit or gun unit with the Fixed rule may use a Maneuver action to pivot in place, rotating to a different facing direction to change its arc of fire. It may do so even if it has no maneuver movement allowance. The unit may subsequently use a Fire action, using its moving rate of fire.

A unit that has used a Maneuver action to pivot may not fire indirect fire, as this would take a Sustained Fire (double) action.

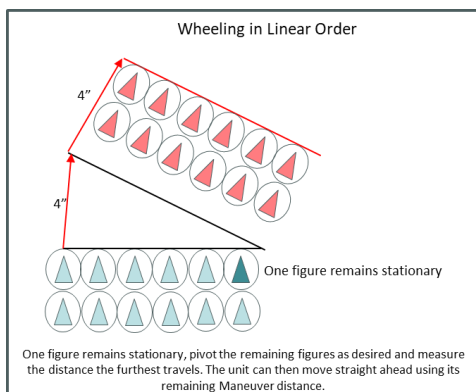
### Pivoting – Vehicle Units:

A vehicle unit making a Maneuver action may pivot up to 45 degrees and move, or it may pivot up to 90 degrees while remaining stationary. A vehicle unit making a Double Time action may pivot 180 degrees and move at its maneuver movement rate.

A vehicle unit moving along a road or trail may pivot as much as necessary to follow the road or trail.

### Pivoting - Linear Order:

A unit in linear order may only move in its direction of facing, maintaining its current alignment (line, attack column or march column) and changing its direction only by wheeling (measuring the distance of the figure moving the furthest).



A unit in linear order making a Double Time action may about face (change its facing by 180 degrees). A linear order unit making an about face may move after it does so, but at its Maneuver rate only.

For other changes of facing, a unit in linear order with an NCO may take an entire Double Time action to change its facing in any direction, forming up on its NCO.

A unit in linear order that is deployed in march column and moving along a road or trail may pivot as much as necessary to follow the road or trail.

## Changing Formation:

A unit making a Double Time action may change the formation it is deployed in, to another formation it is allowed (for example from loose order to extended order for a Jager squad), at no additional cost.

A Mounted unit making a Maneuver action may change the formation it is deployed in, to another formation it is allowed (for example from loose order to extended order for a Cavalry Scout squad), at no additional cost.

## Changing Alignment (Linear Order):

Units in Linear order require a Double time action to change their alignment.

A unit in linear order making a Double Time action may change its alignment to or from line, attack column or march column. When changing its alignment, the unit may form up on any facing.

A linear order unit changing its alignment may move after it does so, but at its Maneuver rate only. Changing alignment counts as movement.

## Movement Adjustments:

### *Linear Order and Terrain –*

Units in linear order subtract 1" from their movement through any type of terrain.

### *Vehicle Reverse –*

Vehicle units may reverse through their rear arc at ½ their normal movement rate.

### *Movement in Extended Order –*

Units in extended order may add 1" to their Maneuver and Double Time move distances.

### *Movement in Column –*

Units deployed in linear order in attack column alignment may add 1" to their Assault, Maneuver and Double Time move distances.

Units deployed in linear order in march column alignment may add 4" to their Double Time move distances.

### *Moving With Suppression –*

A unit with three or more suppression markers may not move closer to any enemy unit.

# SHOOTING

A unit may shoot when acting on a Fire or Sustained Fire action, or if it is entitled to perform closing fire. We will cover direct fire in this section, indirect fire uses a similar process, and the differences are spelled out in the Indirect Fire section.

## Select Target:

The firing unit first selects a target unit for its fire. A valid target must be:

- within the firing unit's arc of fire.
- visible to the firing unit.
- within a valid line of fire from the firing unit.
- within engagement range.

## Arc of Fire –

To be a valid target, the target unit must be within the firing unit's arc of fire.

### Infantry and Mounted Units

- Infantry and Mounted units not in linear order have a 360-degree arc of fire.
- Units in linear order have a 180-degree arc of fire from their direction of facing.

### Weapon and Gun Units

- Weapon units and gun units have a 360-degree arc of fire unless they have the Fixed rule.
- A unit with the Fixed rule has a 90-degree arc of fire from their direction of facing.

### Vehicle Units

- Arc of fire on vehicle units will be spelled out in their Forces entry. Central mount and turret-mounted weapons will have a 360-degree arc of fire, other weapons will be limited based on the vehicle's design.

## Visibility –

To be a valid target, the target unit must be visible to the firing unit.

Visibility is checked on a unit basis, with a unit needing at least one model to be able to draw a line of sight to the target to be able to shoot.

Certain types of terrain may block or limit a unit's line of sight. See the Terrain Section for the effect of terrain on visibility.

Line of sight is never blocked by units, friendly or enemy.

## Line of Fire –

In addition to having a line of sight, a firing unit must also have a valid line of fire to the target unit to shoot it.

### Indirect Line of Fire –

A unit conducting indirect fire does not require a line of fire to its target. It does require a line of sight, either from the firing unit or from a unit with the Observer ability.

### Direct Line of Fire

A unit conducting direct fire requires a valid line of fire.

Line of Fire is checked on a model-by-model basis, with models needing to have a clear line of fire to be able to shoot. If a model's line of fire is blocked it may not fire.

The line of fire may be blocked by terrain in the same manner as line of sight, or by intervening units. Specific examples are covered below.

### Shooting Through Friends

Models may not draw a line of fire that passes within 1" of a friendly model. Some exceptions apply:

- A line of fire may pass within 1" of a friendly model that the firer cannot damage (for example a rifleman shooting past a tank). A model may not trace a line of fire through the model it could not damage.
- Models from the same unit do not block the line of fire of any models in their own unit, unless the unit is in linear order. They are assumed to be coordinating their movement and positions within the unit.
- Only the first two ranks of a unit in linear order may shoot.

### Shooting Through Enemy

Units may draw a line of fire / shoot through enemy models other than armored vehicles.

### Shooting Through Vehicles

Units may see through, but not shoot through armored vehicles or armored vehicle wrecks. These never block line of sight, but always block a model's line of fire.

### ***Engagement Range –***

A valid target must be within engagement range of the firing unit. Engagement range is measured from the closest model in the firing unit to the closest model in the target unit. If the models are on different levels measure the actual distance including the elevation.

If the firing unit has any weapons with a range sufficient to reach the target unit, then the target unit is within engagement range.

Any figures that are within 3" of the closest model (that established the engagement range) must fire using the engagement range as the firing distance. Other models in the firing unit must measure their firing range individually, to the closest model in the target unit.

### ***Splitting Fire –***

A firing unit must target all its fire against one target unit. An exception is when a target is an armored vehicle, the unit may target an armored vehicle unit with its weapons that can damage it and target a different unit with its weapons that cannot.

### ***High Ground –***

Units occupying high ground can leverage their increased visibility to maximize their firepower. A unit occupying height two or three elevating terrain may add 3" to the maximum range of any of its weapons when firing.

### **Determine Target Status:**

Once a target is selected, its status is determined. A target may react and Hit the Dirt, and it may also benefit from concealment and protection.

### ***Target Reacts / Hit the Dirt –***

Some units may be able to react to fire. A target unit able to react may do so prior to resolving the effect of shooting.

A target unit that has not already activated this turn may elect to Hit the Dirt if it is targeted by a fire or sustained fire action. The unit immediately hits the dirt (place the appropriate marker), and it is now considered to have used both of its actions for this turn.

### Concealment –

A target may be visible, but also concealed from the firing unit. Height zero terrain never provides concealment. Other intervening terrain that is concealing and a lower height than the firer provides the target with concealment, unless the firer's height is one full level higher than the terrain.

*Example: An Anti-Tank Rifle team in a height 1 building fires at a Mark IV tank that is behind a height 0.5 hedge. The tank has concealment. If the Anti-Tank Rifle team was in a height 2 building, the tank would not benefit from concealment, as the Anti-Tank Rifle team's height is at least one full level greater than the height of the intervening terrain.*

### Structures Concealing Vehicles

Vehicle units may also be concealed by structures like buildings and fortifications. If a firing weapon cannot see more than half of a vehicle model, the vehicle is concealed from its shooting.

### Protection –

A target may be in protection, either by terrain or other factors. The Terrain Section details the effect of terrain.

An armored vehicle or armored vehicle wreck will provide protection to an infantry or weapon unit targeted by an enemy unit if the majority of their fire passes within 2" of that armored vehicle.

## Select Weapon and Ammunition:

### Select Weapon –

Figures armed with multiple weapons, or weapons that may fire in different modes (*like a rifle equipped with a grenade launcher*), must select which weapon and mode it is firing. A figure may only fire with one of its weapons, and it may only use one mode of fire (*ie – as a rifle or as a rifle grenade launcher*).

### Select Ammunition –

Gun units firing direct fire, which have both a PEN and a Blast value, must elect which ammunition they intend to fire. Direct fire hits with PEN will strike the target with the PEN value specified for the weapon. Direct fire hits with Blast will use the weapon's Blast value on the target.

Gun units firing indirect fire, which have more than one ammunition choice, such as Shrapnel and HE, must also elect which ammunition they intend to fire.

## Determine Volume of Fire:

Determine the rate of fire for each weapon in the unit eligible to shoot. The firing player makes a number of Accuracy checks based on their combined rates of fire. Note that any weapons with different penetration (PEN) or lethality (LTH) must be rolled separately.

### Firefights –

Any Rapid-Fire weapons double their rate of fire if they are within 4" of their target.

## Check Accuracy:

Accuracy checks succeed on a roll of the target's hit on number, which is based on their training.

### *Hit On Numbers –*

- Inexperienced = 2+
- Regular = 3+
- Veteran = 4+

### *Accuracy Modifiers –*

Accuracy check rolls are modified as follows (all modifiers are cumulative):

- Sustained fire = +1 to hit
- Target is in linear order column or march column alignment = +1 to hit
- Distance = Units over 12" and up to 24" range are -1 to hit, units beyond 24" range are -2 to hit
- Target has Hit the Dirt or is Sheltering = -1 to hit
- Target has concealment = -1 to hit
- Shooting at night = -1 to hit
- Target is in extended order in the open = -1 to hit
- Target has concealment through > 2" of woods = -2 to hit
- If the firing unit is suppressed or damaged = -1 to hit per suppression or damage marker

Each successful Accuracy check indicates that the fire is on target, and may cause damage to the target, and / or cause it to become suppressed. Successful Accuracy checks are referred to as hits.

## Firing Blast Rounds:

Some weapons can fire blast rounds. Blast fire is resolved somewhat differently to other fire, as follows:

- Each weapon will have a blast effect for its Blast round.

*Example: A granatenwerfer has a blast of d3.*

- For each successful direct fire Accuracy check, or successful range in for indirect fire, determine the potential hits based on the blast effect. The blast effect roll is modified based on the formation of the target unit:
  - Close or Linear Order – roll one extra die of the specified type and discard the lowest result.
  - Loose Order – roll the blast effect as specified.
  - Extended Order – roll one extra die of the specified type and discard the highest result.
  - Vehicle Units are treated as being in extended order.
- The target unit then takes that number of Skill checks to avoid the blast, with each failure being a hit.



## Determine Suppression:

Hits may also inflict suppression on the target.

### *Suppression of Unarmored Targets –*

Hits have the following effects on infantry, mounted, weapon, gun, and unarmored vehicle units:

- A target receives 1 suppression marker for every 3 hits (rounded up)
- A target hit by a weapon with the suppression attribute receives 1 additional suppression marker (unless the target is an armored vehicle)

### Forced to Ground –

Infantry, Mounted, Weapon, Gun and unarmored vehicle units become forced to ground if they receive a suppression marker and then have 5 or more suppression markers. A unit that has been forced to ground must immediately take a Tenacity check.

## Determine Damage (Unarmored Target):

Each hit has the potential to damage the target.

For an unarmored target, such as infantry units, weapon units or soft vehicles, the chance of damage is based on the weapon's lethality. For each hit, roll a Lethality check, which succeeds in causing damage by rolling the weapon's lethality number or higher.

### *Lethality Modifiers (Unarmored Targets) –*

Lethality check rolls are modified as follows (all modifiers are cumulative):

- Target has Protection = -1 to Lethality checks
- Target is an Unarmored Vehicle = -1 to Lethality checks

Each successful Lethality check adds 1 wound marker to the target unit, or 1 damage marker if the target is an unarmored vehicle. Note that some weapons have special rules, which can convert wounds directly to kills.

### Wound Markers

Each wound marker on a unit disables one model in the unit. A character model requires an additional wound marker to be disabled. Disabled models will move with the unit if it moves but may not shoot or fight in any way. During the Triage step, each unit will attempt to patch up its wounds, and then remove casualties for any wound markers that remain.

### Combat Ineffective

If a unit has wound markers equal to its total remaining wound capacity, it is immediately removed from the table as combat ineffective.

# GREAT WAR GRENADES

Grenades started the century as a relatively rare, specialist weapon. By the middle of the Great War, they were in common use. By the end of the Great War, grenades were an integral part of the infantry's toolkit.

As grenades became more ubiquitous, improved ways of delivering them were also developed. The rifle grenade launcher, developed and utilized in different forms during the Great War, provided for the delivery of grenades at longer ranges.

## Shooting – Thrown Grenades:

Any of the models in the unit that are eligible to shoot and equipped with grenades may throw grenades instead of other shooting.

Thrown grenades have a base Accuracy check of 2+ and hit vehicle top armor with a PEN of zero. Grenades ignore the effects of protection for resolving damage.

Accuracy checks with thrown grenades may never be re-rolled.

## Grenades in Closing Fire –

Grenades may not be used in closing fire.

## Effect of Thrown Grenades –

Hits by thrown grenades may be negated based on the training of the target unit. For each hit scored, the target takes a Skill check, if it passes the hit is negated. Only hits that are not negated are counted for calculating suppression, and for determining damage.

## Shooting – Rifle Grenades:

A figure equipped with a rifle grenade launcher may shoot either as their normal weapon, or the launcher. Rifle grenades fire using the normal shooting rules.

Rifle grenades ignore the effects of protection for resolving damage. They hit vehicle armor based on their position within its arc, with their normal PEN value.

## Rifle Grenades in Closing Fire –

Rifle grenades may be used in closing fire.

## Effect of Rifle Grenades –

The effect of rifle grenade firing is resolved using the normal shooting rules.

## Grenades in Close Combat:

Grenades may be used with their full PEN value in close combat with enemy vehicles. Rifle grenades may not be used in close combat.

## Improvised Grenades:

Early and Improvised grenades were difficult to use and could be dangerous for the user.

When thrown, improvised grenades explode prematurely and cause a hit on the using unit if the user rolls a 1 when making an Accuracy check. For each hit scored, the unit takes a Skill check, if it passes the hit is negated. Only hits that are not negated are counted for calculating suppression, and for determining damage.

When used in close combat, improvised grenades cause a wound on the using unit if the user rolls a 1 when making an Assault check.

# INDIRECT FIRE

Some weapons are capable of firing indirectly, over intervening units and terrain (those with the Indirect attribute). Some of them will be able to fire either direct or indirect fire, others will be limited to indirect fire only (see the applicable Weapons Chart).

## Firing Indirect Fire:

Weapons may only fire indirect fire when taking a sustained fire action. Indirect fire uses a high trajectory, so units conducting indirect fire may freely fire over friendly units and may target units they cannot see, if they are visible to a friendly model with the observer special rule.

Indirect fire is a precision business. A unit may not conduct indirect fire if it has any suppression markers.

## Ranging In –

To fire, an indirect fire weapon must first range in on the target. To do so, it selects a target unit that is visible to any model of the unit, or to a model with the Observer special rule. Place a ranging in marker next to the unit.

Ranging in is successful on a Skill check (use the lower of the observer unit's or firing unit's skill):

- Inexperienced = 5+
- Regular = 4+
- Veteran = 3+

## Ranging In Modifiers –

The following modifiers apply when ranging in (note that an attempt to range in always fails on a roll of one):

RANGE IN MODIFIER TABLE	
Situation	Modifier
Aiming point is within 6" of tall terrain	-1
For each crewman below required number	-1
Night turn	-1
For each turn repeating the attempt on the same target & location	+1

Whether the range in attempt is successful or not, leave the bombardment marker in place until either the firing unit or the target unit moves. The marker should show the number required for the next attempt to range in.

## Reacquiring a Target –

Once a range in attempt is successful, the firing unit may range in on the same target on a 2+ each turn thereafter, until either the firer or the target moves.

## Executing Bombardment –

If ranging in is successful, the firing player follows the process for blast rounds of the ammunition type they are firing. Against armored targets, utilize the weapon's indirect fire PEN number, and resolve it against the top armor of the target.

## Friendly Fire:

If the unit targeted by indirect fire is within 6" of any friendly unit when the fire is resolved, friendly fire is possible. The firing player rolls 1d6 for each friendly unit within 6" of the target, on a 1-2 that unit is hit by short rounds. A unit hit by short rounds receives  $\frac{1}{2}$  rounded up the number of hits inflicted on the target. Resolve the hits normally, as if inflicted by enemy fire.

# BARRAGES

The Great War saw tremendous innovation and technical progress in the field of artillery, in particular heavy guns with improved performance, improved ammunition, and new barrage techniques. The growth of indirect and observed fire, through improved equipment and techniques, revolutionized the science of war.

Barrage fire was integral to a wide variety of missions during the Great War. The basics of barrages are covered here in the Basic Rules, including the effect of a moving barrage. Additional barrage effects and types will be covered in the Advanced Rules.

## Barrage Markers:

A barrage is represented on the tabletop by barrage markers. Each barrage marker is a 12" by 1" straight line (a ruler works perfectly). We model ours with smoke and explosions along its length.

### *Firing Through a Barrage Marker –*

Any fire through a Barrage Marker suffers an additional -1 to any accuracy checks.

## Barrage Reaction:

Players must declare if they are taking a Shelter Action if any barrage markers are present on the table, prior to advancing the barrage markers. Starting with the Attacker, each player declares for each of their eligible units whether they will take a Shelter action.

### *Shelter –*

Mark a unit taking a Shelter action with a Shelter marker. A unit that is Taking a Shelter action has used a double action and may not be activated again during the turn.

- A unit that is taking a Shelter action may fire defensive fire, but the unit receives a -2 to hit.
- A unit that is taking a Shelter action may fight in close combat, but the unit receives a -1 to hit.

A unit taking a Shelter action will benefit from the overhead protection benefit of any terrain feature it is entirely within.

## Overhead Protection:

Certain types of terrain may provide overhead protection against the effect of barrage attacks to units taking a Shelter action.

The lethality of barrage attacks directed at a sheltering unit is reduced by the overhead protection value. Overhead protection can never reduce the lethality of a barrage attack below 6.

The amount of suppression inflicted by barrage attacks is also reduced by the overhead protection value. Overhead protection can never reduce the amount of suppression inflicted by a barrage attack below 1.

## Short and Over Rounds:

Units that are in the open outside the barrage zone, but close to it, may be affected by short and over rounds, based on the specifics for that type of barrage.

## Barrage and Armored Vehicles:

Each barrage type will specify its penetration (PEN) value. A barrage attack on an armored vehicle is resolved against its top armor.

### Moving Barrage:

Some mission briefings, like those involving a trench assault, may allocate a Moving Barrage to the attacking player.

### *Barrage Starting Point –*

During the Barrage Phase of the first turn, the attacking player specifies the start point for the Moving Barrage by placing a line of barrage markers across the table.

### *Barrage Movement –*

During the barrage phase of each turn, each section (barrage marker) of the Moving Barrage will move 2d6" directly toward the defender's baseline.

### *Barrage Zone –*

A Moving Barrage has a barrage zone covering the barrage markers and extending 6" in all directions from them.

### *Barrage Attacks –*

A Moving Barrage has a blast of 2d6, a PEN of +2 and a lethality of 4+ in the barrage zone. It also has the Scythe special rule.

### *Short and Over Rounds –*

After barrage attacks have been resolved, each unit in the open that is outside the barrage zone, but within 12" of a barrage marker, rolls for short and over rounds.

- On a roll of 1-2 the unit suffers a short/over attack.
- A Moving Barrage Short/Over attack has a blast of d6, a PEN of +2 and a lethality of 4+. It also has the Scythe special rule.

# SMOKE

## Firing Smoke:

Some weapon and gun units have the capability to fire a smokescreen. Firing smoke is indirect fire, and requires a Sustained Fire action.

## *Ranging In Smoke –*

To fire smoke, the unit picks an aiming point within range and ranges in following the normal procedure to range in, except each attempt uses the unmodified skill of the firing unit with a +1 modifier to the die roll. If the unit ranges in successfully, the firing player places a line of smoke in any direction starting at the aiming point.

## *Size of Smokescreens –*

A smoke screen is 1" deep. The width of the smoke screen is noted on the Smokescreen Table below.

SMOKESCREEN TABLE	
<u>Weapon Blast</u>	<u>Smokescreen Width</u>
d2	2"
d3	4"
d6	6"
2d6	8"
3d6	12"
Off-Table Smoke Barrage	18"

## *Single Use –*

A unit may only fire a smoke screen once per mission. If a unit attempts to range in a smoke screen and fails, it does not count as having expended its smoke screen for the mission.

## *Effect of Smokescreens –*

A smokescreen limits visibility to a maximum of 12". Any target in or seen through a smokescreen is concealed. Smokescreens are height 3, so elevation does not negate their effect.

## *Duration of Smokescreens –*

Once placed, a smokescreen remains on the table until dispersed. During the start phase of each turn after it was placed, the firing player must check for dispersion. They roll a d6, on a 1-3 the smoke lingers in place, on a 4-6 is disperses and is removed. This can be modified by weather, based on the mission.

## Smoke Barrage (Off-Table):

Some missions may allow access to a smoke barrage from an off-table battery. A smoke barrage requires a Communication Specialist and uses their skill to range in. It then follows the normal rules for a smoke screen. An Off-Table smoke barrage has a length of 18".

# CLOSE COMBAT

## Assault Actions:

To secure objectives, it is often necessary to forcibly push enemy units out of their positions. An activated unit that has an assault move may take an Assault action, allowing it to move into contact with enemy and fight.

To make an Assault action, a unit must have a valid target unit. A valid target unit is a unit with at least one model within the assault move distance of at least one of the assaulting unit's models.

Note that some units are not able to take an assault action:

- Units with 3 or more suppression markers are not eligible to assault as they may not move closer to an enemy.
- Armored vehicles may not initiate an Assault action against another armored vehicles.
- Units in March column may not initiate an assault action.

## Assault Action Sequence:

An Assault action is executed as follows:

- Move the models in the assaulting unit up to their assault move. Models must try to contact enemy models or contact models of their own side that are in contact with enemy models.
- Eligible opposing side models conduct closing fire.
- Assaulting models make close combat attacks.
- Defending models make close combat attacks.
- Attacker makes an Aggression check, if they pass, they make close combat attacks, if they fail, they retreat.
- Defender makes an Aggression check, if they pass, they make close combat attacks, if they fail, they retreat.
- Continue until one side is eliminated or withdraws.

## Assault Moves:

Move the models in the assaulting unit up to their assault move distance. Models must be able to contact enemy models to participate. Infantry and Mounted models may also participate if they can contact a model of their own side that is in contact with enemy models.

## *Obstacles –*

If the target of the assault is behind an obstacle, assaulting models are moved in contact with the obstacle and then halt. They are treated as being in contact with the enemy for the purposes of assault combat.

## Closing Fire:

After all the assaulting models have moved, the unit(s) contacted may conduct closing fire. In addition, any models from other units within 6" of any assaulting model may also fire with the contacted unit(s).

All closing fire against an assaulting unit is resolved as one shooting attack. Closing fire shots hit armored vehicles on their flank armor. No indirect fire is permitted during closing fire.

## *Turning Back an Assault –*

If the assaulting unit reaches three or more suppression markers because of closing fire, it must Break Off.

## *Surprising Vehicles –*

Vehicles that are the target of an assault within concealing terrain, or by a unit emerging from concealing terrain, may not conduct closing fire.

## Close Combat Attacks:

If the assaulting player has models in contact after closing fire, those models may make close combat attacks.

### *Determine Assault Dice –*

Models must be in contact with an enemy model, or infantry or mounted models in contact with a friendly infantry or mounted model in contact with an enemy model, to make close combat attacks.

Total the number of assault dice received from eligible models and make Assault checks for them. Each model contributes one assault die, adjusted as follows:

- Characters receive an extra die in assault combat.
- Some unit special rules may provide additional dice.
- Armored vehicles receive one die in assault combat, but they may have special rules that provide additional dice.
- The crew of an Unarmored vehicle fights in assault combat.

### *Make Assault Checks –*

The assaulting player rolls the number of Assault Dice they are entitled to. Assault checks succeed based on the Assault value of the model, a roll equal to or greater than the model's Assault value is a hit.

Assault values are based on the training of the attacker:

- Inexperienced = 6+
- Regular = 5+
- Veteran = 4+

## *Assault Check Modifiers –*

Assault checks are modified as follows:

- Models using weapons with the Assault rule receive a +1 on their Assault checks.
- Models using Close Fighting weapons receive a +1 on their Assault checks.
- Mounted models using Sabres receive a +1 on their Assault checks in the first round only, if they made an assault move.
- Officers using a Sword receive a +1 on their Assault checks in the first round only, if they made an assault move.
- Pioneers assaulting a building or fortification receive a +1 on their Assault checks.
- A model fighting in tight quarters receives a -1 on their Assault checks, unless armed with an Assault, Handy or Close Fighting weapon.
- A damaged model receives a -1 per damage on their Assault checks.
- A mounted model receives a -1 if it is fighting infantry with no suppression markers.
- An infantry model receives a -1 if it made an assault move to contact a mounted unit.
- A unit in extended order receives a -1 on their Assault checks during the first round of close combat.
- A unit assaulting a unit on higher ground receives a -1 if on their Assault checks, on their first round of close combat only.
- A unit receives a -1 on their Assault checks if they have any suppression markers, on their first round of close combat only.
- A unit assaulting a unit in protection (but not in a building) receives a -1 to their Assault checks.
- A unit assaulting into a building or fortification receives a -2 on their Assault checks.

Regardless of modifiers, a natural 1 is always a miss, and a natural 8 is always a hit.

- Mounted models using Lances may re-roll misses on their Assault checks in the first round only, if they made an assault move.

The enemy unit must remove models with wounds equaling the total of successful Assault checks. Models are removed directly; wound markers are not used as any losses in close combat are assumed to be hors de combat.



## Striking Back / Aggression Checks:

During the first round of close combat, the attacker will make close combat attacks, and then the defender's remaining models will make close combat attacks.

After the first round of close combat is completed, each side will need to pass an Aggression check to remain in combat and make an additional round of close combat attacks.

### *Aggression Checks –*

Each unit has an Aggression rating. If it passes an Aggression check it remains in combat and may make additional close combat attacks.

## Close Combat Resolution:

Close combat continues until either all of one side's unwounded models are eliminated, or until one side fails an Aggression check and must Break Off. The side with the only models remaining, or whose opponent breaks off, has won the close combat.

### *Wiped Out –*

A unit in close combat is wiped out if all its unwounded models are eliminated. Any wounded models in the unit are also eliminated if it is wiped out.

### *Break Off –*

Units that fail an Aggression check must Break Off. A unit that breaks off converts any wound markers to casualties.

The breaking off unit must then retire by moving its Double Time movement distance, away from the

unit they were in close combat with, and it must end its move at least 2" from any enemy model.

A unit that breaks off may not end its move with any models within 2" of another friendly unit. If this is not possible with the unit's double time move, the unit may move an additional amount needed to satisfy this condition.

If a unit is forced to Break Off toward a table edge, and it starts more than 6" from the table edge, it will halt its movement when it contacts the table edge.

If a unit is forced to Break Off when within 6" of the table edge, or if it has no path to retreat, it is destroyed.

### *Consolidation Moves –*

A victorious unit may immediately make a consolidation move of up to 3" with each of its models. A unit making a consolidation move may not move within 2" of a model belonging to another unit. Exception – mounted Cavalry may make a Breakthrough Charge, see below.

### *Breakthrough Charges –*

Instead of making a consolidation move, a unit of mounted Cavalry that wins an assault may make a breakthrough move of its full maneuver distance. If it contacts an enemy unit, it fights an additional assault, ignoring closing fire and counting as making an assault move. A unit may not conduct a second breakthrough move regardless of the outcome of its second assault. A unit that fought a second assault gains two additional suppression markers after the assault is resolved.

# LEADERSHIP

Leadership is the most critical factor in combat. In Storm of Fire, leadership rests with Officers (typically a Battlegroup commander), senior NCOs (non-commissioned officers), and unit NCOs.

## Influence Distance:

### *Influence Distance –*

A unit NCO's influence distance is zero, so they only affect the unit they are part of.

An Officer / Battlegroup commander and Senior NCOs may provide direction and encouragement to other units which are within their influence distance.

Influence distance is measured from the Officer or Senior NCO to the closest model of the unit he is trying to affect.

The Influence distance for a leader who is relying on voice commands is 12 inches. A Communication Specialist within their unit may extend this distance, based on the level of the Communication Specialist (see Communication Specialists below).

### *Influence Distance and Activation –*

When a player wishes to activate a unit that is not within Influence distance of the Battlegroup commander or a senior NCO, the activation requires that an additional Activation die (of any value) be expended. If one is not available, the unit may not be activated. This restriction does not apply in phase zero.

## Officers:

Each Battlegroup HQ must have an Officer, who will act as the battlegroup leader. The officer will lead the HQ unit for their battlegroup.

### *Capability –*

The Capability of an officer is selected when creating your force. Officers may be of the following capability levels:

- Inspiring Officer – a rare and exceptional leader.
- Energetic Officer – a very good leader.
- Competent Officer
- Difficult Officer – generally competent, but lacking energy or difficult with his men and/or peers.
- Green / Acting Officer – an officer lacking experience.

### *Abilities –*

Officers are characters. Officers have the Encourage ability and the Inspired Advance ability.

### *Officers and Activation Dice –*

The Leadership of the Battlegroup Commander may modify the battlegroup's activation dice as follows:

- Inspiring Officer = may re-roll up to 2 Activation dice each turn.
- Energetic Officer = may re-roll up to 1 Activation die each turn.
- Competent Officer = no effect.
- Tired Officer = -1 to all Activation die rolls <6.
- Green / Acting Officer = -1 to all Activation die rolls <6, Activation die results of 3 or less are treated as 1.

### *Vehicle Battlegroup Officers –*

Officers in vehicle battlegroups follow the normal Officer rules, except as noted below.

### Senior NCOs:

The true backbone of most armies in the 20th Century was their cadre of NCOs. Senior NCOs can be present in a battlegroup HQ squad, or in other units of the battlegroup, based on the historical organization of that unit.

#### *Abilities –*

Senior NCOs are characters. Senior NCOs have the Encourage ability.

#### *Senior NCOs and Activation –*

A Senior NCO allows up to 2 units within his influence distance to activate without using an extra Activation die.

### Unit NCOs:

Many, but not all, units will be led by an NCO. A unit NCO's influence extends only to his unit.

#### *Abilities –*

Unit NCOs are characters. Unit NCOs have the Encourage ability.

### Battlefield Promotion:

If the officer commanding a battlegroup is removed as a casualty, one of the battlegroup's NCOs will take over leadership of the battlegroup. A temporary battlegroup commander is treated as an Acting Officer while in command.

This is always a senior NCO if available, if not, the player may nominate another NCO whose unit was in command to become the temporary battlegroup commander. The NCO immediately joins the Battlegroup HQ unit as the temporary commander. If the Battlegroup HQ unit has been eliminated, then the NCO forms a new Battlegroup HQ unit by themselves.

If no NCO is available to replace a fallen officer, the battlegroup has dropped below minimum Battlegroup strength.

## Leadership Abilities:

All leader figures in Storm of Fire have the Encourage ability.

### *Encourage –*

Whenever a unit containing a leader figure (Officer or NCO) activates, it may use the Encourage ability.

Use of the Encourage ability is not an action - it does not count against the unit's allowed number of actions.

To use the ability, a leader figure will roll one or more encouragement dice. Each success allows the Officer or NCO to remove one suppression marker from any unit that is within their Influence Distance.

Officers may roll 4 encouragement dice, Senior NCOs may roll 2 encouragement dice, and other NCOs may roll a single encouragement die.

- Green or Acting Officers receive only 3 Encouragement dice.
- Energetic and Inspiring Officers receive 5 Encouragement dice.

Any roll of 4+ is a success. An Officer's roll is modified by ability as follows:

- Inspiring Officer = +1
- Difficult, Green or Acting Officer = -1
- Officer mounted in a vehicle = -1

### *Inspired Advance –*

Once per mission, when he is activated, an officer not in a vehicle may declare an Inspired Advance and lead his men forward. The officer's unit must make a Maneuver or Assault action with a full move toward the nearest enemy unit. Place the Officer figure at the head of the unit to show he is leading them forward.

Every visible friendly unit within influence distance, including the officer's unit, immediately removes one suppression marker. If the Officer is equipped with a sword, he may remove an additional two suppression markers from any eligible unit.

Until the end of the turn, when any fire is directed at the Officer's unit, for each hit a subsequent roll of 6 inflicts a wound on the Officer, in addition to normal Lethality results.

# BATTLEGROUP SPECIALISTS

A Battlegroup HQ unit may have one or more specialists incorporated. The options for the battlegroup will be detailed in the appropriate Forces book.

staff officer bonus, and otherwise fights and acts as an additional vehicle unit in the battlegroup.

## Attached Staff Officers –

Some battlegroups will have the option to add an attached staff officer and aide to their Battlegroup HQ unit. The presence of an attached staff officer represents additional planning for the mission, and the presence of liaison personnel.

## *Staff Officers and Activation Dice –*

- An Attached Staff Officer adds an additional activation die for the battlegroup (during the first two turns of the mission only).
- The activation die provided by a staff team may be used for any unit in a player's force, and it is available to the player even if the staff team is not deployed on the table.
- If a force has multiple Battlegroups, it may contain multiple staff teams but only a single additional activation die is available to the force.

## *Staff Officers on Foot –*

Infantry battlegroups may have the option to add a staff officer team. Each staff officer is fielded with an aide and joins the HQ unit of the battlegroup. The figures provide the normal staff officer bonus, and otherwise fight and act as part of the Battlegroup HQ unit.

## *Mounted Staff Officers –*

Mounted battlegroups may have the option to add a mounted staff officer team. Each staff officer is fielded with an aide and joins the HQ unit of the battlegroup. The figures provide the normal staff officer bonus, and otherwise fight and act as part of the Battlegroup HQ unit.

## *Staff Vehicles –*

Vehicle battlegroups may have the option to add a staff vehicle. The type of vehicle will be detailed in the Forces book. The vehicle provides the normal

## Chaplains:

Some Battlegroup HQ units may include a Chaplain model. A Chaplain will provide a bonus for Rally checks to the HQ unit itself. Chaplains were usually regarded as non-combatants - they may not be armed or participate in combat unless the applicable Forces document specifies otherwise.

A Chaplain allows its unit to re-roll one failed rally check each time the unit rallies.

## Medics:

Some Battlegroup HQ units may include a Medic model. A Medic will provide a bonus for Triage checks to any units within 12". Medics were usually regarded as non-combatants - they may not be armed or participate in combat unless the applicable Forces document specifies otherwise.

## Farrier –

Some Cavalry Battlegroup HQ units may include a Farrier. A Farrier represents the unit's specialist in horse care. A Farrier allows any units within 12" to re-roll any failed Triage checks for mounted figures.

## Handler –

Some Battlegroup HQ units may include an animal Handler. He handles support animals, such as mascots, medical or messenger dogs and messenger pigeons.

## Standard Bearer:

In the early 20<sup>th</sup> century, some Battlegroup HQ units may include an attached Standard Bearer, carrying the standard of their parent unit to inspire the men nearby.

A Standard Bearer provides +1 to Encouragement rolls if the unit it is part of makes a Maneuver or Double Time action directly toward the nearest enemy unit.

## Communication Specialist:

Some Battlegroup HQ units may include a Communication Specialist. A Communication Specialist will extend the Battlegroup Commander's Influence distance, as well as assisting with Communication checks.

### *Musician –*

A Battlegroup HQ unit may include a Musician instead of a standard Communication Specialist. A Musician is a specialized Communication Specialist, often a trumpeter, extends an officer's influence distance, but provides no other communication bonuses.

### *Communication Checks –*

Many missions will require contact with off table support and higher HQs.

*Examples: calling for artillery and smoke barrages, requesting air support and communicating with reserve units.*

The Battlegroup Commander's unit may take a special action to conduct a Communication Check. If a Communication Specialist is present in the HQ unit, it may provide a bonus to the required check, based on its type.

### *Communication Capabilities –*

A Communication Specialist will provide the capabilities listed on the Communication Table below.

### *Observation Capabilities –*

A Communication Specialist may also act as an observer.

## Headquarters Unit Special Actions:

An HQ unit with a Communication Specialist has access to the following additional action when it activates.

**Communicate –**

When the Battlegroup HQ unit activates, it may spend one or both of its actions to Communicate

with higher command or support assets off-table (see the Communicate action).

<b>COMMUNICATION TABLE</b>				
<b><u>Communication Ability</u></b>	<b><u>Musician</u></b>	<b><u>Specialist (Level 1)</u></b>	<b><u>Specialist (Level 2)</u></b>	<b><u>Specialist (Level 3)</u></b>
Extends Influence Distance	To 18"	To 18"	To 24"	To 36"
Bonus to Artillery Barrage rolls	-	+2	+2	+3
Bonus to Air Support rolls	-	+1	+2	+3
Bonus to Reserve rolls	-	+1	+1	+2

# MORALE

## Rallying:

A unit that has one or more suppression markers may attempt to recover from them using a Rally action.

### *Making Rally Checks –*

A unit taking a Rally Check rolls a d6 for each suppression marker it has and compares the result to its Rally rating. Each check that passes will remove one suppression marker. Any remaining suppression markers remain with the unit.

### *Rally Check Modifiers –*

- Any unit in close order adds 1 to any Rally checks it makes.
- Any unit in linear order deployed in column (not march column) adds 1 to any Rally checks it makes.

## Repairing:

A vehicle unit that has one or more damage markers may attempt to remove them using a Repair action.

### *Making Repair Checks –*

A unit taking a Repair Check rolls a d6 for each damage marker it has and compares the result to its Skill rating. Each check that passes will remove one damage marker. Any unrepaired damage markers remain with the unit.

## Unit Morale / Tenacity:

Units that are below their minimum strength, or that have excess suppression, must make a Tenacity check in the Start Phase of each turn. Units may also be forced to make a Tenacity check during the shooting phase, if they are Forced to Ground or Heavily Damaged.

### *Minimum Strength –*

- Infantry units in Linear order are below minimum strength when they have less than 6 models remaining. Other Infantry units are below minimum strength when they have less than 3 models remaining.
- Mounted units are below minimum strength when they have less than 3 models remaining.
- Gun units are below minimum strength when they have less than 3 crew models remaining.
- Weapon units are below minimum strength when they have less than 2 crew models remaining.
- Vehicle units are below minimum strength when they have damage tokens equal to their resilience rating.
- Non-vehicle Command units are never below minimum strength.

### *Excess Suppression –*

- Infantry, Mounted, Weapon and Gun units have excess suppression if they have four or more suppression markers.
- Vehicle units have excess suppression if they have two or more suppression markers.

### *Making Tenacity checks –*

A unit required to take a Tenacity check rolls a d6 and compares it to its Tenacity rating. If it passes the check, it carries on as normal.

A unit failing a Tenacity check receives one additional suppression marker and must immediately take a Fall-Back action, as its activation for the current turn. If the unit is unable to Fall-Back, or its Fall-Back move would take it off the table, it is removed from the table.

A unit that is more than 6" from its baseline when it fails a Tenacity check will halt at the table edge and is not removed from the table.

A unit may not be forced to Fall-Back more than once per turn.



### Battlegroup Morale:

Battlegroups reduced to very few units will withdraw from the battle.

#### *Minimum Battlegroup Strength –*

A battlegroup is below minimum strength if it has less than 2 units on the table or in reserve, or if it has no permanent or acting battlegroup commander.

#### *Failing Battlegroup Morale –*

Battlegroups that are below minimum strength are removed from the table.

### Force Morale:

Forces reduced to no remaining battlegroups will withdraw from the battle.

#### *Minimum Force Strength –*

A force is below minimum strength if it no longer has any battlegroups on the table or in reserve.

#### *Failing Force Morale –*

A force that is below minimum force strength is removed from the table. A side that has no forces in play has lost the mission and withdraws.

# TRIAGE

## The Triage Phase:

During the Triage phase, a unit that has one or more wound markers must attempt to care for their wounded.

### Triage Checks –

For each wound marker on a unit, remove the marker and roll 1d6:

- On a 6 the wounded soldier or animal is patched up and returns to action. Remove the wound marker.
- On a 1-5 the wound is too serious for battlefield treatment. Remove the wound marker, and the unit receives a casualty.

### Medics and Farriers –

Medics and Farriers can affect the triage process. Details are found under Battlegroup Specialists.

### No Head Protection –

Early in the twentieth century, before ballistic helmets became common, even minor trauma to the head would put a soldier out of action. Units with the No Head Protection special rule suffer a -1 to their Triage checks.

### Permanent Wounds –

Some models, such as characters and mounted figures have more than one wound. If such a figure is assigned a casualty but not completely put out of action, it is assigned one or more permanent wound markers. Each permanent wound reduces the model's available wounds by one.

Place one or more permanent wound markers on the base of the model to show permanent wounds.

### Removing Casualties –

After Triage checks are complete, the unit must remove figures with wounds totaling at least the number of casualties it received.

- A mounted unit will require 2 casualties to remove each mounted model. If such a unit receives an odd number of casualties, place a permanent wound marker on the model to show that it only has one wound remaining.
- A character figure may be removed to satisfy 2 casualties (or 3 if mounted), if desired.
- Units which receive casualties must remove full figures as much as possible.

*Example: a mounted unit which takes 5 casualties must remove two models and mark another model with a permanent wound.*

A unit in Linear order must remove casualties in a manner that leaves it in the same alignment. If this is not possible, it assumes Line alignment.

# VEHICLES

Each vehicle in Storm of Fire is a unit, and it follows the normal rules for units in most cases. There are a few differences, and they are spelled out below.

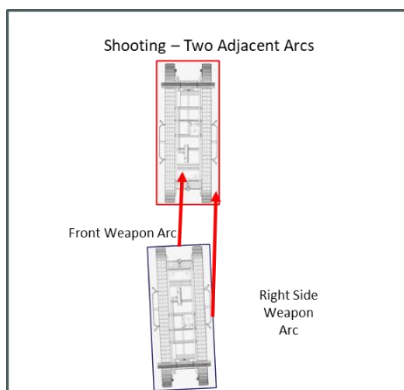
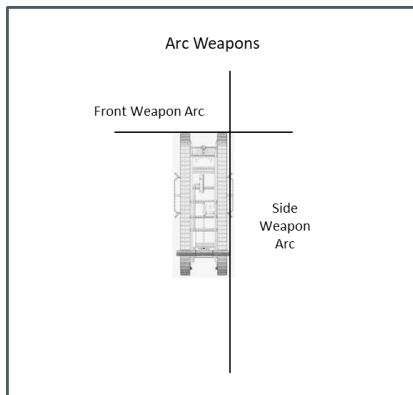
## Vehicles and Firing:

A vehicle unit may fire either one of its main guns or all its machine guns during a fire or sustained fire action.

### Arc Weapons –

Many Great War era vehicles had weapons with restricted arcs of fire.

Arc weapons have their field of fire limited to 180 degrees on that vehicle's side. A vehicle with Arc weapons may fire with any two adjacent sides at the same target (angling to open both arcs), but other Arc weapons may only fire through their actual arcs.

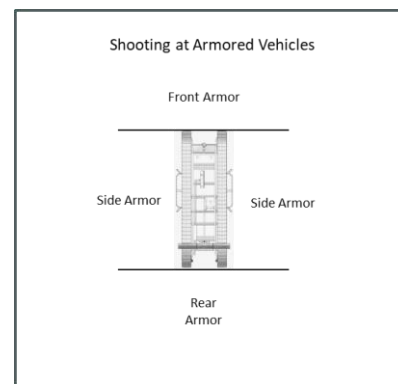


## Shooting at Vehicles:

Shots at an armored vehicle will strike its armor based on the position of the firing model or team relative to the vehicle's facing.

### Armor Arcs –

If the firing model or team is within a 180-degree arc based on the vehicle's front, the shot will strike its front armor. If the firing model or team is within a 180-degree arc based on the vehicle's rear, the shot will strike its rear armor. Any other firing will hit the vehicle's side armor.



## Suppression of Armored Targets –

Hits have the following effects on armored vehicle units:

- An armored target receives 1 suppression marker for every 3 hits (rounded up). Only hits from weapons that could penetrate the target's armor are counted.
- Any hit on a target by a weapon with the concussion attribute adds 1 additional suppression marker to an armored vehicle target.

### Bailed Out

If an armored vehicle has more than two suppression markers it is bailed out. A bailed out vehicle may not fight, or take any actions other than Rally until the crew remounts (by removing suppression markers until it has 2 or less).

## Determine Damage (Armored Target):

To damage an armored vehicle, a weapon must have a penetration value. Each hit from such a weapon on an armored vehicle may attempt to penetrate its armor by taking a Penetration check.

### *Penetration Checks (Armored Vehicles) –*

The firer rolls a Penetration check for each hit on the target as follows:

- Roll one d6.
- Add the penetration value of the firing weapon.
- Add 1 if the target has 2 or more damage.
- Add 1 if targeting the vehicle's rear arc.
- Subtract 1 if range is >12" and <24"
- Subtract 2 if range is >24"
- Subtract 1 if the target has Protection from terrain.
- Subtract the target's armor value.

Penetration is achieved if the result is not negative. The firing player then makes a Lethality check for the firing weapon to determine the final result. The results of a Penetration check are shown on the AFV Damage Table (Shooting).

AFV DAMAGE TABLE (SHOOTING)		
Penetration Minus Armor	Effect	
	< Lethality	>= Lethality
Negative	No effect	No effect
0	No effect	+1 damage, +1 suppression
+1	+1 damage	+2 damage, +1 suppression
+2	+1 damage	+3 damage, +1 suppression
+3	+1 damage	+4 damage, +1 suppression
+4	+1 damage	+5 damage, +1 suppression
+5 or more	+2 damage	Destroyed

## Damage Effects (Vehicles):

Damage reduces the effectiveness of vehicle units, until they are destroyed. Each damage has the following effect, which is cumulative:

- Reduces the vehicle's movement rate by 4", to a minimum of zero (Immobilized).
- Gives a -1 to Accuracy checks when shooting.
- Gives a -1 to Assault checks in close combat.

### *Resilience –*

Each vehicle unit will have a resilience level noted on its Forces book entry. When the damage to a vehicle equals its resilience level, the vehicle is bailed out (see Bailed Out).

### *Destroyed / Explosion –*

When the damage to a vehicle exceeds its resilience level, the vehicle is destroyed. Roll a d6, on a 5+ the vehicle explodes and any models other than armored vehicles within 3" of the exploding model are hit with lethality 4+ shrapnel. A vehicle that explodes is removed from the table.

### Wrecks (Destroyed Vehicles)

Destroyed vehicles that do not explode become wrecks, and they are left in place where they were destroyed and marked with a destroyed marker. Wrecks are terrain (see the terrain section).

### *Vehicle Passengers –*

Each time a vehicle unit carrying passengers is damaged, the passenger unit gains a suppression marker and a wound marker for each damage inflicted. Passengers in a vehicle that is destroyed gain one additional suppression and wound marker, and they must dismount away from the fire (to the extent possible).

### Heavily Damaged

Vehicle units become heavily damaged if they receive a damage marker and then have two or more damage markers. A unit that has been heavily damaged must immediately take a Tenacity check.

## Vehicles and Close Combat:

Vehicle units follow the normal rules for close combat. Opposing teams which hit a vehicle in close combat must check to penetrate the vehicle:

- Enemy weapon and gun units that hit a vehicle in close combat make a Penetration Check against the vehicle's side armor.
- Enemy infantry that hit a vehicle in close combat make a Penetration Check against the vehicle's top armor.
- Mounted units cannot penetrate a vehicle.
- Vehicles receive no benefit from protection in close combat.

Penetration is achieved if the check result is not negative. The firing player then checks against the Lethality of the firing weapon to determine the result. The results of a Penetration Check noted on the AFV Damage (Close Combat) Table below.

### Abandoned Vehicles –

When the damage to a vehicle in close combat equals its resilience level, the vehicle's crew will abandon it, it is treated as destroyed except it does not check to explode.

### Destroyed Vehicles –

Vehicles that receive a destroyed result on the AFV Damage Table (Close Combat) must check for explosion, as detailed in the Shooting section. A destroyed vehicle becomes a wreck, as detailed in the Terrain section.

<b>AFV DAMAGE TABLE (CLOSE COMBAT)</b>		
<b>Penetration</b>	<b>Effect</b>	
<b>Minus Armor</b>	<b>&lt; Lethality</b>	<b>&gt;= Lethality</b>
Negative	No effect	No effect
0	No effect	+2 damage
+1	+2 damage	Destroyed
+2 or more	Destroyed	Destroyed

## Vehicle Unit Leaders:

All vehicle units, other than those with the Unarmed Transport rule, have a unit NCO in charge of the vehicle.

The command vehicle for a Vehicle Battlegroup must upgrade its NCO to an Officer (see the Forces documents for details).

## Specialist Crew:

A vehicle may be assigned specialist crew, to represent changes based on the quality of individual crew members.

*Example: a skilled driver will improve the vehicle's maneuverability.*

### Crew Upgrade Limits –

A limited number of specialists may be assigned to a single vehicle, based on its crew quality:

- Veteran – max of 2 specialists
- Regular – max of 1 specialist
- Inexperienced – no specialists may be assigned.

# UNITS AND FORCE ORGANIZATION

## UNITS

A force's models must be organized into units. Each unit consists of several soldiers, a heavier weapon or gun and several crew models, or a single vehicle.

### Types of Units:

There are 5 types of units available in these rules.

#### *Infantry Unit –*

A unit of soldiers, typically a squad, armed with man packed weapons. These can include team operated but man packed weapons, such as light machine guns with a gunner and a loader.

#### *Mounted Unit –*

A unit of soldiers, typically a squad, mounted on animals or motorbikes. This excludes bicycles as these are never fought from. A mounted unit may include team operated weapons, such as light machine guns with a gunner and a loader.

#### *Weapon Unit –*

A unit of soldiers who work together to operate a heavy weapon, which can be broken down and transported by the crew members, but that requires time to set up after moving. Weapon crew figures are armed with pistols.

*Examples include light and medium mortars, anti-tank rifles, medium/heavy machine guns and some very light guns.*

#### *Gun Unit –*

A unit of soldiers who work together to operate a larger gun or artillery piece, which can be manhandled slowly but requires animals or a vehicle to transport any significant distance. Gun crew figures are armed with pistols.

*Examples include most anti-tank guns, heavy mortars, howitzers, and other field guns.*

#### *Vehicle Unit –*

All vehicles are treated similarly, with each vehicle, including any crew, being a single unit for game purposes. There are two types of vehicle unit:

- Unarmored vehicle – a vehicle with no armor values
- Armored vehicle – a vehicle with armor values

An armored vehicle is also either open topped or fully armored:

- Open-topped armored vehicle – an armored vehicle with a top armor of six
- Fully armored vehicle – an armored vehicle with a top armor greater than 6

### Unit Ratings:

Each unit in Storm of Fire will have ratings assigned for its morale (Rally, Aggression, and Tenacity) and training (Inexperienced, Regular, or Veteran), based on historical performance. The ratings are specified in each unit's entry in the applicable Forces book.

#### *Morale Checks –*

A unit needing to take a Morale Check will use its rating for that type of morale – Rally, Aggression or Tenacity. The check will be passed if the unit rolls its rating number or higher, after any modifiers.

#### *Skill checks –*

A unit needing to take a Skill check will use its rating based on its training. The check will be passed if the unit rolls its rating number or higher, after any modifiers:

- Inexperienced = 5+
- Regular = 4+
- Veteran = 3+

## Basing Models:

Although it is not required, proper basing can speed gameplay by making the calculation of shooting and assaults easier. But basing figures is a very individual decision, and the rules will play just fine with whatever convention the players prefer.

Our recommended basing is detailed below:

- Infantry unit figures should be mounted on individual bases, typically 1" or 25mm round bases. Weapons requiring a loader should be mounted with 2 models on a 40mm round base or a 25mm by 50mm oval base (soldier with the weapon and a loader).
- Weapon units are typically mounted on larger round or oval bases, with the weapon and the crew on the base.
- Gun units consist of an unmounted gun model and individual crew mounted on 25mm round bases. One or more gunner models may be attached to the gun, this is fine as wounds can be marked and the gun is removed when the last crewman is a casualty.
- Vehicle units are not typically mounted on bases, but they may be if preferred.

Note that casualties on multi-based units are tracked with a permanent wound marker for each casualty.

## In Command:

Any unit consisting of 2 or more models must remain in a group, with each model of the unit within its command distance of at least one other model in the unit. A unit meeting this requirement is considered in command. Units that are not in command will suffer various penalties and restrictions as noted in the rules. A unit that is in command at the end of its activation is in command until the end of its next activation.

## Unit Separation:

Models from different units must maintain a greater than 2" gap with models of any other unit, whether friendly or unfriendly. This rule does not apply during assaults, see the Assault Section for details.

## Unit Special Rules:

Units may be assigned unit special rules, as reflected in the Forces books. The relevant unit special rules are detailed in the Unit Special Rules section.

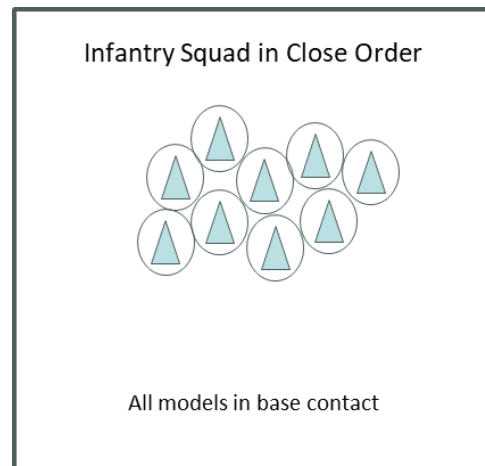
## Unit Formation:

Based on its training and army doctrine, a unit may be allowed to deploy in one or more formations on the tabletop. All units are allowed to adopt Loose Order unless their Forces book entry restricts them to Linear Order or Close Order only. Only units whose Forces book entry allows them to adopt Extended Order may do so. A unit's command distance is based on the formation it adopts.

A unit must be clearly deployed in the formation it is adopting on the table.

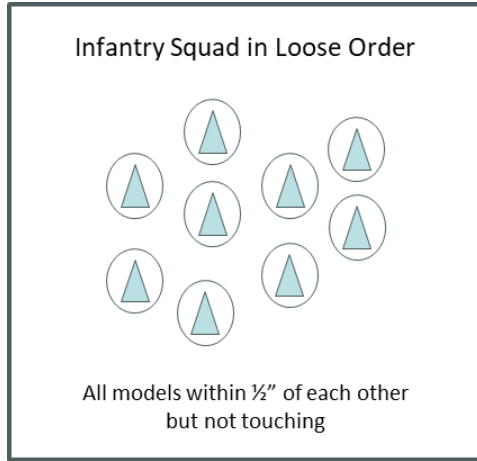
### *Close Order –*

The unit must be in base contact to count as in command. After 1914, most inexperienced units must operate in close order, plus some poorly trained regular units. Even some better trained units may have a doctrine that emphasizes the use of close order tactics.



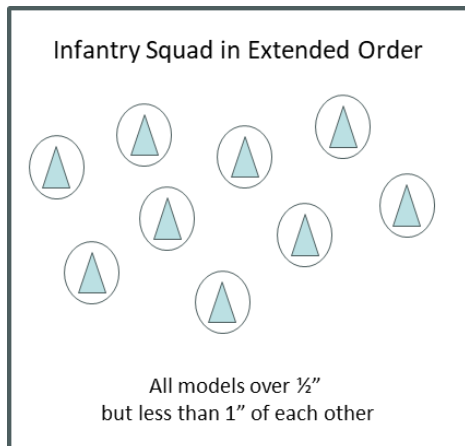
### *Loose Order –*

Most units in the Twentieth Century operated in a loose order, so this is the default command distance. Loose order allows up to  $\frac{1}{2}$ " between models for the unit to remain in command. All weapon and gun units operate in loose order, regardless of their basing.



### *Extended Order –*

Some units were trained to operate regularly in extended order. Extended order allows 1" between models for the unit to remain in command. Units deployed in extended order move through terrain more effectively, are more difficult to hit in the shooting phase and less effective in the close combat phase.



### *Linear Order –*

This formation is most common in 1914, but some units may be restricted to it during later periods. It is detailed on the following page

### *Changing Formation –*

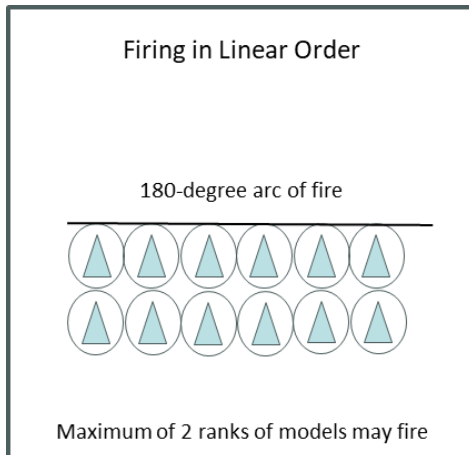
All units which are allowed to adopt multiple formations may change their formation at no additional cost when making a Double Time action.

Mounted units which are allowed to adopt multiple formations may also change their formation at no additional cost when making a Maneuver action.



### Linear Order –

A unit in linear order must form up in ranks, with each figure in base contact, to count as in command. Each rank must have the same number of figures. If the unit size does not allow even ranks, the short rank is deployed at the rear. A unit in linear order may only move and shoot through its frontal arc, defined by 180 degrees from its facing.



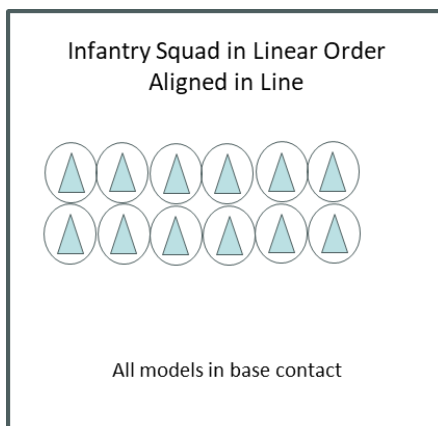
### Linear Order Alignment –

Unlike other formations, a unit formed in linear order must always be deployed in one of three allowable alignments on the tabletop.

The allowable alignments for a unit in linear order are:

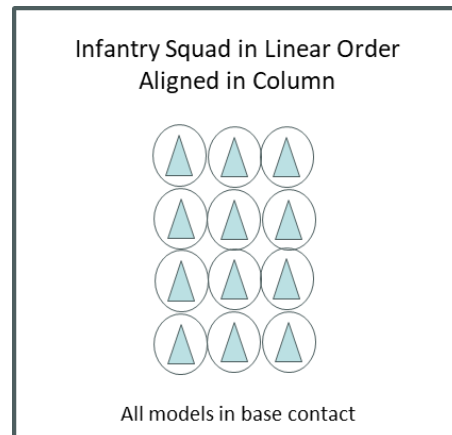
#### Line

An infantry unit is deployed two ranks deep, with each figure in base contact and facing a uniform direction. A mounted unit is deployed in a single rank, with each figure in base contact and facing a uniform direction.



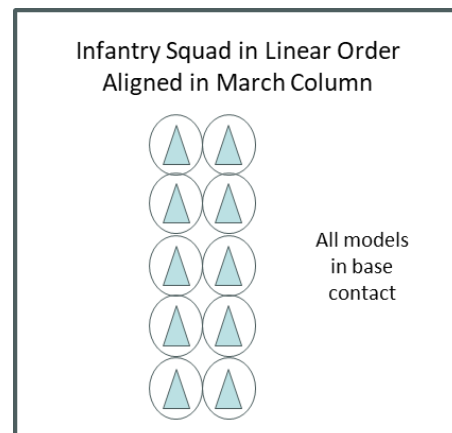
#### Column

The unit is deployed at least 3 figures wide, and deeper than it is wide and facing a uniform direction.



#### March Column

The unit is deployed two figures wide and as deep as necessary and facing a uniform direction.



### Changing Alignment –

A unit in linear order may only change its alignment when taking a double time action.

# UNIT SPECIAL RULES

## Agile:

Some units were able to maneuver more quickly than their peers.

**Agile:** The unit adds +1" to its movement distance each time it moves.

## Amateurs:

The unit is not militarily trained, but it has some civilian skills.

**Amateurs:** The unit will automatically withdraw when it falls below minimum unit strength.

## Assault Training:

The unit is trained extensively in executing assaults.

**Assault Training:** The unit adds 1" to its Assault move.

## Body Armor:

Throughout the 20<sup>th</sup> Century militaries experimented with body armor. Most gave a marginal benefit in survivability, but it was cumbersome, with a corresponding penalty to movement and dexterity.

The unit is equipped with body armor.

**Body Armor:** The unit ignores a successful damage roll against it on a 5+. The unit reduces its movement rate by 2". The unit may re-roll 1 failed Rally Check per Rally action.

## Bombers:

Specially trained units were very useful in assaulting field fortifications throughout the period.

The unit is composed of specially trained assault troops, skilled with using bags of grenades.

**Bombers:** figures in the unit may throw 2 grenades when taking a Fire or Sustained Fire action, and they gain +1 die per figure during Assault combat.

## Camouflage:

The unit is trained to utilize camouflage and execute ambushes.

**Camouflage:** The unit may be deployed in ambush in a mission allowing it.

## Cautious:

Units trained under some systems were slower to advance, particularly under fire.

**Cautious:** When the unit attempts a Double Time action, it must take a Skill check. If it fails, the action requires one additional Activation die.

## Cavalry:

The heyday for mounted cavalry has passed, but it can still be effective in the right circumstances. Such units are more mobile than foot units, and a well-executed charge can lead to pursuit and a local breakthrough.

A unit of cavalry that has not dismounted is considered mounted (see Mounted).

**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).

## Conscripts:

Freshly raised units, untested in action, can react very differently to their first battle.

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

### Cuirass:

The unit is equipped with a cuirass and has some protection in close combat.

**Cuirass:** For each wound the unit suffers in close combat, roll 1d6, on a 6 the wound is ignored.

### Cycles:

The unit is mounted on bicycles, providing some additional mobility before contact.

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

### Deadly:

The unit is highly skilled in close combat.

**Deadly:** The unit may re-roll one failed Assault check in each round of close combat.

### Fanatics:

The unit is incredibly committed, and it will fight to the last man.

**Fanatics:** The unit is not required to take a Tenacity check for excess suppression.

### Fearsome:

The unit is very intimidating, striking fear in their opponents.

**Fearsome:** A unit in close combat against a unit with this attribute must re-roll successful Aggression checks.

### Ferocious:

The unit strikes particularly hard in close combat.

**Ferocious:** enemy units within 6" of this unit receive a -1 to their Aggression checks.

### Flankers:

The unit looks for weak spots but will not assault un-disordered enemy units head on.

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

### Ghillie Suit:

The unit is highly skilled in utilizing cover, wearing special attire to make them harder to target.

**Ghillie Suit:** Enemy units targeting the unit receive an additional -1 to their Accuracy checks.

### Head Armor:

Some units were equipped with armored visors and similar head armor.

**Head Armor:** the unit must have a clear facing and may only fire in a 90-degree arc to its front. The unit ignores a successful damage roll against it on a 6+. A unit with both head and body armor ignores a successful damage roll against it on a 5+.

### Horse Mastership (Excellent):

Units that took exceptional care of their horses had advantages in tactical maneuvering.

**Horse Mastership (Excellent):** The unit adds 1" to its Maneuver and Double Time move distances when mounted.

### Horse Mastership (Poor):

Units that took poor care of their horses had disadvantages in tactical maneuvering.

**Horse Mastership (Poor):** The unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

### Implacable:

The unit is determined to remain in the field, despite casualties.

**Implacable:** The unit may re-roll failed Tenacity checks.

### Independent:

The unit is trained to operate independently and does not need to be proximate to their officers to act.

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

### Infiltration Tactics:

The unit is trained to operate in terrain, using it to work their way forward to assault or bypass enemy positions.

**Infiltration Tactics:** counts as having Hit the Dirt when moving through concealing terrain.

### Irregulars:

Irregular units could be unwieldy to maneuver.

**Irregulars:** the unit may only change formation using a double time action.

### Marksmen:

The unit has emphasized marksmanship, training and drilling to maximize their firepower.

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

### Master Gunner:

Some artillery units had highly skilled gunners, which led to more effectiveness when firing directly.

**Master Gunner:** the unit may re-roll any Accuracy check result of 1 each time it shoots direct fire.

### Messenger:

Before reliable radio communications, animals were trained to deliver messages.

**Messenger Dog:** once per mission, the unit may re-roll a Communications check. The dog's handler may re-roll one failed Assault check in each round of close combat.

**Messenger Pigeons:** twice per mission, the unit may re-roll a Communications check.

### Militia:

Militia units had widely varying levels of training and struggled to execute complex maneuvers.

**Militia:** the unit reduces its Maneuver and Double time move distances by 1".

### Mounted:

A mounted unit is harder to conceal than troops on foot. They include units mounted on animals or motorcycles, unless they have dismounted.

**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.

### Mountaineers:

The unit is trained to operate at high altitudes and across difficult terrain.

**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:

Prior to the wide use of steel helmets, head injuries could occur from even light or incidental contact with projectiles or debris in combat. Head protection became normal during the second half of the Great War, but it was unusual before that.

A unit with this rule lacks ballistic head protection.

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

### Observer:

As battlefield communication improved, indirect fire weapons benefitted from observation from command units, and eventually from dedicated observers.

The unit may spot for friendly artillery.

**Observer:** The unit may observe for an indirect fire action. The firing unit may trace line of sight from the observer's position when ranging in. The observing unit may not move or assault during a turn in which it acts as an observer.

### Offensive Spirit:

Some armies clung to doctrine emphasizing the offensive and use of the bayonet. French infantry of 1914 believed that their Pantalons Rouge (red trousers) evoked the offensive spirit they were trained to exhibit, while Austro-Hungarian units persisted with close order offensive tactics late into the war.

**Offensive Spirit:** The unit receives +1 to Rally checks when a Rally action follows a Maneuver action toward the closest enemy unit.

### Pioneers:

The unit is composed of specialist troops, trained to assault fortifications, and perform engineering tasks.

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

### Poor Drill:

Units with limited levels of training struggled to execute complex maneuvers.

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

### Poor Shots:

The unit is untrained in marksmanship while mounted, having been taught to dismount to shoot their weapons.

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

### Resilient:

The unit is very determined, and it will take a lot of firepower to hold it back.

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

### Recon:

The unit is trained in reconnaissance.

**Recon:** The unit provides its force with recon points. It may also make a Scout move in missions which allow it.

### Scouts:

The unit is trained for scouting and stealthy movement.

**Scouts:** The 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.

### Sharpshooters:

The unit has trained to lay down extremely accurate fire.

**Sharpshooters:** The unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

### Skiers:

The unit is equipped with skis and trained to use them.

**Skiers:** movement.

### Stoic:

The unit lacks initiative and will hold their positions until directed otherwise by a nearby commander.

**Stoic:** The unit may not move toward enemy unless it is within influence range of a friendly officer, but it receives a +1 to TEN checks when it is within 12" of its baseline.

### Stubborn:

The unit is very reluctant to give ground under any circumstances.

**Stubborn:** The unit may re-roll one failed Aggression check each turn.

### Sturm Training:

The unit is trained extensively and experienced in executing assaults.

**Sturm Training:** The unit adds 2" to its Assault move.

### Support Artillery:

Some units were used to provide direct fire support for difficult assaults.

**Support Artillery:** a battlegroup may field one bonus unit of this type in any mission with the Support Artillery rule. The bonus unit must start the mission on table.

### Tank Terror:

In the Great War, armored vehicles were a new and intimidating force on the battlefield, and until forces became used to dealing with them, they could cause significant morale difficulties to their opponents. All tank units and armored car units in the Great War era cause tank terror.

**Tank Terror:** When a vehicle that causes tank terror moves closer to any visible non-tank enemy unit within 12", it causes each such unit to suffer an immediate Tank Terror check.

A Tank Terror check is made against the unit's Tenacity value. A failure adds one suppression to the unit.

Units in buildings or permanent fortifications automatically pass Tank Terror checks. Those in other types of cover receive a +1 modifier to the check, and units equipped with non-grenade weapons with +1 or greater PEN receive an additional +1 to the check.

### Trailer:

The unit is equipped with a trailer, allowing it to be towed.

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

### Woodsmen:

The unit is experienced at operating in a forest environment.

**Woodsmen:** The unit ignores the movement penalty for woods and forests and has a minimum 6" move through dense undergrowth.

### Yield Ground:

The unit will not be tied down to hold specific terrain.

**Yield Ground:** The unit is ignored for determining who holds an objective.

# FORCE ORGANIZATION

To play a game of Storm of Fire, each player will organize a force for the game.

## Force:

Each player will field a force in the game, which can be referred to as their “army” for the game. A standard force in Storm of Fire will consist of one or more battlegroups, each of which is typically a reinforced platoon committed to the front line to take and hold territory. It may also include support units, assigned from higher command for the mission your force was assigned.

## Force Organization Process:

A player will select their force as follows.

### *Select Period:*

A force in Storm of Fire should be drawn from a single period (in the case of Great War, either early war (EW), mid-war (MW) or late war (LW)).

### *Select Nationality:*

Each era will have several Forces books, covering historical forces for that nationality and alliance. A force will be drawn from the selected Forces book.

### *Select Core Battlegroup:*

The Forces book will have a Battlegroup Diagram, showing the different types of battlegroups available in that period. Battlegroups are selected from those available in the Battlegroup Diagram.

A force must include at least one battlegroup. The first battlegroup selected becomes the core battlegroup for the force, and the force may only select support units from those allowed to its core battlegroup.

Each battlegroup in the Forces book will have an Organization Diagram, which will show the required and optional units that may be included in the battlegroup.

### *Select Additional Battlegroup(s):*

You may select additional battlegroups to add to your force, which may be of the same or different type. Additional battlegroups must be from the same period and Forces book.

Vehicle units were still in their infancy during the Great War. No force may contain more than one vehicle battlegroup.

### *Support Units:*

A force may also include support units, which could be temporarily attached to the force to support its operations. Your support option choices are drawn from those available to your core battlegroup.

### *Vehicle and Air Support Units:*

A core battlegroup may show support options for vehicle units and/or air units.

A vehicle unit box allows the selection of any vehicle units of that nationality for that era, in the quantity indicated.

An air unit box allows the selection of the specified air unit of that nationality for that era, in the quantity indicated.

## Battlegroups:

A battlegroup in Storm of Fire is typically a reinforced platoon, consisting of a command group and several squads (or vehicles). To this the player may add additional squads or vehicles, and other units based on the Organization Diagram for that battlegroup, drawn from those typically attached to a platoon of that type.

Each battlegroup will have a Command (Headquarters) unit, which will include the battlegroup leader. This can be a squad of specialists and men, or a command vehicle in a vehicle battlegroup.

The number of required and optional units for each type of battlegroup will be detailed in the battlegroup's Organization Diagram, found in the Forces book for the historical unit being fielded.

A battlegroup will have three types of unit choices, core units, attached units and support units. You must include one of each required core unit in your battlegroup, and you may include any of the optional units for your battlegroup.

In addition, the battlegroup's Command unit will show the recon points and attack modifier for your force if that battlegroup is selected as the core battlegroup.

## Unit Types:

Storm of Fire recognizes three types of units in a force: core, attached and support.

### *Core Units –*

Core units are those that historically formed the platoon itself, such as a Platoon (Battlegroup) HQ squad and Marine Rifle squads for a US Marine platoon, or a Platoon (Battlegroup) HQ FT-17 tank, and individual FT-17 tanks, for a US Tank Platoon.

Some core choices will be required, typically a Battlegroup HQ unit and 2 core squads or vehicles. Additional core units may then be added, based on the Battlegroup Diagram.

Core units have an increased ability to control objectives – if a core unit is within 6" of an objective, only other core units within 6" count for objective control purposes.

Also, as these units work and train together regularly, they also contribute the greatest amount of activation dice to the battlegroup (see Activation Dice).

### *Attached Units –*

In addition to core units, a battlegroup may also allow a player to add one or more attached units, drawn from those that might typically be attached to a platoon of that type. Attached unit options will be specified on the Battlegroup Diagram.

Attached units contribute some activation dice to the battlegroup, but not as many as the same number of core units.

Attached units are part of the battlegroup they are in, and count toward its minimum battlegroup strength.

### *Support Units –*

After a player has selected one or more battlegroups to make up their force, they may then add one or more Support units to the overall force. Support units represent units that could be added to a force for a specific mission, often from division level assets, or from other parent units involved in an operation.

Support units are part of your overall force, but they are not part of any of your battlegroups. As such, they will only remain in on the table while at least one of the battlegroups in your force remains above minimum battlegroup strength.

Support unit options will be specified in the applicable Forces book, tied to the force's core battlegroup. Support units contribute no activation dice to the battlegroup, as coordinating the actions of unfamiliar units strains the bandwidth of the battlegroup commander.



## Point Levels:

Storm of Fire uses a point system to balance the forces taken by each side. The point costs for various units are noted in the applicable Forces book.

Storm of Fire is scalable, the game will generate interesting tabletop actions at many different point levels. Seven hundred and fifty points a side will give a very manageable introductory game, while up to 1,200 or even 1,500 points per side will work on a 4' by 8' table or larger. A typical game on a 4' by 6' table is normally set at 1,000 points, which gives a nice balance of options for the forces on each side.

In addition to the standard game, we also provide a Patrol Mode variant, which uses special missions on smaller tables, and 600-point forces. It is ideal for quick games, and for introducing new players.

Players should feel free to adjust their point levels based on the type of game they enjoy, and the amount of table space they have available.

## Activation Dice:

Activation dice for a battlegroup are generated based on the units it contains as follows:

- Each core unit selected provides one activation die.
- Every two attached units (round up) provide one activation die.
- Note that any support units fielded do not provide any activation dice.

The Leadership of the Battlegroup Commander may modify the activation dice as follows:

- Inspiring Officer = may re-roll up to 2 activation dice each turn
- Energetic Officer = may re-roll up to 1 activation die each turn
- Competent Officer = no bonus or penalty to activation die rolls
- Tired Officer = -1 to all activation die rolls less than 6
- Green / Acting Officer = -1 to all activation die rolls less than 6, activation die results of 3 or less are treated as 1
- Attached Staff Officer = add one additional activation die (turns 1 and 2 only)

A battlegroup continues to utilize its base number of activation dice until it has lost multiple units, as follows:

- After the 2<sup>nd</sup> unit from the battlegroup is eliminated = lose 1 activation die
- After the 5<sup>th</sup> unit from the battlegroup is eliminated = lose 2 activation dice

Support units are part of the core battlegroup for the purpose of losing activation dice.

# THE TABLE

## TERRAIN

Terrain played a critical role on the battlefield and should in our games as well. Our models should do battle on realistic miniature representatives of real battlefields, and battlefield terrain will affect how our models move, shoot and fight.

Note that the terrain in different campaigns, eras and regions can vary extensively. More details on theater and campaign specific terrain types can be found in the supplements to these rules.

### Individual and Area Terrain:

Terrain can be individual pieces, such as a hill or a building. It can also be area terrain, representing terrain which is impractical to model precisely in a game like this, such as tall fields that cannot shelter models deeply within them, or denser woodlands which would have no place to put models within them if modelled realistically. Area Terrain should be modelled representatively, with the border of the affected area clearly delineated.

### Terrain Height:

All terrain in Storm of Fire has a height, ranging from -2 to +3.

The height of terrain can affect visibility and the effectiveness of shooting.

Typical terrain heights are shown below in the Terrain Height Table.

### Elevation and Firing Unit Height –

A firing unit is always treated as being at level one, unless it occupies elevating terrain (such as buildings, embankments, hills and rises). A firing unit in elevating terrain is treated as the height of the terrain for visibility and shooting effects.

TERRAIN HEIGHT TABLE		
Height	Terrain Description	Examples
Minus Two	Deep Depression	Very deep Deir or canyon
Minus One	Depression deeper than an average person	Significant gully, wadi or depression
Zero / Flat	Flat Ground	Flat ground, streams, marshy ground
One Half (½)	Terrain that is tall enough to provide some cover, but less than an average person's height.	Stone walls, fences, low hedges, vineyards and scrub / undergrowth
One	Terrain tall enough to block sight from and to level ground, around the height of an average person. <i>Note: our figures are treated as height one, unless they occupy elevating terrain</i>	Tall hedges, tall stone walls, one story buildings, embankments, orchards and tall scrub
Two	Terrain significantly taller than a person	2 story buildings, low hills, most woods
Three	Very tall buildings	Buildings of 3 or more stories, tall hills, very tall / old growth forests#

## Terrain Effects:

Terrain in Storm of Fire can affect movement, visibility, shooting (through protection and concealment) and close combat.

### *Movement Effects –*

Some terrain will reduce movement for some or all types of units. Terrain can also require units to pass an Agility Check to traverse them. Additional details are provided in the terrain type descriptions.

### *Visibility Effects –*

Terrain can affect whether units are visible to each other. Terrain has the following effect on visibility:

- Terrain with a level of less than one does not block visibility.
  - Exception: Negative Two terrain cannot see or be seen from other level terrain unless directly adjacent to the rim of the feature, or to and from level 3 terrain
- Level One and higher terrain blocks visibility past it, unless the firer is on higher level elevating terrain.
  - Exception: firing units may see into but not beyond the first room in a building that they can otherwise see
  - Exception: firing units may see up to 6 inches through woods or forest, but not further

### *Concealment Effects –*

Concealment will reduce the accuracy of shooting. Terrain has the following effect on concealment:

- Intervening terrain of the same level or lower (but greater than zero) provides the target with concealment, unless the firing unit is more than one full level higher than the terrain.
  - Exception: if the firing unit is within 2" of the edge of terrain it occupies, a target receives no concealment from that terrain.
  - Exception: units in foxholes, fortifications or buildings are always concealed.

### *Protection Effects –*

Protection can reduce the lethality of shooting. Terrain types that provide protection are:

- Buildings provide protection to units within them.
- Dug in infantry, weapon and gun units have protection.
- Rubble provides protection to infantry, weapon, and gun units within it.
- Stone walls and Hedgerows provide protection to any unit (only for fire passing through them).
- Other types of terrain may also provide protection, as defined in era and theatre books.

### *Close Combat Effects –*

Some terrain types will provide defending units with an advantage in close combat. Terrain types that provide a -1 to Assault checks are:

- Any unit assaulting a building.
- Any unit assaulting across a defended obstacle.
- Any unit assaulting a unit on higher ground (first round of close combat only)
- Other types of terrain may also provide an advantage, as defined in era and theatre books.

### *Higher Ground –*

A close combat defender gains the benefit of higher ground in the following circumstances:

- A unit on a higher floor of a building.
- A unit closer to the center of a piece of elevating terrain, such as a hill
- A unit occupying permanent fortifications.

### *Defining Terrain –*

It is critical for players to agree on the effects of terrain prior to starting a game of Storm of Fire. The guidelines below should provide a baseline, and they can be superseded by theater and battle specific terrain rules provided in the supplements to these rules.

## Terrain Type Descriptions:

### *Dense Undergrowth –*

Dense undergrowth is common along the borders of wooded areas or clearings, steeper hills and around watercourses.

#### Movement Effect

Units that make any portion of their move in dense undergrowth reduce their move distance by ½, to a minimum move of 1". Mounted, gun and vehicle units must pass an Agility Check to enter / move through dense undergrowth. A unit failing an Agility Check halts at the edge of the terrain, or they remain in place if already in it.

#### Shooting Effect

Dense undergrowth provides concealment to models within it. Visibility through dense undergrowth is limited to a maximum of 2".

#### Close Combat Effect

Dense undergrowth is tight quarters for close combat. A unit assaulting into dense undergrowth receives a -1 on their Assault check.

### *Haystacks –*

Haystacks include other tall stacks of foliage or harvested crops. Haystacks are non-elevating terrain with a typical height of one.

#### Movement Effect

Haystacks have no effect on movement, but models may not end their move on a haystack.

#### Shooting Effect

Haystacks are height one terrain, and block line of sight accordingly. They do not provide any concealment or protection.

### *Hasty Trenches –*

In areas where the front stagnated, units would quickly dig in, creating hasty trenches. As time allowed, hasty trenches would be gradually reinforced into semi-permanent features, becoming basic field fortifications like trench lines.

Certain missions may allow hasty trenches for either or both sides.

#### Height

Hasty Trenches have a height of ½.

#### Movement Effect

Non-vehicle units entering or exiting hasty trenches reduce their movement by 1". Hasty trenches may be crossed, but not entered, by vehicles, requiring an Agility Check to do so.

#### Shooting Effect

Hasty trenches provide both concealment and protection to models within them. Unlike Trench lines, Hasty trenches do not negate the Beaten Zone from enemy weapons.

#### Close Combat Effect

Hasty trenches are tight quarters for close combat.

#### Barrage Benefit

A hasty trench feature may be designated in a mission as having dugouts.

A hasty trench feature with dugouts has an overhead protection value of 1.

### *Hills –*

Elevated terrain may be of great tactical and strategic importance. Hills are elevated terrain and are classed as low or tall.

#### Height

Low hills are height 2, while tall hills are height 3. All hills are elevating terrain.

### *Impassable Terrain –*

Certain types of terrain may be deemed impassable, meaning that it cannot be entered by any units during the game.

*Examples include very deep water, tall vertical cliffs, some types of fortifications and the worst areas of marshes.*

#### Height

Impassable terrain may be defined as differing heights. For example, deep water would be flat, marshes are typically height ½, and cliffs could be height 2 or 3. The height of fortifications will depend on their specifics and should be defined in advance.

#### Movement Effect

Units may not enter or move through impassable terrain. Some types of impassable terrain may have exceptions, such as amphibious vehicles able to navigate deep water, specially trained units capable of traversing steep cliffs, etc. These exceptions will be defined in the appropriate unit details.

### *Low Obstacles –*

Low obstacles generally cause a movement penalty to cross, and they can cause difficulties for mounted units and vehicles. *Examples include ditches and certain types of fortifications.*

#### Height

Low obstacles are typically height zero or minus one.

#### Movement Effect

Infantry and Mounted units that make any portion of their move crossing a low obstacle reduce their move distance by 2". If they do not start their move adjacent to the low obstacle, and they do not have enough movement to clear it they must stop when they reach it.

Mounted, weapon, gun and vehicle units must pass an Agility Check to cross a low obstacle. A unit failing an Agility Check will halt at the edge and may move no further.

Some low obstacles may be impassable to some or all units, such as deep ravines.

#### Close Combat Effect

A unit assaulting while in a low obstacle receives a -1 on their Assault check, in the first round of close combat only.

### *Ridges –*

Ridges are more rocky and uneven than hills. Ridges are elevated terrain and are classed as low or tall.

#### Height

Low ridges are height 2, while tall ridges are height 3. All ridges are elevating terrain.

#### Movement Effect

Units that make any portion of their move on a ridge reduce their move distance by 2", to a minimum move of 1". Mounted, gun and vehicle units must pass an Agility Check to enter / move through ridge areas. A unit failing an Agility Check halts at the edge of the terrain, or they remain in place if already in it.

### Road –

Roads include any thoroughfare with a relatively smooth and level surface.

#### Movement Effect

Roads negate any terrain penalties for units moving along them. Units making a Double Time action entirely along a road to add 4" to their move. Units in Linear order must be in march column alignment to gain this benefit.

### Rough Ground –

Rough ground slows the movement of infantry, mounted, weapon and gun units, and it can cause difficulties for mounted units and vehicles. *Examples include very rocky areas, mud or soft sand, and areas of scrub or brush.*

#### Height

Rough ground may be defined as differing heights. For example, mud would normally be flat, rocky areas flat or height ½, and woods would typically be height 2.

#### Movement Effect

Units that make any portion of their move in rough ground reduce their move distance by 2", to a minimum move of 1". Mounted, gun and vehicle units must pass an Agility Check to enter / move through rough ground. A unit failing an Agility Check halts at the edge of the terrain, or they remain in place if already in it.

### Rubble –

Rubble slows the movement of infantry, mounted, weapon and gun units, and it can cause difficulties for mounted units and vehicles.

#### Height

Rubble is typically height ½.

#### Movement Effect

Units that make any portion of their move in rubble reduce their move distance by 2", to a minimum move of 1". Mounted, gun and vehicle units must pass an Agility Check to enter / move through rubble. A unit failing an Agility Check halts at the edge of the terrain, or they remain in place if already in it.

#### Shooting Effect

Rubble provides both concealment and protection to models within it.

#### Close Combat Effect

Rubble is tight quarters for close combat.

#### Barrage Benefit

A rubble feature may be designated in a mission as having dugouts.

A rubble feature with dugouts has an overhead protection value of 1.

### Scrapes –

During mobile warfare later in the war, units would create hasty positions (often accompanied with some wire) when ordered to hold their position.

Scrapes are represented in the game by sections, each 6" long by 1" wide, and showing hasty piles of earth. Each section should have a defined front edge.

#### Height

Scrapes have a height of ½.

#### Movement Effect

Scrapes have no effect on movement.

#### Shooting Effect

Scrapes have a facing direction, and provide concealment from fire crossing their front edge to a unit in contact with the scrape. Scrapes do not negate the Beaten Zone from enemy weapons.

### Shattered Woods –

Shattered Woods represent wooded areas that have been reduced to splintered trees interspersed among fallen limbs and foliage, so they no longer block line of sight. Alternately, they can represent

sparse deciduous woodlands in late fall and winter, where all the leaves have fallen and only sparse trunks and fallen foliage are present.

#### Height

Shattered Woods are non-elevating terrain with a typical height of ½.

#### Movement Effect

Units that make any portion of their move in Shattered Woods reduce their move distance by 2", to a minimum move of 1". Mounted, gun and vehicle units must pass an Agility Check to enter / move through Shattered Woods. A unit failing an Agility Check halts at the edge of the terrain, or they remain in place if already in it.

#### Shooting Effect

Shattered Woods provide concealment to models within them or targeted through more than 2" of Shattered Woods. Visibility through Shattered Woods is not limited.

#### Close Combat Effect

Shattered woods are tight quarters for close combat.

### *Steep Slopes –*

Much of the fighting in mountainous areas took place on the steep slopes. Typically, all terrain in a mountainous area mission is steep slope, unless covered with another feature.

#### Uphill

One end of the table, determined during mission setup, is uphill. Units on a steep slope are lower than any unit that is closer to that table edge than they are. A unit making a move that ends further from the uphill table edge is moving downslope, any other movement is considered to be upslope.

#### Height

Steep slopes in a mountain mission are height zero compared to other features, but they use the uphill rule on the slope itself.

#### Movement Effect

Units moving upslope reduce their move distance by 3", to a minimum move of 1". Steep slopes are impassable to vehicle units. Mounted and gun units must pass an Agility Check to move on a steep slope. A unit failing an Agility Check halts immediately and counts as moving.

### *Streams –*

Smaller waterways generally cause a movement penalty to cross, and they can cause difficulties for mounted units and vehicles. *Examples include some rivers, streams, creeks, and washes.* The rules will use the term stream for these smaller waterways.

#### Height

Streams are typically height zero.

#### Movement Effect

Any unit that makes any portion of their move crossing a stream reduces their move distance by half.

Weapon, gun, and vehicle units must pass an Agility Check to enter a stream. A unit failing an Agility Check will halt at the edge and may move no further.

#### Close Combat Effect

A unit assaulting while in a stream receives a -1 on their Assault checks.

## Tall Obstacles –

Tall obstacles generally cause a movement penalty to cross, and they can cause difficulties for mounted units and vehicles. *Examples include substantial hedges or walls, rows of vines and certain types of fortifications.*

### Height

Tall obstacles may be height ½ (such as most hedges and walls), height 1 (tall hedges and walls) or height 2 (very tall walls, some fortifications).

### Movement Effect

Infantry and Mounted units crossing a tall obstacle reduce their movement by the vertical distance up and down, measured to the nearest inch. If they do not have enough movement to clear a tall obstacle they must stop when they reach it.

Weapon and gun units must pass an Agility Check to cross a tall obstacle. A unit failing an Agility Check halts in contact with the obstacle. Weapon and gun units that pass an Agility Check are placed on the other side of the tall obstacle, having used their entire move. Gun units may not cross an obstacle with a height greater than ½, and weapon units may not cross an obstacle with a height greater than 1.

Mounted and vehicle units must pass an Agility Check to cross a tall obstacle. A unit failing an Agility Check halts in contact with the obstacle. Mounted and vehicle units are placed on the other side of the obstacle, and they may continue their movement if they have any distance remaining. Mounted units may not cross an obstacle with a height greater than ½, and vehicle units may not cross an obstacle with a height greater than 1.

### Close Combat Effect

Tall obstacles are tight quarters for close combat. A unit assaulting across a tall obstacle receives a -1 on their Assault check, in the first round of assault only.

### Special Case: Wooden Fence

A light wooden fence provides no concealment, and acts as an obstacle only for infantry, mounted, weapon and gun units, plus wheeled vehicles. A vehicle successfully crossing a section of wooden fence removes that section.

## Trails –

Any thoroughfare without a relatively smooth and level surface is treated as a trail in Storm of Fire.

### Movement Effect

Trails negate any terrain penalties for units moving along them. They also allow units making a Double Time action entirely along a trail to add 2" to their move. Units in Linear order must be in march column alignment to gain this benefit.

## Trench Lines –

Certain missions may allow trench lines for either or both sides.

### Height

Trench Lines have a height of ½.

### Movement Effect

Non-vehicle units entering or exiting trench lines reduce their movement by 2". Trench lines are impassable to wheeled vehicles but may be crossed but not entered by tracked vehicles, requiring an Agility Check to do so.

### Shooting Effect

Trench lines provide both concealment and protection to models within them. In addition, units in trench lines are not affected by the beaten zone rule.

### Close Combat Effect

Trench lines are tight quarters for close combat.

### Command Distance Effect

Influence distance is unlimited along trench lines, unless blocked by enemy.

### Barrage Benefit

All trench lines have dugouts.

A trench line feature has an overhead protection value of 1.



### *Vineyards –*

Vineyards were common on several fronts during the Great War.

#### Height

Vineyards are typically height one.

#### Movement Effect

Gun, weapon and any infantry units in close or linear order reduce their move by 2" when traversing a vineyard in any direction. Infantry units in loose order reduce their move by 1" when traversing vineyards across the trellis lines.

#### Shooting Effect

Vineyards provide concealment to models within them.

#### Close Combat Effect

Vineyards are tight quarters for close combat.

### *Waterways / Deep Rivers –*

Large, deep rivers and other larger bodies of water are typically impassable terrain. The rules will use the term deep river for these more significant waterways.

#### Height

Deep rivers are typically height zero.

#### Movement Effect

Deep rivers are impassable to all units, unless they have a special rule (amphibious), or they are using special equipment (such as assault boats).

#### Close Combat Effect

A unit assaulting while in a deep river receives a -2 on their Assault checks.

### *Wire –*

The use of wire entanglements to slow enemy advances was a common feature on Great War battlefields. In areas with stagnant front lines, wire would quickly be strung by both sides.

Wire is represented in the game by wire sections, each 6" long by 1" wide. Each section should have one or more strands of wire.

#### Height

Wire sections have a height of ½.

#### Movement Effect

Wire is impassable to weapon and gun units, and wheeled vehicles. Infantry and mounted units must halt their move when they contact a wire section. An infantry unit starting in contact with one or more Wire sections may cross them by using a Double Time action and making a Skill check for each figure attempting to cross. Successful figures are placed on the other side of the wire.

Non-wheeled vehicles may cross a Wire section as part of their movement, requiring an Agility Check with a +1 modifier to do so.

#### Close Combat Effect

A unit assaulting across a wire section receives a -2 on their Assault checks.

#### Gapping Wire Sections

A wire section crossed by a vehicle is removed from play. Pioneer units may remove a wire section through an engineering action. Any gun unit with the support artillery rule may remove a wire section it successfully bombards with non-shrapnel ammunition.

## Woods –

Areas of woods were common on many battlefields of the Great War. Some wooded areas contained old growth forest, and they were particularly tall.

### Height

Woods are non-elevating terrain with a height of 2. Old growth forest is treated as woods with a height of 3.

### Movement Effect

Units that make any portion of their move in woods reduce their move distance by 1", to a minimum move of 1". Mounted, gun and vehicle units must pass an Agility Check to enter / move through woods. A unit failing an Agility Check halts at the edge of the terrain, or they remain in place if already in it.

### Shooting Effect

Woods provide concealment to models within them or targeted through more than 2" of woods. Visibility through woods is limited to a maximum of 6".

### Close Combat Effect

Woods are tight quarters for close combat.

## Wrecks –

Vehicles that are destroyed become wrecks.

### Height

Wrecks are terrain with a height of 1.

### Movement Effect

Mounted, gun and vehicle units must pass an Agility Check to move through a wreck. A unit failing an Agility Check halts at the edge of the wreck, or they remain in place if already in it.

### Shooting Effect

Wrecks do not affect visibility, but they provide concealment and protection to models when the line of fire targeting them passes through a wreck.

# BUILDINGS

## Buildings in Storm of Fire:

Buildings are terrain, but they require a few extra rules. Buildings on our battlefields will vary in size and shape, and they create different tactical challenges to open terrain.

Buildings are elevating terrain, and have a height as follows:

- Buildings with one story are height 1.
- Buildings with two stories are height 2.
- Buildings with three or more stories are height 3.

Buildings may be defined as intact or ruined. Ruined buildings are treated similarly to intact buildings, except as noted below.

## *Buildings and Movement –*

To enter or leave a building requires a full move action, or an assault action (if the building is enemy occupied).

### Building Unit Capacity

Players should define the capacity of each building on the tabletop prior to playing a mission. A good average capacity for a standard size 28mm European residential building is up to 1 infantry unit and 1 weapon unit. If you are in doubt, use the building footprint compared to the footprint (cumulative stand sizes) of the unit(s) who want to occupy the building.

### Entering an Intact Building

Intact buildings may only be entered by infantry and weapon units. A unit may not enter a building if it exceeds the building's capacity. Mounted units may not enter an intact building.

A unit may enter an unoccupied intact building as an action if it is adjacent to an opening (ground floor door or window). If the unit does not begin its activation adjacent to an opening, it may use a Maneuver action to move into such a position, and then a second action to enter the building.

A unit may only enter an enemy occupied building via an assault.

### Entering a Ruined Building

Ruined buildings may only be entered by infantry units, weapon units and gun units. A unit may not enter a building if it exceeds the building's capacity. Mounted units may not enter a ruined building.

A unit may enter an unoccupied ruined building as an action if it is adjacent to any edge of the ruined building. If the unit does not begin its activation adjacent to the building, it may use a Maneuver action to move into such a position, and then a second action to enter the building. Weapon and gun units must pass an Agility Check to move into or out of a ruined building.

A unit may only enter an enemy occupied building via an assault.

### Exiting a Building

A unit may exit a building by taking an action to leave. Place the exiting unit's models within one inch of the building.

## *Buildings and Formation –*

Units occupying a building are always treated as being in loose order. When exiting a building, a unit may be deployed in any order it is allowed.

## *Buildings and Shooting –*

Units occupying a building may be shot at by any unit that can see the building.

### Concealment and Protection

Buildings provide both concealment and protection to models within them. In addition, units in an intact building are not affected by the beaten zone rule.

### Fixed Weapons in a Building

If a weapon unit with the fixed rule is deployed in a building, it must specify which opening it is deployed in. Its firing arc is calculated from that opening. Such a unit may redeploy within the building to another opening, but it requires a Double Time action to do so.

### Shooting From an Intact Building

A unit occupying an intact building may fire from it, with up to one figure in the occupying unit firing from each opening (door or window). Figures shooting from an intact building have an arc of fire 180 degrees from the facing of the opening.

### Shooting From a Ruined Building

A unit occupying a ruined building may fire from it, with no restriction on the number of figures firing and measuring line of sight and range from any edge of the building.

### Buildings and Suppression

The downside of having multiple units in a building is that all the building's occupants are affected by fire targeting the building.

If a building containing more than one unit is targeted by fire, each of the units within the building will receive suppression markers, based on the total number of hits on any unit in the building.

### Loopholed Buildings

In some missions a building may have been prepared for defense and be classed as loopholed. A loopholed building allows any of the occupying figures to shoot from the building in any direction.

### Firing at Unoccupied Buildings

Units did not have ammunition to waste on empty buildings, so units may not normally fire at unoccupied buildings.

### Barrage Benefit

A building with dugouts has an overhead protection value of 1.

## ***Buildings – Close Combat:***

To assault a building, a unit's assault move must contact the building.

### Close Combat Modifiers

All buildings are tight quarters for close combat. A unit assaulting into an intact building receives a -2 on their Assault checks. A unit assaulting into a ruined building receives a -1 on their Assault checks.

## ***Damage to Buildings –***

Buildings may be damaged or destroyed by shooting.

### Building Resiliency

Each building will have a resiliency number. These should be agreed prior to starting a game. Some typical examples are listed below, and additional details can be found in the era and campaign supplements to these rules.

<b>STRUCTURE RESILIENCY TABLE</b>	
Type of Structure	Resiliency
Rural building, wooden	3
Urban building, concrete & steel	6

### Destroying Intact Buildings

If enough heavy firepower is targeted at an intact building it may collapse, causing great discomfort to any units within.

A firing weapon with a blast of d6+1 or greater has a chance to damage a building that it is targeting. For each hit from such a weapon on a unit within a building, the firing player rolls again, and on a 6 inflicts d3 hits on the building structure.

When the hits on an intact building structure exceed its resiliency, the building collapses and becomes a ruined building. Each unit within the building receives 2 additional suppression markers and takes 2d6 hits with lethality 3+. Any units within 6" of the building also receive 1 additional suppression marker and take d6 hits with lethality 3+.

### Destroying Ruined Buildings

When the hits on a ruined building structure exceed its resiliency, the ruin collapses and is replaced with rubble, becoming a levelled building. Any units within the ruined building receive one additional suppression marker.

### Other Buildings in Storm of Fire:

Aside from relatively intact and ruined (partially intact) buildings, battlefields can feature either insubstantial or levelled buildings.

### *Insubstantial Buildings:*

In certain areas, buildings may not be substantial enough to provide cover and close combat advantages. Other areas will feature poorly constructed and insubstantial buildings. This should be agreed between players before the game, additional details will be provided in the theater and battle specific terrain rules provided in the supplements to these rules.

Insubstantial buildings are treated as rough ground with height  $\frac{1}{2}$ . They provide concealment but not protection to units occupying them or shot at through them.

### *Levelled Buildings:*

After heavy combat and shelling, buildings may be completely ruined and replaced by piles of rubble. Buildings should be designated as levelled prior to commencing the mission and represented by a suitable model on the table.

Levelled buildings are treated as rough ground with height  $\frac{1}{2}$ . They provide both concealment and protection to units occupying them or shot at through them.

### Barrage Benefit

A levelled building may be designated in a mission as having dugouts.

A unit entirely within a levelled building with dugouts that is Taking a Shelter action reduces the lethality of barrage attacks by 1 and reduces the number of suppression markers it receives from a barrage attack by 1.

# GREAT WAR WEAPONS

## WEAPON SPECIAL RULES

### Accelerated Fire:

The weapon can fire more quickly, with a loss in accuracy.

**Accelerated Fire (AF):** The weapon may increase its stationary direct fire ROF by 1, with an additional -1 to its accuracy checks.

### Added Crew:

The weapon has extra crew to increase mobility.

**Added Crew:** The weapon's movement ratings reflect a large crew. Reduce the weapon's Double Time move by 2" and increase its Cross number by one once more than 2 crew figures are casualties.

### Anti-Aircraft:

The weapon is mounted to allow it to be elevated to fire at aircraft.

**Anti-Aircraft:** The weapon may conduct anti-aircraft fire.

### Arc:

The weapon is mounted on a vehicle with a limited field of fire.

**Arc:** The weapon has its field of fire limited to 180 degrees on that vehicle's side.

### Assault:

The weapon is useful in close firing and combat.

**Assault:** Models using this weapon receive a +1 on their Assault checks.

### Bangalore Torpedoes:

An officer of the British Indian Army invented this device in 1912, and it was used extensively during the Great War and beyond.

**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 (rounding up) 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, with LETH 4+. Any successes also create a 1" by 6" smoke section, centered on the aiming point. A unit taking a special action with this weapon counts as having Hit the Dirt.

### Beaten Zone:

An automatic weapon that has a very high rate of fire makes it very difficult for enemy units to remain in its beaten fire zone.

**Beaten Zone:** the weapon team projects a beaten zone, which affects any enemy units that the weapon can draw a line of fire to out to its maximum range. The beaten zone will inflict additional suppression on enemy units during the Start Phase.

A weapon unit with excess suppression, or a weapon that is jammed, does not project a beaten zone.

### Black Powder:

The weapon does not use smokeless powder.

**Black Powder:** The weapon receives an additional -1 to its accuracy checks if it fired the previous turn.

### Brutal:

The weapon is extremely lethal.

**Brutal:** The weapon does not create wound markers, but instead directly remove models for the damage inflicted.

### Bulky:

Some weapons can slow maneuver.

**Bulky:** The unit reduces its movement by 1".

### Burst:

The weapon is very effective against close targets.

**Burst:** +1 to Accuracy checks if the target is within 4".

### Close Fighting Weapon:

Special melee weapons could provide an edge in close combat. Great War examples include sharpened entrenchment tools, long knives, etc.

**Close Fighting Weapon:** a figure armed with these weapons receives a +1 to their Assault checks.

### Crew (Number):

Many weapons and gun units require a minimum number of crew models to operate at full effect. Crew models must either be mounted on the same base or in base-to-base contact with the gunner or weapon. The gunner counts as one crew model.

**Crew (#):** The weapon requires a minimum number of crew models to fire at full effect. If the available crew is below the required number, the weapon gains a -1 modifier to its Accuracy and Ranging In checks.

### Cumbersome:

Some weapons are very difficult to maneuver.

**Cumbersome:** The unit moves at half the normal rate for its type.

### Dog Cart:

Some nations used large dogs to haul weapon limbers, giving them added mobility.

**Dog Cart:** the weapon's Double Time move is increased by 4".

### Erratic:

Some weapons can be a danger to the user as well as the target.

**Erratic:** the weapon explodes prematurely if the user rolls a 1 when making an Accuracy check or Range-In Check. Immediately add a wound to the firing unit.

### Extended Charges:

Improvised solutions to gapping wire were common before more formal solutions were available. An extended charge was an arrangement of grenades on a board, dangerous but potentially effective against wire.

**Extended Charges:** a unit equipped with these weapons may deploy and activate them using a special action. The unit may target a single enemy unit or wire section within 6". For every 4 figures in the unit an extended charge attack may be made. Each attack succeeds on a skill check, and each success destroys a wire or mine section or inflicts a d6 blast or a +3 PEN hit on an enemy unit, with LETH 4+. Any roll of 1 on a skill check inflicts 2 wounds on the using unit.



### Fixed:

Some weapon and gun units are limited in their arc of fire. Turntable mounted weapons will not have the **fixed** attribute.

**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.

### Flamethrower:

Portable flamethrowers were introduced during the Great War and have been utilized since. Infantry flamethrowers should have a crew of 2 figures, mounted together on a base.

**Flamethrower:** ignores the effects of Hit the Dirt actions, concealment, and protection on accuracy and lethality checks. Fuel is exhausted on a roll of 1 after each use – remove the team or projector. Units with a flamethrower weapon suffer a +1 to opposing Lethality and PEN checks. Both figures of a FT team are removed if one becomes a casualty.

### Grenade:

Grenades started the century as a relatively rare, specialist weapon. By the middle of the Great War, they were in common use.

**Grenade:** a maximum of ½ of the models in the unit that are eligible to shoot may throw grenades instead of other shooting. Thrown grenades hit vehicle top armor and have a PEN of zero, and they ignore the effects of protection for resolving damage. Grenades may not be used in closing fire, but they may be used with their full PEN value in close combat with enemy vehicles. Accuracy checks with grenades may never be re-rolled.

### Grenade Bundle:

As grenades became more common, certain specialist units may be equipped with bundles of grenades.

**Grenade Bundle:** any of the models in the unit that are eligible to shoot may throw grenade bundles instead of other shooting. Thrown Grenade bundles hit vehicle side armor and utilize their full PEN value, and they ignore the effects of protection for resolving damage. Grenade bundles may not be used in closing fire, but they may be used with their full PEN value in close combat with enemy vehicles. Accuracy checks with grenade bundles may never be re-rolled.

### Gun Shield:

Weapons could be equipped with a gun shield, which provided some protection to the crew from fire to the front.

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

### Handy:

Long and heavy weapons are difficult to use within tight spaces.

**Handy:** the weapon ignores the minus for fighting in tight quarters.

### Inaccurate:

Some weapons were notoriously inaccurate.

**Inaccurate:** the weapon has a -1 penalty when making a Range-In Check.

### Indirect / Indirect Only:

Some weapons are capable of firing indirectly as an alternative to direct fire, and some are only capable of firing indirectly.

**Indirect:** the weapon may perform indirect fire.

**Indirect Only:** the weapon may only perform indirect fire.

### Jams:

The weapon is prone to jamming or overheating. Mark a jammed weapon's figure(s) with a malfunction marker.

**Jams:** if the weapon has two or more Accuracy check dice with the same result, the weapon has jammed. It takes the unit an action to clear a jam before the weapon may fire in the next turn.

### Lance:

The lance was still an effective weapon at the beginning of the century, adding impetus to mounted cavalry charges.

**Lance:** a mounted figure armed with this weapon may re-roll failed assault checks in the first round of close combat if it made an Assault move. A figure using a lance may not use another weapon in close combat.

### Lever-Action:

Lever-action guns had a rapid rate of fire, but were difficult to use when prone and difficult keep operational by lesser trained troops.

**Lever-Action:** if a figure with this weapon Hits the Dirt, the weapon jams.

### Limber:

More mobile artillery units, like horse artillery, utilized limbers to increase the maneuverability of their guns.

**Limber:** the model may rotate and shoot with its full rate of fire, suffering an additional -1 to hit.

### Loader:

Some infantry weapons require a loader to fire at full effect. The model acting as a loader must be in base-to-base contact with the model carrying the weapon and may not otherwise shoot.

**Loader:** requires both a gunner and loader model to fire at full effect. If no loader is available, the weapon shoots at its moving ROF.

### Low Velocity:

The weapon has a low velocity compared to similar weapons.

**Low Velocity:** the weapon rolls 2d6 when rolling for penetration and uses the lowest score.

### Managed Fire:

Some infantry weapons can reduce the risk of overheating by using a loader.

**Managed Fire:** if the weapon has both a gunner and a loader it does not have to check for jamming. The model acting as a loader must be in base-to-base contact with the model carrying the weapon and may not otherwise shoot. If the weapon is fired by a single figure it has the Jam rule.

### Mule Team:

The unit has a mule team assigned to assist in the movement of their weapon.

**Mule Team:** the unit ignores steep slope movement penalties. The unit adds +1" to its Double time movement.

### Muzzle Loader:

Older artillery guns were loaded through the muzzle, slowing their rate of fire.

**Muzzle Loader (ML):** The weapon requires a Sustained Fire action to fire, but it does not benefit from the Sustained Fire modifier.

### No HE:

Some weapons did not have access to an effective HE round and were used primarily against armored targets.

**No HE:** The weapon receives a -1 to hit anything but armored vehicles.

### Overhead (OH) Fire:

The weapon is designed to fire over intervening friends.

**Overhead Fire:** the weapon may shoot regardless of friends in the way.

### Pedersen Device:

A US modification that allowed a Springfield rifle to fire pistol ammunition at short ranges.

**Pedersen Device:** the weapon may fire either as a BA rifle or as an SMG.

### Quick Firing:

The weapon has a very rapid rate of fire for its type.

**Quick Firing:** The weapon may re-roll missed Accuracy checks when shooting direct fire.

### Rapid Fire:

The weapon can increase its fire effectiveness at short ranges.

**Rapid Fire:** the weapon has a ROF 1 for every 2 models (rounded up). The ROF is increased to 1 if their target is within 4".

### Rifle Grenade:

As grenades became more ubiquitous, improved ways of delivering them were also developed. The rifle grenade launcher, developed and utilized in different forms during the Great War, provided for the delivery of grenades at longer ranges.

**Rifle Grenade:** a figure equipped with a rifle grenade launcher may fire either as their normal weapon, or the launcher. Rifle grenades use their PEN value when fired against AFVs, and they ignore the effects of protection for resolving damage. Accuracy checks with rifle grenades may never be re-rolled.

### Sabre:

Sabres provided added capability in close combat for mounted units.

**Sabre:** a mounted figure armed with this weapon receives a +1 to their Assault checks in the first round of close combat if it made an Assault move.

### Salvo:

The weapon has a large area of effect. Units near the target unit will also be hit by the blast. This includes friendly units (friendly fire).

**Salvo:** If the weapon scores one or more hits on a target, any units with a model that is within 6" of a model of the original target unit will also receive d3 hits.

### Scythe:

The weapon's high rate of fire has increased lethality among closely packed targets.

**Scythe:** add 1 to Lethality checks if the weapon targets a unit that is mounted, or one in close or linear order.

### Shrapnel:

Modern high explosive shells were in their infancy at the beginning of the Great War, and most artillery relied extensively on shrapnel rounds. Shrapnel is very effective against mass targets in the open, but less so against those in protection.

**Shrapnel:** Blast increases to 2d6 against targets in close or linear order, and Lethality reduces to 6+ against targets in protection.

### Shotgun:

Military shotguns were rare due to their limited range, but in trench fighting they proved very effective. They were also thought to provide some defense against thrown grenades.

**Shotgun:** If targeted by thrown grenades, the unit rolls 1d6 per shotgun equipped figure. For each 6, it negates one successful Accuracy check.

### Single Shot:

The weapon must be reloaded after every shot.

**Single Shot:** the weapon has a ROF 1 for every 3 models (rounded up).

## Slow Firing:

The weapon is difficult to fire and reload when moving.

**Slow Firing:** weapon has an additional -1 to hit if it moved during this activation.

## Slow Loading:

Older single shot small arms used primitive loading processes, slowing their rate of fire.

**Slow Loading:** the weapon has a ROF 1 for every 3 models (rounded up). It also receives a -1 to all Accuracy checks.

## Smoke:

The weapon is designed to fire smoke rounds.

**Smoke:** the weapon may fire smoke ammunition.

## Smoke Grenades:

The Great War saw the first use of dedicated smoke grenades.

**Smoke Grenades:** a unit utilizing smoke grenades when making an assault gives a -1 to hit for enemy closing fire. A unit equipped with smoke grenades may only use them once per mission.

## Sniper Rifle:

Snipers were common on the battlefield throughout the 20<sup>th</sup> century. The equipment available improved as the century progressed.

**Sniper Rifle:** the weapon ignores concealment for Accuracy checks and protection for Lethality checks. If a successful Lethality check is rolled, the firing player may designate a model in the target unit to remove. If the target is a character, a second Lethality check is required to remove the model. If no spotter model is available, the weapon gains a -1 modifier to its Accuracy checks.

## Suppression:

The weapon is very good at suppressing soft targets.

**Suppression:** hits on a non-armored vehicle target cause an additional suppression marker.

## Sword:

Swords were used as both a weapon and a symbol of authority by officers but made them marked targets on the battlefield.

**Sword:** an Officer armed with this weapon receives a +1 to their Assault checks in the first round of close combat if it made an Assault move. An Officer with a sword also receives a bonus when making an Inspired Advance. Sniper rifles targeting the Officer's unit receive a +1 to their Accuracy checks.

## Trajectory:

The weapon has the elevation to conduct direct fire over friendly troops who are not too close.

**Trajectory:** the weapon may draw a line of fire over intervening friendly units which are over 8" from both the weapon and the target.

## Unbalanced:

The weapon has a magazine with a center of gravity that changes after every shot. This also includes weapons with magazines that were slow to load.

**Unbalanced:** a unit equipped with this weapon rounds down when calculating the number of shots it receives, to a minimum of one.

## VB:

The French VB Rifle Grenade was the best rifle grenade of the war.

**VB:** the weapon may re-roll Accuracy check results of 1. This is an exception to rifle grenades not having access to re-rolls.

## Weak Spots:

The effectiveness of some weapons was enhanced by knowledge of the weak spots on enemy armored vehicles.

**Weak Spots:** the weapon treats any rolls of 6 on an Accuracy check as hits with a PEN of +2.

# WEAPON CHARTS

## Infantry Weapon Chart:

Weapon	Range (Inches)	ROF Halt	ROF Move	PEN	LETH	BLAST	Special
Pistol	6"	RF	RF	-	5+		Assault
Semi-Auto (SA) Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action (BA) Carbine	18"	RF	RF*	-	5+		Handy
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Single Shot (SS) Rifle	24"	SS	SS*	-	5+		
Lebel, Ross or LMLE Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action (BA) Rifle	24"	RF	RF*	-	5+		
Rifle Grenade (E)	6-18"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Rifle Grenade (L)	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
VB Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression, VB
Submachine Gun	9"	1	1	-	5+		Assault, Burst
Browning Auto Rifle	30"	2	2	-	5+		Scythe
Madsen Automatic	30"	3	2	-	5+		Loader, Scythe
Fedorov Avtomat	12"	2	2	-	5+		Jams, Managed Fire
FA17 Automatic	24"	1	1*	-	5+		
Winchester 7.62mm	24"	1	1*	-	5+		Lever-Action
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
MG08/15	36"	4	1	-	5+		Bulky, Loader, Scythe
MG08/18	36"	3	2	-	5+		Loader, Scythe
Chauchat LMG	30"	3	2	-	5+		Jams, Loader, Scythe
Hotchkiss Mk I LMG	36"	3	2	-	5+		Loader, Scythe
Grenade	6"	G	G	+2	4+		Grenade, Suppression
Improvised Grenade	6"	G	G	+2	4+		Grenade, Improvised, Suppression
Grenade Bundle	4"	1	1	+3	3+	d3	Grenade bundle, Suppression
Sniper Rifle	36"	1	-	-	3+		Sniper Rifle, Suppression
Flammenwerfer	6"	d6	d6	+3	3+		Bulky, Flamethrower, Loader, Suppression
Sabre	CC	-	-	-	-	-	+1 to Assault checks when charging mtd
Sword	CC	-	-	-	-	-	+1 to Assault checks when charging foot
Close Fighting Weapon (CFW)	CC	-	-	-	-	-	+1 to Assault checks
Lance	CC	-	-	-	-	-	May re-roll misses when charging

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

## Vehicle Weapon Chart:

Weapon	Range (Inches)	ROF Halt	ROF Move	PEN	LETH	BLAST	Special
5.7cm Kanone	36"	2	1*	+5	4+	d3	Arc
OQF 6-pdr 1916	36"	2	1*	+5	4+	d3	Arc
7.5cm Schneider	30"	1	1*	+4	4+	d6	Arc
7.5cm St Chamond	36"	2	1*	+7	3+	d6	Arc
37mm SA18	24"	2	1*	+4	4+	d3	
76.2mm m1909	24"	1	1*	+5	3+	d3	
65mm L17	36"	1	1*	+3	4+	d6	
37mm QF	24"	2	1	+3	4+	d3	
76.2mm m1909	24"	1	1*	+5	3+	d3	
Improvised AC Gun	24"	1	1*	+5	4+	d3	
47mm QF Hotchkiss	24"	2	1*	+5	4+	d3	Anti-Aircraft
40mm Pom-Pom	24"	2	1	+4	4+	d3	
3-pdr	24"	2	1*	+5	4+	d3	
37mm m1897	24"	1	1*	+5	4+	d3	
Vehicle Twin MG	24"	6	4	W	5+		Scythe, Suppression
Vehicle MG	24"	3	2	W	5+		Scythe, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

## Weapon Chart (Imperial Germany Weapon and Gun Units):

Weapon	Range (Inches)	ROF Halt	ROF Move	PEN	LETH	BLAST	CREW	Special
<b>MG08 MG</b>	36"	6	2	-	4+			Beaten Zone, Fixed, Scythe, Suppression
Firing AP Ammo	36"	4	1	+2	5+		2	
Indirect Fire	12-48"	1	-	-	5+	d3		
<b>Alpine MG08 MG</b>	36"	6	2	-	4+			Beaten Zone, Fixed, Scythe, Suppression
Firing AP Ammo	36"	4	1	+2	5+		2	
Indirect Fire	12-48"	1	-	-	5+	d3		
<b>Granatenwerfer</b>	24"	1	1*	+2	4+	d3	2	Grenade, OH Fire, Suppression
<b>7.5cm Minenwerfer</b>	12-48"	1	-	+3	4+	d6	2	Fixed, Indirect Only, Smoke, Suppression
<b>17cm Minenwerfer</b>	12-48"	1	-	+4	3+	2d6	3	Fixed, Indirect Only, Salvo, Suppression
<b>1.3cm AT Rifle</b>	24"	1	1*	+3	5+			No HE
<b>3.7cm TAK AT Gun</b>	30"	2	1*	+4	5+		2	Fixed, No HE
<b>3.7cm Krupp Trench</b>	30"	2	1*	+2	5+	d3	2	Fixed, Gun Shield
<b>7.7cm L27 Nahkampf (Close Support)</b>	36"	2	1	+6	3+	d6	3	Added Crew, Fixed, Gun Shield, Scythe, Suppression, Trajectory
<b>7.5cm GebK 13 Mtn Gun</b>	48"	2	1	+3	4+	d6	3	Fixed, Gun Shield, Pack Animal, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	4+	d6		Indirect, Shrapnel, Suppression
Indirect: HE#	24-54"	1	-	+2	5+	d6		Indirect, Suppression
<b>7.5cm Skoda m15 IG</b>	48"	1	1*	+3	3+	d6	3	Fixed, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-60"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-60"	1	-	+2	4+	d6+1		Indirect, Suppression
<b>7.62cm L16.5 Inf Gun</b>	30"	1	1*	+3	3+	d6	3	Fixed, Gun Shield, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-48"	1	-	-	3+	d6		Indirect, Shrapnel, Suppression
Indirect: HE#	24-48"	1	-	+2	4+	d6		Indirect, Suppression
<b>9cm C/73 Field Gun</b>	48"	1	1*	+6	3+	d6	3	Fixed, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
<b>7.7cm FK96 Field Gun</b>	48"	2	1	+6	3+	d6	3	Fixed, Gun Shield, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-54"	1	-	+2	4+	d6+1		Indirect, Suppression
<b>7.7cm FK16 Field Gun</b>	48"	2	1	+7	3+	d6	3	Fixed, Gun Shield, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-72"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-72"	1	-	+2	4+	d6+1		Indirect, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing



## Weapon Chart (United States Weapon and Gun Units):

Weapon	Range (Inches)	ROF Halt	ROF Move	PEN	LETH	BLAST	CREW	Special
<b>Colt Vickers MG</b> Indirect Fire	36" 12-48"	6 1	2 -	- -	4+ 5+	d3	2	Beaten Zone, Fixed, Scythe, Suppression Indirect, Suppression
<b>Hotchkiss MG</b> Indirect Fire	36" 12-48"	5 1	2 -	- -	4+ 5+	d3	2	Beaten Zone, Fixed, Scythe, Suppression Indirect, Suppression
<b>Browning MG</b> Indirect Fire	36" 12-48"	6 1	2 -	- -	4+ 5+	d3	2	Beaten Zone, Fixed, Scythe, Suppression Indirect, Suppression
<b>Stokes Mortar</b>	12-36"	1	-	+2	4+	d6	2	Fixed, Indirect Only, Smoke, Suppression
<b>58mm Type 2 Trench Mortar</b>	12-48"	1	-	+3	3+	2d6	2	Fixed, Indirect Only, Salvo, Smoke, Suppression
<b>37mm M1916 Gun</b>	30"	2	1	+3	4+	d3	2	Fixed
<b>OQF 18-pdr Mk II</b> Indirect: Shrapnel Indirect: HE	48" 24-54" 24-54"	2 1 1	1 - -	+7 - +2	3+ 3+ 4+	d6 d6+1 d6+1	3	Fixed, Gun Shield, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression
<b>75mm mle1897 Gun</b> Indirect: Shrapnel Indirect: HE	54" 24-84" 24-84"	2 1 1	1 - -	+7 - +2	3+ 3+ 4+	d6 d6+1 d6+1	3	Fixed, Gun Shield, Quick Firing, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

## Weapon Chart (French Empire Weapon and Gun Units):

Weapon	Range (Inches)	ROF Halt	ROF Move	PEN	LETH	BLAST	CREW	Special
<b>St Etienne MG</b> Indirect Fire	36" 12-48"	5 1	2 -	- -	4+ 5+	 d3	2	Beaten Zone, Fixed, Jams, Scythe, Suppression Indirect, Suppression
<b>Hotchkiss MG</b> Indirect Fire	36" 12-48"	5 1	2 -	- -	4+ 5+	 d3	2	Beaten Zone, Crew 2, Fixed, Scythe, Indirect, Suppression
<b>58mm Type 1 Trench</b>	12-24"	1	-	+2	4+	d6	2	Fixed, Indirect Only, Suppression
<b>58mm Type 1bis Trench Mortar</b>	12-36"	1	-	+2	4+	d6	2	Fixed, Indirect Only, Smoke, Suppression
<b>58mm Type 2 Trench Mortar</b>	12-48"	1	-	+3	3+	2d6	2	Fixed, Indirect Only, Salvo, Smoke, Suppression
<b>Stokes Mortar</b>	12-36"	1	-	+2	4+	d6	2	Fixed, Indirect Only, Smoke, Suppression
<b>37mm M1916 Gun</b>	30"	2	1	+3	4+	d3	2	Fixed
<b>47mm / 3-pdr Gun</b>	30"	2	1	+5	4+	d3	2	Anti-aircraft, Fixed
<b>65mm Mtn m1906 Gun</b>	48"	2	1	+2	3+	d6	3	Fixed, Pack Animal, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-54"	1	-	+2	4+	d6+1		Indirect, Suppression
<b>75mm MLE1897 Gun</b>	54"	2	1	+7	3+	d6	3	Fixed, Gun Shield, Quick Firing, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-84"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-84"	1	-	+2	4+	d6+1		Indirect, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

## Weapon Chart (British Empire Weapon and Gun Units):

Weapon	Range (Inches)	ROF Halt	ROF Move	PEN	LETH	BLAST	CREW	Special
<b>Maxim MG</b>	36"	6	2	-	4+		3	Beaten Zone, Fixed, Scythe, Suppression
<b>Vickers MG</b>	36"	6	2	-	4+		2	Beaten Zone, Fixed, Scythe, Suppression
Indirect Fire	12-48"	1	-	-	5+	d3		Indirect, Suppression
<b>Trench Catapult</b>	6-16"	1	-	+1	4+	d6	2	Fixed, Indirect Only, Suppression
<b>Stokes Mortar</b>	12-36"	1	-	+2	4+	d6	2	Fixed, Indirect Only, Smoke, Suppression
<b>Toffee Apple Mortar</b>	12-36"	1	-	+3	3+	2d6	3	Fixed, Indirect Only, Salvo, Suppression
<b>47mm / 3-pdr Naval</b>	30"	2	1	+5	4+	d3	2	Fixed
<b>BL 10-pdr Mtn Gun</b>	30"	1	1*	+3	4+	d6	3	Fixed, Pack Animal, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-48"	1	-	-	4+	d6		Indirect, Shrapnel, Suppression
Indirect: HE#	24-48"	1	-	+2	5+	d6		Indirect, Suppression
<b>2.75" Mtn Gun</b>	36"	1AF	1*	+4	3+	d6	3	Fixed, Gun Shield, Pack Animal, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-48"	1	-	-	3+	d6		Indirect, Shrapnel, Suppression
Indirect: HE#	24-48"	1	-	+2	4+	d6		Indirect, Suppression
<b>3.7" Mtn Gun</b>	48"	2	1	+5	3+	d6	3	Fixed, Gun Shield, Pack Animal, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-54"	1	-	+2	4+	d6+1		Indirect, Suppression
<b>13-pdr Field Gun</b>	48"	2	1	+6	3+	d6	3	Fixed, Gun Shield, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-54"	1	-	+2	4+	d6+1		Indirect, Suppression
<b>18-pdr Mk II Field Gun</b>	48"	2	1	+7	3+	d6	3	Fixed, Gun Shield, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-54"	1	-	+2	4+	d6+1		Indirect, Suppression
<b>18-pdr Mk IV Field Gun</b>	48"	2	1	+7	3+	d6	3	Fixed, Gun Shield, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-72"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-72"	1	-	+2	4+	d6+1		Indirect, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

## Weapon Chart (Russian Empire Weapon and Gun Units):

Weapon	Range (Inches)	ROF Halt	ROF Move	PEN	LETH	BLAST	CREW	Special
<b>Putilov-Maxim MG</b>	36"	6	2	-	4+		3	Beaten Zone, Fixed, Gun Shield, Scythe,
<b>Colt M95 MG</b>	36"	4	2	-	4+		2	Beaten Zone, Fixed, Scythe, Suppression
<b>Likhonin Bomb Thrower</b>	6-24"	1	1*	+2	4+	d3	2	Suppression
<b>Likhonin 47mm Mortar</b>	6-24"	1	-	+2	4+	d3	2	Fixed, Indirect Only, Smoke, Suppression
<b>58mm Type 2 Trench Mortar</b>	12-48"	1	-	+3	3+	2d6	2	Fixed, Indirect Only, Salvo, Smoke, Suppression
<b>Stokes Mortar</b>	12-36"	1	-	+2	4+	d6	2	Fixed, Indirect Only, Smoke, Suppression
<b>9cm Type GR Mortar</b>	12-36"	1	-	+3	3+	d3+1	3	Fixed, Indirect Only, Salvo, Suppression
<b>37mm M1915 Gun</b>	30"	1	1*	+3	5+	d3	2	Fixed, Gun Shield
<b>37mm McClean Auto Cannon Mk3</b>	30"	3	1	+3	5+	d3	2	Black Powder, Fixed, Gun Shield
<b>76.2mm M1900 Field Gun</b>	48"	1AF	1*	+7	3+	d6	3	Fixed, Gun Shield, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-54"	1	-	+2	4+	d6+1		Indirect, Suppression
<b>76.2mm M1902 Field Gun</b>	48"	2	1	+7	3+	d6	3	Fixed, Gun Shield, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-72"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-72"	1	-	+2	4+	d6+1		Indirect, Suppression
<b>76.2mm M1909 Schneider Mtn</b>	48"	2	1	+4	3+	d6	3	Fixed, Gun Shield, Pack Animal, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-60"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-60"	1	-	+2	4+	d6+1		Indirect, Suppression
<b>76.2mm m1913 Inf Gun</b>	48"	2	1	+3	3+	d6	3	Fixed, Gun Shield, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
Indirect: HE#	24-54"	1	-	+2	4+	d6+1		Indirect, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

## Weapon Chart (Kingdom of Belgium Weapon and Gun Units):

Weapon	Range (Inches)	ROF Halt	ROF Move	PEN	LETH	BLAST	CREW	Special
<b>Maxim MG</b>	36"	6	2	-	4+		3	Beaten Zone, Fixed, Scythe, Suppression
<b>Hotchkiss MG</b>	36"	5	2	-	4+		2	Beaten Zone, Crew 2, Fixed, Scythe, Suppression
Indirect Fire	12-48"	1	-	-	5+	d3		Indirect, Suppression
<b>75mm Schneider m1915 Trench Mortar</b>	12-48"	1	-	+2	4+	d6	3	Fixed, Indirect Only, Suppression
<b>142mm Delattre Grenade Launcher</b>	24"	2	-	+2	4+	d3	2	Improvised, Salvo, Suppression
<b>Stokes Mortar</b>	12-36"	1	-	+2	4+	d6	2	Fixed, Indirect Only, Smoke, Suppression
<b>70mm Van Deuren m1915</b>	12-36"	1	-	+2	4+	d6	3	Fixed, Indirect Only, Suppression
<b>90mm Van Deuren m1916</b>	12-48"	1	-	+2	3+	d6+1	3	Fixed, Indirect Only, Salvo, Smoke, Suppression
<b>75mm m1903 Krupp Gun</b>	48"	1AF	1*	+6	3+	d6		Fixed, Gun Shield, Scythe, Suppression, Trajectory
Indirect: Shrapnel (1914)	24-54"	1	-	-	3+	d6+1	3	Indirect, Shrapnel, Suppression
Indirect: Shrapnel (1915-16)	24-48"	1	-	-	3+	d6+1		Indirect, Shrapnel, Suppression
<b>75mm MLE1897 Gun</b>	54"	2	1	+7	3+	d6		Fixed, Gun Shield, Quick Firing, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-84"	1	-	-	3+	d6+1	3	Indirect, Shrapnel, Suppression
Indirect: HE#	24-84"	1	-	+2	4+	d6+1		Indirect, Suppression

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## Weapon Chart (Kingdom of Italy Weapon and Gun Units):

Weapon	Range (Inches)	ROF Halt	ROF Move	PEN	LETH	BLAST	CREW	Special
<b>Fiat-Revelli MG</b> Indirect Fire	36" 12-48"	5 1	2 -	- -	4+ 5+	 d3	2	Beaten Zone, Fixed, Jams, Scythe, Suppression Indirect, Suppression
<b>Hotchkiss MG</b> Indirect Fire	36" 12-48"	5 1	2 -	- -	4+ 5+	 d3	2	Beaten Zone, Fixed, Scythe, Suppression Indirect, Suppression
<b>St Etienne MG</b> Indirect Fire	36" 12-48"	5 1	2 -	- -	4+ 5+	 d3	2	Beaten Zone, Fixed, Jams, Scythe, Suppression Indirect, Suppression
<b>58mm Type 1bis Trench Mortar</b>	12-36"	1	-	+2	4+	d6	2	Fixed, Indirect Only, Smoke, Suppression
<b>58mm Type 2 Trench Mortar</b>	12-48"	1	-	+3	3+	2d6	2	Fixed, Indirect Only, Salvo, Smoke, Suppression
<b>Stokes Mortar</b>	12-36"	1	-	+2	4+	d6	2	Fixed, Indirect Only, Smoke, Suppression
<b>3.7cm IG M15</b>	30"	2	1	+2	5+	d3	2	Fixed
<b>37mm M1916 Gun</b>	30"	2	1	+3	4+	d3	2	Fixed
<b>75/27 modello 06 (Krupp)</b> Indirect: Shrapnel Indirect: HE#	48" 24-54" 24-54"	1 1 1	1* - -	+6 - +2	3+ 3+ 4+	d6 d6+1 d6+1	3	Fixed, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression
<b>75/27 modello 12</b> Indirect: Shrapnel Indirect: HE#	48" 24-54" 24-54"	1 1 1	1* - -	+6 - +2	3+ 3+ 4+	d6 d6+1 d6+1	3	Fixed, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression
<b>75/27 modello 11 (Deport)</b> Indirect: Shrapnel Indirect: HE#	48" 24-72" 24-72"	1 1 1	1* - -	+6 - +2	3+ 3+ 4+	d6 d6+1 d6+1	3	Fixed, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression
<b>65/17 modello 13 Mtn</b> Indirect: Shrapnel Indirect: HE#	48" 24-54" 24-54"	1 1 1	1* - -	+3 - +2	4+ 4+ 5+	d6 d6 d6	3	Fixed, Pack Animal, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression
<b>70/15 modello 02 Mtn</b> Indirect: Shrapnel Indirect: HE#	48" 24-54" 24-54"	1AF 1 1	1* - -	+3 - +2	4+ 4+ 5+	d6 d6 d6	3	Fixed, Pack Animal, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression
<b>75mm MLE1897 Gun</b> Indirect: Shrapnel Indirect: HE#	54" 24-84" 24-84"	2 1 1	1 - -	+7 - +2	3+ 3+ 4+	d6 d6+1 d6+1	3	Fixed, Gun Shield, Quick Firing, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression

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## Weapon Chart (Austro-Hungarian Empire Weapon and Gun Units):

Weapon	Range (Inches)	ROF Halt	ROF Move	PEN	LETH	BLAST	CREW	Special
<b>Schwarzlose MG</b> Indirect Fire	36" 12-48"	6 1	2 -	- -	4+ 5+	 d3	2	Beaten Zone, Fixed, Scythe, Suppression Indirect, Suppression
<b>Granatenwerfer</b>	6-24"	1	1*	+2	4+	d3	2	Overhead Fire, Suppression
<b>9cm Minenwerfer M14</b>	12-36"	1	-	+2	4+	d3+1	2	Fixed, Indirect Only, Suppression
<b>9.15cm Minenwerfer Lanz</b>	12-36"	1	-	+2	4+	d3+1	2	Fixed, Indirect Only, Suppression
<b>9cm Minenwerfer M17</b>	12-48"	1	-	+2	4+	d6	3	Fixed, Indirect Only, Smoke, Suppression
<b>3.7cm IG M15</b>	30"	2	1	+2	5+	d3	2	Fixed
<b>9cm M75/96</b> Indirect: Shrapnel	48" 24-54"	1 1	1* -	+5 -	3+ 3+	d6 d6+1	3	Fixed, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression
<b>8cm M99</b> Indirect: Shrapnel Indirect: HE#	48" 24-60" 24-60"	1 1 1	1* - -	+6 - +2	3+ 3+ 4+	d6 d6+1 d6+1	3	Fixed, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression
<b>8cm FK M5</b> Indirect: Shrapnel Indirect: HE#	48" 24-60" 24-60"	1AF 1 1	1* - -	+6 - +2	3+ 3+ 4+	d6 d6+1 d6+1	3	Fixed, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression
<b>8cm FK M17</b> Indirect: Shrapnel Indirect: HE#	54" 24-84" 24-84"	1AF 1 1	1* - -	+7 - +2	3+ 3+ 4+	d6 d6+1 d6+1	3	Fixed, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression
<b>8cm FK M18</b> Indirect: Shrapnel Indirect: HE#	48" 24-72" 24-72"	1AF 1 1	1* - -	+7 - +2	3+ 3+ 4+	d6 d6+1 d6+1	3	Fixed, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression
<b>7.5cm Skoda M15 Mtn</b> Indirect: Shrapnel Indirect: HE#	48" 24-60" 24-60"	1 1 1	1* - -	+3 - +2	3+ 4+ 5+	d6 d6 d6	3	Fixed, Pack Animal, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression
<b>7 cm Gebirgs M 75</b> Indirect: Shrapnel Indirect: HE#	30" 24-48" 24-48"	1 1 1	1* - -	+2 - +2	4+ 4+ 5+	d6 d6 d6	3	Fixed, Pack Animal, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression
<b>7 cm Gebirgs M 99</b> Indirect: Shrapnel Indirect: HE#	36" 24-48" 24-48"	1 1 1	1* - -	+2 - +2	4+ 4+ 5+	d6 d6 d6	3	Fixed, Pack Animal, Scythe, Suppression, Trajectory Indirect, Shrapnel, Suppression Indirect, Suppression

AF = Accelerated Fire

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# GREAT WAR VEHICLES

## VEHICLE SPECIAL RULES

### Defensive Machine Guns (x):

Tanks armed with lots of machine guns covering their perimeter are more effective in close combat with infantry. Examples include Great War tanks and vehicles with turret and hull rear MGs.

**Defensive Machine Guns (x):** the vehicle receives a total of (x) attacks in close combat.

### Dismountable:

Some vehicles carry weapons and crew that can deploy outside the vehicle as a weapon team.

**Dismountable (x):** the vehicle may use a Dismount action to deploy as a number (x) of separate weapon teams. The vehicle must remain stationary and may not fire while the weapon team(s) are deployed. Using a remount action removes the weapon teams and these restrictions.

### Expert Gunner:

Exceptional gunners can improve accuracy of a vehicle's main weapon(s). The vehicle has an expert gunner in its crew.

**Expert Gunner:** the vehicle may re-roll a single failed Accuracy check each time it takes a Fire, Sustained Fire or Closing Fire action.

### Extender:

Some Great War tanks were fitted with devices to improve their crossing abilities, such as "Tadpole" extenders on some British models and a tail for the French Renault FT-17.

**Extender:** the vehicle adds +1 to its agility checks but may not move in a turn when it pivots more than 30 degrees.

### Fighting Compartment (x):

Some open-topped vehicles allow a limited number of infantry models to fight from within the vehicle.

**Fighting Compartment (x):** up to x figures may mount the vehicle as passengers. These figures are treated as normal passengers, except that while mounted they may fire their personal weapons from the vehicle, with a 360-degree field of fire.

### Half-Tracked:

Half-tracked vehicles offered better abilities with obstacles than wheeled vehicles, while still providing improved speed on roads.

**Half-Tracked:** the vehicle doubles its Double Time movement on roads.

### Large Crew:

Many early tanks had very large crew, which enabled them to fire multiple weapons at the same time, although not always efficiently.

**Large Crew:** the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, it receives an additional -1 to its Accuracy checks.

### Mechanic:

Mechanically trained crew could keep a vehicle in the fight longer. The vehicle has one or more mechanics in its crew.

**Mechanic:** the vehicle receives a +1 to Repair checks.



### Nausea:

Certain vehicles, like Great War tanks, were incredibly punishing for those riding in them.

**Nausea:** a passenger unit dismounting from this vehicle must Hit the Dirt after exiting the vehicle and add a suppression marker.

### Open Topped:

Some armored vehicles are open topped, and such vehicles were very vulnerable to suppression even from small arms fire. Open topped armored vehicles will be noted in the applicable Forces book and will have a top armor value of six.

**Open Topped:** the vehicle adds an additional suppression marker each time it receives any.

### Reverse Drive:

Some vehicles had a rear drive position, allowing them to maneuver rapidly in reverse.

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

### Skilled Driver:

Exceptional drivers can improve the maneuverability of a vehicle. The vehicle has a skilled driver in its crew.

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

### Transport (x):

The vehicle has the capability to transport both men and weapons.

**Transport (x):** the vehicle may transport one unit of no more than (x) models in addition to its crew. Weapon units 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).

### Tow (x):

The vehicle has the capability to tow gun units. Weights of gun units are L (light), H (heavy) and (VH) very heavy. All gun units are (H) unless specified otherwise in their Forces entry.

**Tow (x):** the vehicle may tow one gun unit (and transport its crew) of no more than (x) weight. Place a gun unit behind the vehicle to indicate that the gun itself is being towed. It takes one action to mount or dismount the unit transported – the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle). A towing vehicle may only move a maximum of 8" when towing a Great War era weapon.

### Unarmed Transport:

The vehicle is unarmed and has no combat role other than transport.

**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.

### Unit Transport:

The transport vehicle is assigned to combat unit.

**Unit Transport:** the vehicle is not a separate unit and is treated as part of the unit it is assigned to. It may voluntarily leave the table during the unit's activation but may not re-enter.

### Unreliable:

The vehicle suffers from mechanical unreliability, which can affect their usefulness in combat.

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

### Unstable:

The vehicle suffers from a very rough ride, making shooting while moving a very difficult prospect.

**Unstable:** the vehicle suffers an additional -1 to any Accuracy checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

### Wheeled:

Wheeled vehicles offered greater speed on roads.

**Wheeled:** the vehicle triples it's Double Time movement on roads.

### Wire Crosser:

Some wheeled vehicles were equipped with devices to allow them to penetrate wire.

**Wire Crosser:** the vehicle may cross a section of wire by passing a Skill check.

# VEHICLE CHARTS

## Vehicle Chart – Imperial Germany:

Vehicle	Movement				Armor				Def MG	Range (")	ROF		PEN	LETH	BLAST	Special Rules
	Weapon	MAN	DT	AS	AG	Front	Side	Top			RES	Halt				
<b>A7V</b>	<b>8"</b>	<b>12"</b>	<b>6"</b>	<b>4+</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>4</b>	<b>5</b>							<b>Large Crew, Nausea, Tank Terror, Transport 8</b>
<i>5.7cm Kanone</i>										36"	2	1*	+5	4+	d3	<i>Arc Front</i>
<i>2x Vehicle MG</i>										24"	6	4	W	5+		<i>Arc Left, Scythe, Suppression</i>
<i>2x Vehicle MG</i>										24"	6	4	W	5+		<i>Arc Right, Scythe, Suppression</i>
<i>2x Vehicle MG</i>										24"	6	4	W	5+		<i>Arc Rear, Scythe, Suppression</i>
<b>Mark IV Male</b>	<b>7"</b>	<b>11"</b>	<b>5"</b>	<b>3+</b>	<b>8</b>	<b>8</b>	<b>7</b>	<b>3</b>	<b>3</b>							<b>Large Crew, Tank Terror, Unstable</b>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>OQF 6-pdr 1916</i>										36"	2	1*	+5	4+	d3	<i>Arc Right</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Right, Scythe, Suppression</i>
<i>OQF 6-pdr 1916</i>										36"	2	1*	+5	4+	d3	<i>Arc Left</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Left, Scythe, Suppression</i>
<b>Mark IV Female</b>	<b>7"</b>	<b>11"</b>	<b>5"</b>	<b>3+</b>	<b>8</b>	<b>8</b>	<b>7</b>	<b>3</b>	<b>4</b>							<b>Large Crew, Tank Terror, Unstable</b>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>2x Vehicle MG</i>										24"	6	4	W	5+		<i>Arc Left, Scythe, Suppression</i>
<i>2x Vehicle MG</i>										24"	6	4	W	5+		<i>Arc Right, Scythe, Suppression</i>
<b>Daimler M1915</b>	<b>5"</b>	<b>8"</b>	<b>4"</b>	<b>5+</b>	<b>7</b>	<b>7</b>	<b>7</b>	<b>3</b>	<b>4</b>							<b>Tank Terror, Wheeled</b>
<i>Turret MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Left, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Right, Scythe, Suppression</i>
<b>Busing ASP</b>	<b>5"</b>	<b>8"</b>	<b>4"</b>	<b>5+</b>	<b>7</b>	<b>7</b>	<b>7</b>	<b>3</b>	<b>4</b>							<b>Tank Terror, Wheeled</b>
<i>Turret MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Left, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Right, Scythe, Suppression</i>
<b>Everhardt EV4</b>	<b>6"</b>	<b>9"</b>	<b>5"</b>	<b>4+</b>	<b>7</b>	<b>7</b>	<b>7</b>	<b>3</b>	<b>4</b>							<b>Tank Terror, Wheeled</b>
<i>Turret MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Left, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Right, Scythe, Suppression</i>
<b>Minerva m1914</b>	<b>6"</b>	<b>9"</b>	<b>4"</b>	<b>5+</b>	<b>7</b>	<b>7</b>	<b>6</b>	<b>3</b>	<b>2</b>							<b>Open-Topped, Tank Terror, Wheeled</b>
<i>Central MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>Car</b>	<b>8"</b>	<b>14"</b>	-	<b>5+</b>												<b>Wheeled, Unarmed Transport 6</b>
<b>Truck</b>	<b>8"</b>	<b>12"</b>	-	<b>5+</b>												<b>Wheeled, Unarmed Transport 12, Tow (H)</b>

MAN = Maneuver

DT = Double Time

ASLT = Assault

AG = Agility

RES = Resilience

Def MG = Defensive MGs

AF = Accelerated Fire \* = Slow Firing

W = Weak Spots

## Vehicle Chart – Austria-Hungary:

Vehicle	Movement				Armor				Def MG	Range (")	ROF		PEN	LETH	BLAST	Special Rules
	MAN	DT	AS	AG	Front	Side	Top	RES			Halt	Move				
<b>Austro-Daimler Panzerautomobile</b>	5"	8"	4"	4+	7	7	7	2	3							<b>Tank Terror, Wheeled</b>
<i>Turret 2x MG</i>										24"	6	4	W	5+		<i>Scythe, Suppression</i>
<b>Romfell AC</b>	8"	12"	6"	4+	8	7	7	3	2							<b>Tank Terror, Wheeled</b>
<i>Turret MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>Junovicz AC</b>	5"	8"	4"	5+	7	7	7	2	3							<b>Tank Terror, Unreliable, Wheeled</b>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Left, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Right, Scythe, Suppression</i>
<b>Captured Lancia 1Z</b>	6"	9"	6"	6+	7	7	7	3	4							<b>Tank Terror, Wheeled</b>
<i>2x Lower Turret MG</i>										24"	6	4	W	5+		<i>Scythe, Suppression</i>
<i>Upper Turret MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>Captured Austin 2/3 Series</b>	5"	8"	4"	5+	7	7	7	3	3							<b>Tank Terror, Reverse Drive, Wheeled</b>
<i>Right MG Turret</i>										24"	6	4	W	5+		<i>Arc Right Front Rear, Scythe, Suppression</i>
<i>Left MG Turret</i>										24"	6	4	W	5+		<i>Arc Left Front Rear, Scythe, Suppression</i>
<b>Car</b>	8"	14"	-	5+												<b>Wheeled, Unarmed Transport 6</b>
<b>Truck</b>	8"	12"	-	5+												<b>Wheeled, Unarmed Transport 12, Tow (H)</b>

MAN = Maneuver

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ASLT = Assault

AG = Agility

RES = Resilience

Def MG = Defensive MGs

AF = Accelerated Fire \* = Slow Firing

W = Weak Spots

## Vehicle Chart – British Empire (Heavy Tanks):

Vehicle	Movement				Armor				Def MG	Range (")	ROF		PEN	LETH	BLAST	Special Rules
	Weapon	MAN	DT	AS	AG	Front	Side	Top			RES	Halt				
<b>Mark I Male</b>	6"	9"	4"	4+	7	7	7	3	3						<b>Large Crew, Tank Terror, Unreliable, Unstable</b>	
Vehicle MG										24"	3	2	W	5+	Arc Front, Scythe, Suppression	
OQF 6-pdr 1916										36"	2	1*	+5	4+	d3 Arc Right	
Vehicle MG										24"	3	2	W	5+	Arc Right, Scythe, Suppression	
OQF 6-pdr 1916										36"	2	1*	+5	4+	d3 Arc Left	
Vehicle MG										24"	3	2	W	5+	Arc Left, Scythe, Suppression	
<b>Mark I Female</b>	6"	9"	4"	4+	7	7	7	3	4						<b>Large Crew, Tank Terror, Unreliable, Unstable</b>	
Vehicle MG										24"	3	2	W	5+	Arc Front, Scythe, Suppression	
2x Vehicle MG										24"	6	4	W	5+	Arc Left, Scythe, Suppression	
2x Vehicle MG										24"	6	4	W	5+	Arc Right, Scythe, Suppression	
<b>Mark IV Male</b>	7"	11"	5"	3+	8	8	7	3	3						<b>Large Crew, Tank Terror, Unstable</b>	
Vehicle MG										24"	3	2	W	5+	Arc Front, Scythe, Suppression	
OQF 6-pdr 1916										36"	2	1*	+5	4+	d3 Arc Right	
Vehicle MG										24"	3	2	W	5+	Arc Right, Scythe, Suppression	
OQF 6-pdr 1916										36"	2	1*	+5	4+	d3 Arc Left	
Vehicle MG										24"	3	2	W	5+	Arc Left, Scythe, Suppression	
<b>Mark IV Female</b>	7"	11"	5"	3+	8	8	7	3	4						<b>Large Crew, Tank Terror, Unstable</b>	
Vehicle MG										24"	3	2	W	5+	Arc Front, Scythe, Suppression	
2x Vehicle MG										24"	6	4	W	5+	Arc Left, Scythe, Suppression	
2x Vehicle MG										24"	6	4	W	5+	Arc Right, Scythe, Suppression	
<b>Mark V Male</b>	8"	12"	6"	3+	8	8	7	4	3						<b>Large Crew, Tank Terror</b>	
Vehicle MG										24"	3	2	W	5+	Arc Front, Scythe, Suppression	
OQF 6-pdr 1916										36"	2	1*	+5	4+	d3 Arc Right	
Vehicle MG										24"	3	2	W	5+	Arc Right, Scythe, Suppression	
OQF 6-pdr 1916										36"	2	1*	+5	4+	d3 Arc Left	
Vehicle MG										24"	3	2	W	5+	Arc Left, Scythe, Suppression	
<b>Mark V Female</b>	8"	12"	6"	3+	8	8	7	4	4						<b>Large Crew, Tank Terror</b>	
Vehicle MG										24"	3	2	W	5+	Arc Front, Scythe, Suppression	
2x Vehicle MG										24"	6	4	W	5+	Arc Left, Scythe, Suppression	
2x Vehicle MG										24"	6	4	W	5+	Arc Right, Scythe, Suppression	
<b>Mark V* Male</b>	8"	12"	6"	2+	8	8	7	4	4						<b>Large Crew, Nausea, Tank Terror, Transport 8</b>	
Vehicle MG										24"	3	2	W	5+	Arc Front, Scythe, Suppression	
OQF 6-pdr 1916										36"	2	1*	+5	4+	d3 Arc Right	
2x Vehicle MG										24"	6	4	W	5+	Arc Right, Scythe, Suppression	
OQF 6-pdr 1916										36"	2	1*	+5	4+	d3 Arc Left	
2x Vehicle MG										24"	6	4	W	5+	Arc Left, Scythe, Suppression	
<b>Mark V* Female</b>	8"	12"	6"	2+	8	8	7	4	5						<b>Large Crew, Nausea, Tank Terror, Transport 8</b>	
Vehicle MG										24"	3	2	W	5+	Arc Front, Scythe, Suppression	
3x Vehicle MG										24"	9	6	W	5+	Arc Left, Scythe, Suppression	
3x Vehicle MG										24"	9	6	W	5+	Arc Right, Scythe, Suppression	

MAN = Maneuver

DT = Double Time

ASLT = Assault

AG = Agility

RES = Resilience

Def MG = Defensive MGs

AF = Accelerated Fire

\* = Slow Firing

W = Weak Spots

## Vehicle Chart – British Empire (Medium Tanks/Armored Cars/Transport):

Vehicle	Movement				Armor				Def MG	Range (")	ROF		PEN	LETH	BLAST	Special Rules
	Weapon	MAN	DT	AS	AG	Front	Side	Top			RES	Halt				
<b>Medium Mark A Whippet</b>	9"	14"	6"	3+	7	7	7	3	3							<b>Tank Terror</b>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Left, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Right, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Rear, Scythe, Suppression</i>
<b>Improvised AC</b>	7"	10"	4"	5+	7	7	7	2	2							<b>Open Topped, Tank Terror, Wheeled</b>
<i>Central MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>Lanchester AC</b>	8"	12"	6"	4+	8	7	7	3	2							<b>Tank Terror, Wheeled</b>
<i>Central MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<b>Pierce-Arrow AC</b>	6"	9"	4"	5+	7	7	7	3								<b>Tank Terror, Wheeled</b>
<i>Pedestal 3-pdr</i>										24"	2	1*	+5	4+	d3	
<b>Rolls-Royce AC</b>	8"	12"	6"	4+	8	7	7	3	2							<b>Tank Terror, Wheeled</b>
<i>Turret MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>Rolls-Royce Gun AC</b>	8"	12"	6"	4+	8	7	7	3								<b>Tank Terror, Wheeled</b>
<i>Central 40mm Pom-Pom</i>										24"	2	1*	+4	4+	d3	
<b>Austin m1918 AC</b>	6"	9"	4"	5+	7	7	7	3	3							<b>Tank Terror, Wheeled</b>
<i>Left Turret MG</i>										24"	3	2	W	5+		<i>Arc Left, Scythe, Suppression</i>
<i>Right Turret MG</i>										24"	3	2	W	5+		<i>Arc Right, Scythe, Suppression</i>
<b>Canadian Armored Autocar</b>	5"	8"	4"	5+	7	7	6	3	4							<b>Open Topped, Tank Terror, Wheeled</b>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>2x Side MG</i>										24"	6	4	W	5+		<i>Arc Left or Right, Scythe, Suppression</i>
<i>Firing Indirect</i>										12-48"	1	-	-	6		<i>Indirect, Suppression</i>
<b>Car</b>	8"	14"	-	5+												<b>Wheeled, Unarmed Transport 6</b>
<b>Truck</b>	8"	12"	-	5+												<b>Wheeled, Unarmed Transport 12, Tow (H)</b>

MAN = Maneuver

DT = Double Time

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AG = Agility

RES = Resilience

Def MG = Defensive MGs

AF = Accelerated Fire \* = Slow Firing

W = Weak Spots

## Vehicle Chart – France (Tanks and Transport):

Vehicle	Movement				Armor				Def MG	Range (")	ROF		PEN	LETH	BLAST	Special Rules
	Weapon	MAN	DT	AS	AG	Front	Side	Top			RES	Halt				
<b>Schneider CA1</b>	<b>7"</b>	<b>11"</b>	<b>5"</b>	<b>3+</b>	<b>7</b>	<b>7</b>	<b>7</b>	<b>3</b>	<b>3</b>							<b>Large Crew, Tank Terror, Unstable</b>
<i>Front 7.5cm Schneider</i>										30"	2	1*	+4	4+	d6	<i>Arc Front</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Right, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Left, Scythe, Suppression</i>
<b>Schneider CA2</b>	<b>7"</b>	<b>11"</b>	<b>5"</b>	<b>3+</b>	<b>8</b>	<b>8</b>	<b>7</b>	<b>3</b>	<b>3</b>							<b>Large Crew, Tank Terror, Unstable</b>
<i>Front 7.5cm Schneider</i>										30"	2	1*	+4	4+	d6	<i>Arc Front</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Right, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Left, Scythe, Suppression</i>
<b>Char St Chamond</b>	<b>8"</b>	<b>12"</b>	<b>6"</b>	<b>5+</b>	<b>8</b>	<b>8</b>	<b>7</b>	<b>3</b>	<b>3</b>							<b>Large Crew, Tank Terror, Unreliable, Unstable</b>
<i>Front 75mm m1897</i>										36"	2	1*	+7	3+	d6	<i>Arc Front</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Right, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Left, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Rear, Scythe, Suppression</i>
<b>Renault FT-17 Gun</b>	<b>8"</b>	<b>12"</b>	<b>6"</b>	<b>4+</b>	<b>8</b>	<b>8</b>	<b>7</b>	<b>3</b>								<b>Tank Terror</b>
<i>Turret 37mm</i>										24"	2	1*	+3	4+	d3	
<b>Renault FT-17 MG</b>	<b>8"</b>	<b>12"</b>	<b>6"</b>	<b>4+</b>	<b>8</b>	<b>8</b>	<b>7</b>	<b>3</b>	<b>2</b>							<b>Tank Terror</b>
<i>Turret MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>Paris Taxi</b>	<b>6"</b>	<b>12"</b>	<b>-</b>	<b>5+</b>												<b>Wheeled, Unarmed Transport 8</b>
<b>Car</b>	<b>8"</b>	<b>14"</b>	<b>-</b>	<b>5+</b>												<b>Wheeled, Unarmed Transport 6</b>
<b>Truck</b>	<b>8"</b>	<b>12"</b>	<b>-</b>	<b>5+</b>												<b>Wheeled, Unarmed Transport 12, Tow (H)</b>

MAN = Maneuver

DT = Double Time

ASLT = Assault

AG = Agility

RES = Resilience

Def MG = Defensive MGs

AF = Accelerated Fire \* = Slow Firing

W = Weak Spots

## Vehicle Chart – France (Armored Cars):

Vehicle	Movement				Armor				Def MG	Range (")	ROF		PEN	LETH	BLAST	Special Rules
	MAN	DT	AS	AG	Front	Side	Top	RES			Halt	Move				
<b>Renault AM m14</b>	6"	9"	4"	6+	7	7	6	2	2							<b>Tank Terror, Unreliable, Wheeled</b>
<i>Central MG</i>										24"	3	2	W	5+		<i>Anti-Aircraft, Scythe, Suppression</i>
<b>Peugeot AM m14</b>	5"	8"	4"	5+	7	6	6	2	2							<b>Tank Terror, Unreliable, Wheeled</b>
<i>Central MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>Peugeot AC m14</b>	5"	8"	4"	5+	7	6	6	2								<b>Tank Terror, Unreliable, Wheeled</b>
<i>Central 37mm</i>										24"	1	1*	+3	4+	d3	
<b>Renault AM m15</b>	6"	9"	4"	6+	7	7	6	3	2							<b>Tank Terror, Wheeled</b>
<i>Central MG</i>										24"	3	2	W	5+		<i>Anti-Aircraft, Scythe, Suppression</i>
<b>Renault AC m15</b>	6"	9"	4"	6+	7	7	6	3	2							<b>Tank Terror, Wheeled</b>
<i>Central 37mm</i>										24"	1	1*	+3	4+	d3	
<b>Peugeot AM m15</b>	5"	8"	4"	5+	7	6	6	3	2							<b>Tank Terror, Wheeled</b>
<i>Central MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>Peugeot AC m15</b>	5"	8"	4"	5+	7	6	6	3								<b>Tank Terror, Wheeled</b>
<i>Central 37mm</i>										24"	1	1*	+3	4+	d3	
<b>Renault AC de47</b>	5"	8"	4"	6+	7	7	6	3								<b>Open Topped, Tank Terror, Wheeled</b>
<i>47mm QF Hotchkiss</i>										24"	2	1*	+5	4+	d3	<i>Arc Rear, Anti-Aircraft</i>
<b>White AM1915</b>	6"	9"	4"	5+	7	7	7	3	2							<b>Reverse Drive, Tank Terror, Unreliable, Wheeled</b>
<i>Turret 37mm</i>										24"	2	1*	+3	4+	d3	
<i>Turret MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>White AM1915/18</b>	6"	9"	4"	5+	7	7	7	3	2							<b>Reverse Drive, Tank Terror, Wheeled</b>
<i>Turret 37mm</i>										24"	2	1*	+3	4+	d3	
<i>Turret MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>

MAN = Maneuver

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RES = Resilience

Def MG = Defensive MGs

AF = Accelerated Fire

\* = Slow Firing

W = Weak Spots



## Vehicle Chart – United States:

Vehicle	Movement				Armor				Def	Range	ROF		PEN	LETH	BLAST	Special Rules
	MAN	DT	AS	AG	Front	Side	Top	RES			MG	(")				
<b>Mark V Male</b>	8"	12"	6"	3+	8	8	7	4	3							<b>Large Crew, Tank Terror</b>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>OQF 6-pdr 1916</i>										36"	2	1*	+5	4+	d3	<i>Arc Right</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Right, Scythe, Suppression</i>
<i>OQF 6-pdr 1916</i>										36"	2	1*	+5	4+	d3	<i>Arc Left</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Left, Scythe, Suppression</i>
<b>Mark V Female</b>	8"	12"	6"	3+	8	8	7	4	4							<b>Large Crew, Tank Terror</b>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>2x Vehicle MG</i>										24"	6	4	W	5+		<i>Arc Left, Scythe, Suppression</i>
<i>2x Vehicle MG</i>										24"	6	4	W	5+		<i>Arc Right, Scythe, Suppression</i>
<b>Mark V* Male</b>	8"	12"	6"	2+	8	8	7	4	4							<b>Large Crew, Nausea, Tank Terror, Transport 8</b>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>OQF 6-pdr 1916</i>										36"	2	1*	+5	4+	d3	<i>Arc Right</i>
<i>2x Vehicle MG</i>										24"	6	4	W	5+		<i>Arc Right, Scythe, Suppression</i>
<i>OQF 6-pdr 1916</i>										36"	2	1*	+5	4+	d3	<i>Arc Left</i>
<i>2x Vehicle MG</i>										24"	6	4	W	5+		<i>Arc Left, Scythe, Suppression</i>
<b>Mark V* Female</b>	8"	12"	6"	2+	8	8	7	4	5							<b>Large Crew, Nausea, Tank Terror, Transport 8</b>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>3x Vehicle MG</i>										24"	9	6	W	5+		<i>Arc Left, Scythe, Suppression</i>
<i>3x Vehicle MG</i>										24"	9	6	W	5+		<i>Arc Right, Scythe, Suppression</i>
<b>Renault FT-17 Gun</b>	8"	12"	6"	4+	8	8	7	3								<b>Tank Terror</b>
<i>Turret 37mm</i>										24"	2	1*	+3	4+	d3	
<b>Renault FT-17 MG</b>	8"	12"	6"	4+	8	8	7	3	2							<b>Tank Terror</b>
<i>Turret MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>White M18 AEF</b>	6"	9"	4"	5+	7	7	7	3	2							<b>Tank Terror, Wheeled</b>
<i>Turret MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>King Model E</b>	7"	10"	4"	5+	7	7	7	3	2							<b>Tank Terror, Wheeled</b>
<i>Turret MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>Car</b>	8"	14"	-	5+												<b>Wheeled, Unarmed Transport 6</b>
<b>Truck</b>	8"	12"	-	5+												<b>Wheeled, Unarmed Transport 12, Tow (H)</b>

MAN = Maneuver

DT = Double Time

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AG = Agility

RES = Resilience

Def MG = Defensive MGs

AF = Accelerated Fire \* = Slow Firing

W = Weak Spots

## Vehicle Chart – Russian Empire:

Vehicle	Movement				Armor				Def MG	Range (")	ROF		PEN	LETH	BLAST	Special Rules
	MAN	DT	AS	AG	Front	Side	Top	RES			Halt	Move				
<b>Austin 1<sup>st</sup> Series</b>	5"	8"	4"	6+	7	7	7	3	3							<b>Tank Terror, Wheeled</b>
<i>Right MG Turret</i>										24"	6	4	W	5+		<i>Arc Right Front Rear, Scythe, Suppression</i>
<i>Left MG Turret</i>										24"	6	4	W	5+		<i>Arc Left Front Rear, Scythe, Suppression</i>
<b>Improvised / MG</b>	5"	8"	4"	5+	7	7	6	2	2							<b>Open-Topped, Tank Terror, Unreliable, Wheeled</b>
<i>Central MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>Improvised / Gun</b>	5"	8"	4"	5+	7	7	6	2								<b>Open-Topped, Tank Terror, Unreliable, Wheeled</b>
<i>Central 57-76mm</i>										24"	1	1*	+5	3+	d3	
<b>Austin 2/3 Series</b>	5"	8"	4"	5+	7	7	7	3	3							<b>Tank Terror, Reverse Drive, Wheeled</b>
<i>Right MG Turret</i>										24"	6	4	W	5+		<i>Arc Right Front Rear, Scythe, Suppression</i>
<i>Left MG Turret</i>										24"	6	4	W	5+		<i>Arc Left Front Rear, Scythe, Suppression</i>
<b>Garford-Putlev</b>	5"	8"	4"	6+	7	7	7	3	3							<b>Tank Terror, Unreliable, Wheeled</b>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Left, Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Right, Scythe, Suppression</i>
<i>Rear 76.2mm Gun</i>										24"	1	1*	+5	3+	d3	<i>Arc Rear</i>
<b>Lanchester Support</b>	8"	12"	6"	4+	8	7	7	3								<b>Tank Terror, Wheeled</b>
<i>Central 37mm QF</i>										24"	2	1	+3	4+	d3	
<b>Car</b>	8"	14"	-	5+												<b>Wheeled, Unarmed Transport 6</b>
<b>Truck</b>	8"	12"	-	5+												<b>Wheeled, Unarmed Transport 12, Tow (H)</b>

MAN = Maneuver

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## Vehicle Chart – Italy:

Vehicle	Movement				Armor				Def MG	Range (")	ROF		PEN	LETH	BLAST	Special Rules
	Weapon	MAN	DT	AS	AG	Front	Side	Top			RES	Halt				
<b>Lancia 1Z</b>	6"	9"	6"	6+	7	7	7	3	4							<b>Tank Terror, Wheeled</b>
2x Lower Turret MG										24"	6	4	W	5+		Scythe, Suppression
Upper Turret MG										24"	3	2	W	5+		Scythe, Suppression
<b>Lancia 1ZM</b>	6"	9"	6"	5+	7	7	7	3	4							<b>Tank Terror, Wheeled</b>
2x Turret MG										24"	6	4	W	5+		Scythe, Suppression
Rear MG										24"	3	2	W	5+		Arc Rear, Scythe, Suppression
<b>FIAT 2000</b>	4"	6"	3"	4+	8	8	7	4	5							<b>Large Crew, Tank Terror</b>
Turret 65/17 Gun										24"	1	1*	+3	4+	d6	
2x Vehicle MG										24"	6	4	W	5+		Arc Front, Scythe, Suppression
2x Vehicle MG										24"	6	4	W	5+		Arc Left, Scythe, Suppression
2x Vehicle MG										24"	6	4	W	5+		Arc Right, Scythe, Suppression
2x Vehicle MG										24"	6	4	W	5+		Arc Rear, Scythe, Suppression
<b>Schneider CA1</b>	7"	11"	5"	3+	7	7	7	3	3							<b>Large Crew, Tank Terror, Unstable</b>
Front 7.5cm Schneider										30"	2	1*	+4	4+	d6	Arc Front
Vehicle MG										24"	3	2	W	5+		Arc Front, Scythe, Suppression
Vehicle MG										24"	3	2	W	5+		Arc Right, Scythe, Suppression
Vehicle MG										24"	3	2	W	5+		Arc Left, Scythe, Suppression
<b>FIAT 3000 / FT-17 Gun</b>	8"	12"	6"	4+	8	8	7	3								<b>Tank Terror</b>
Turret 37mm										24"	2	1*	+3	4+	d3	
<b>FIAT 3000 / FT-17 MG</b>	8"	12"	6"	4+	8	8	7	3	2							<b>Tank Terror</b>
Turret MG										24"	3	2	W	5+		Scythe, Suppression
<b>Car</b>	8"	14"	-	5+												<b>Wheeled, Unarmed Transport 6</b>
<b>Truck</b>	8"	12"	-	5+												<b>Wheeled, Unarmed Transport 12, Tow (H)</b>

MAN = Maneuver

DT = Double Time

ASLT = Assault

AG = Agility

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Def MG = Defensive MGs

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## Vehicle Chart – Belgium:

Vehicle	Movement				Armor				Def MG	Range (")	ROF		PEN	LETH	BLAST	Special Rules
	MAN	DT	AS	AG	Front	Side	Top	RES			Halt	Move				
<b>Minerva m1914</b>	6"	9"	4"	5+	7	7	6	3	2							<b>Fighting Compartment (3), Open-Topped, Tank Terror, Wheeled</b>
<i>Central MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>Minerva m1914 Gun</b>	6"	9"	4"	5+	7	7	6	3	2							<b>Fighting Compartment (3), Open-Topped, Tank Terror, Wheeled</b>
<i>Central 37mm</i>										24"	2	1*	+4	4+	d3	
<b>Lanchester AC</b>	8"	12"	6"	4+	8	7	7	3	2							<b>Tank Terror, Wheeled</b>
<i>Central MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<i>Vehicle MG</i>										24"	3	2	W	5+		<i>Arc Front, Scythe, Suppression</i>
<b>Minerva m1916</b>	6"	9"	4"	5+	7	7	7	3	2							<b>Tank Terror, Wheeled</b>
<i>Central MG</i>										24"	3	2	W	5+		<i>Scythe, Suppression</i>
<b>Car</b>	8"	14"	-	5+												<b>Wheeled, Unarmed Transport 6</b>
<b>Truck</b>	8"	12"	-	5+												<b>Wheeled, Unarmed Transport 12, Tow (H)</b>

MAN = Maneuver

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# PLAY CHARTS

## Storm of Fire - Sequence of Play, Movement, Actions

### Movement

BASIC MOVEMENT RATES				
	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
Manpack Weapons	8"	12"	6"	Auto
Mounted Cavalry	10"	16"	8"	3+
Weapon Teams	4"	6"	n/a	3+
Gun Teams	n/a	4"	n/a	5+
Units in extended order add +1" to maneuver and double time				
Units in March Column add +4" to their double time move				
Units in Attack Column add +1" to maneuver, double time & assault				
Horsemastership: Excellent +1", Poor -1"				

### Terrain and Movement

Terrain Effects Summary:		
Type	Infantry / Weapons	Vehicles / Guns
Open	no effect	no effect
Rough	1/2 move	1/2 move, cross check
Obstacle	1/2 move	1/2 move, cross check
Trail	+2" Double Time move	+2" Double Time move
Road	+4" Double Time move	+4" Double Time move
Units in linear order subtract 1" from their movement in any terrain		

### Visibility

VISIBILITY SUMMARY	
FACTOR	EFFECT
Enemy troops	no effect
Friendly Troops	Other units block fire
Terrain of Height 1/2 or less	no effect
Terrain of height 1+	blocks visibility past it, unless the firer is on higher elevating terrain
Woods	Block visibility beyond, max visibility 6" into or within woods

### Markers

Markers		
Type	Color	Alternate
Wound	Yellow	a base with a wounded figure
Damage	Yellow	a base with equipment
Casualty	Red	casualty figure
Suppression	Black	any form of "pin" marker
Bombardment	Green	a base with the range in number
Hit the Dirt	Brown	a blank terrained base
Shelter	2x Brown	a base with sandbags
Ambush	Blue	a base covered in foliage
Malfunction / Jam	Clear	a base with a broken weapon

### Actions

Actions:		
Single	Double	Command
Assault	Double Time	Communicate
Dismount	Fall Back	
Fire	Sustained Fire	
Maneuver	Hit the Dirt	
Mount	Shelter	
Rally	Special Action	
Repair		

### Morale

Unit Tenacity Check - roll versus rating
Required if unit is below minimum strength
<i>Linear Order Infantry units = at least 6 models</i>
<i>Other Infantry units = at least 3 models</i>
<i>Weapon or Gun units = at least 2 models</i>
<i>Vehicles = damage equal to resilience</i>
Required if unit has excess suppression (4+)
Forced to Ground Tenacity Check
Required if unit becomes forced to ground (Infantry, Weapon or Gun)
<i>the unit adds 1+ suppression marker and has 5+ total</i>
Battlegroup Tenacity Check
Remove the BG if is below minimum strength
<i>Battlegroup must have 2+ units and a BG commander</i>

### Sequence of Play

Start Phase
Beaten Zone Effect
Rally
Triage
Check Unit Tenacity
Check Battlegroup Tenacity
Release Reinforcements
Barrage Phase
Barrage Reaction
Barrage Movement
Barrage Attacks
Overs and Shorts
Initiative Phase
Roll Activation Dice
Determine Initiative
Activation Phases
Phase 6
Phase 5
Phase 4
Phase 3
Phase 2
Phase 1
Phase Zero (units may not move closer to enemy models)
End of Turn

### Encourage

Leader Type	# Dice	Succeed On
Inspiring Officer	4	2+
Energetic Officer	4	3+
Competent	4	4+
Difficult Officer	4	5+
Green or Acting	3	5+
Senior NCO	2	4+
Unit NCO*	1	4+
* = only affects the NCO's unit		

### Activation Dice - Leadership Modifiers:

Inspiring	may re-roll up to 2
Energetic	may re-roll up to 1
Competent	as rolled
Difficult	-1 to all rolls <6
Green or Acting	-1 to all rolls <6, rolls <3 are 1s

# Storm of Fire - Shooting and Close Combat

## Shooting

<b>Range = Weapon range noted on Weapons Chart</b>	
+3" if firer is on height 2+ elevating terrain"	
<b>Accuracy Check = roll target's Hit On number</b>	
Inexperienced	2+
Trained	3+
Veteran	4+
<i>Modifiers</i>	
Sustained Fire	+1
Target is in Attack or March Column	+1
Range >12" and <24"	-1
Range >24"	-2
Target has Hit the Dirt or is Sheltering	-1
Target Has Concealment	-1
Shooting at Night	-1
Target is in extended order in open	-1
Firing Unit is mounted (unless pistols)	-1
Firing Through >2" of Woods	-1
Firing Unit Suppressed or Damaged	-1 for each
<i>Units in Linear order - a maximum of 2 ranks may fire</i>	

## Armor Penetration

<b>Penetration = roll d6 and add penetration value</b>		
<i>Modifiers</i>		
Target has 2+ damage markers	✓	+1
Target hit in rear armor	✓	+1
Target has protection from terrain	✓	-1
Range >12" and <24"	✓	-1
Range >24"	✓	-2

<b>AFV Damage - Shooting</b>		
	<b>Effect</b>	
<b>Penetration Minus Armor</b>	<b>&lt; Lethality</b>	<b>&gt;= Lethality</b>
negative	No effect	No effect
0	No effect	+1 damage
+1	+1 damage	+2 damage
+2	+1 damage	+3 damage
+3	+1 damage	+4 damage
+4	+1 damage	+5 damage
+5 or more	+2 damage	Destroyed

## Close Combat

<b>Range In Indirect Fire= roll Skill Check</b>	
<i>Modifiers</i>	
Target unit is within 6" of terrain	-1
Night turn	-1
Each crew below required number	-1
each turn repeating	+1
re-range in on same target	always 2+

<b>Close Combat = roll Assault Check</b>	
<i>Number of Dice</i>	
per figure	1 die
per Character figure	2 dice
<i>Attacker's Assault Value</i>	
Inexperienced	6+
Trained	5+
Veteran	4+

<b>Lethality Check = hits roll on Lethality</b>	
<i>Modifiers</i>	
Non-AFV Target has Protection	-1 to Lethality Check
Unarmored Vehicle Target	-1 to Lethality Check
Scythe vs Mtd, Linear, Close Order target	+1 to Lethality Check
Blast weapon in enclosed space	+1 to Lethality Check
Firing Shrapnel at Protection	Lethality 6+

<i>Modifiers</i>	
Assault Weapon	+1 to hit
Officer with Sword that made an Assault Move*	+1 to hit
Close Combat Weapon (CCW)	+1 to hit
Handy Weapon in building, fortification, trench line	+1 to hit
Sabre if unit made an Assault Move*	+1 to hit
Lance if unit made an Assault Move*	re-roll misses
Target has Hit the Dirt	+1 to hit
Striking Unit is in Extended Order (1st round only)	-1 to hit
In tight quarters, unless armed with Assault, Handy or CFW	-1 to hit
If unit has any Suppression markers*	-1 to hit
Per Damage marker	-1 to hit
Mounted vs unsuppressed infantry	-1 to hit
Infantry assaulting mounted*	-1 to hit
Assaulting a unit in a ruined building, protection or undergrowth	-1 to hit
Assaulting a unit on higher ground*	-1 to hit
Assaulting across an obstacle*	-1 to hit
Assaulting unit is in a Stream	-1 to hit
Assaulting a unit in an intact building or permanent fortification	-2 to hit
Assaulting across wire	-2 to hit
Assaulting unit is in a Deep river	-2 to hit
* = first round of close combat only	

<b>Damage for Blast Rounds</b>	
<i>Roll for Blast Number</i>	
Target has Hit the Dirt	1/2 rounded up
Target is in Extended Order	roll extra die, discard highest
Target is in Linear or Close Order	roll extra die, discard lowest
<i>Target makes skill checks = blast number</i>	
<i>Failures = hits, firer rolls Lethality to wound</i>	

<b>Suppression - non-AFV</b>	
plus 1 suppression marker	per 3 hits (round up)
<i>Modifiers</i>	
non-AFV hit by suppression weapon	+1 suppression

<b>Suppression - AFV</b>	
plus 1 suppression marker	see AFV damage
<i>Modifiers</i>	
AFV hit by battering weapon	+1 suppression

<b>Smoke Barrages</b>	
<b>Weapon Blast</b>	<b>Smokescreen Length</b>
HE (d2)	2"
HE (d3)	4"
HE (d6)	6"
HE (2d6)	8"
HE (3d6)	10"
Off-Table Barrage	12"

<b>Aggression Checks</b>	
Defenders automatically strike back once	
Then each side must pass Aggression check to continue fighting	
Losing side Breaks Off, all models 6" from Winning models	

<b>AFV Damage - Close Combat</b>		
	<b>Effect</b>	
<b>Penetration Minus Armor</b>	<b>&lt; Lethality</b>	<b>&gt;= Lethality</b>
negative	No effect	No effect
0	No effect	+2 damage
+1	+2 damage	Destroyed
+2 or more	Destroyed	Destroyed

## Storm of Fire - Formation Summary

Formation Deployment:	
Order	Deployment
Extended	up to 1" between models
Loose	up to 1/2" between models
Close	models in base contact
Linear	models in base contact, in a legal alignment
<b>Changing Formation:</b>	
Change formation at no cost when making a Doubletime action	
Change formation at no cost when making a Fall Back action	
Mounted change at no cost when making a Maneuver action	
<b>Interpenetration:</b>	
units not in linear order may freely interpenetrate other friendly units	
<b>Pivoting and Facing (Infantry and Mounted Units):</b>	
units not in linear order may freely pivot or change facing during their move	
<b>Moving in Terrain (Not in Linear Order):</b>	
no penalty for formation	
<b>Arc of Fire (Not in Linear Order):</b>	
360 degrees	
<b>Firing Through Own Unit (Not in Linear Order):</b>	
no restrictions	

Linear Order Alignments Deployment:	
Alignment	Deployment (Facing a Uniform Direction)
Line (Infantry)	deployed two ranks deep
Line (Mounted)	deployed one rank deep
Attack Column	at least 3 figures wide, deeper than wide
March Column	two figures wide, as deep as needed
each rank must have the same number of figures, except the last	
<b>Changing Alignment and Facing:</b>	
Changing alignment requires a Doubletime action	
About face requires a Doubletime action	
After Changing alignment or facing the unit may move its Maneuver distance	
<b>Interpenetration:</b>	
No unit may interpenetrate a unit in linear order	
<b>Pivoting and Facing (Infantry and Mounted Units):</b>	
unit may only move through its front arc, maintaining alignment	
unit may only change facing by wheeling	
<b>Movement (Linear Order):</b>	
subtract 1" from their movement through any type of terrain	
Units in Attack Column add 1" to Maneuver, Doubletime and Assault moves	
Units in Road Column add 4" to their Doubletime move	
<b>Arc of Fire (Linear Order):</b>	
180 degrees / Front Arc	
<b>Firing Through Own Unit (Linear Order):</b>	
Only the first 2 ranks may fire	

# BASIC MISSIONS

Storm of Fire is played using Missions. A mission briefing will define the tabletop setup, any special rules, and objectives for each player to accomplish within the duration spelled out in the Mission.

## MISSION CORE RULES:

The following rules apply to all Storm of Fire missions unless they are superseded by a special rule.

### Deployment:

Each mission will specify the deployment area and when on-table units are deployed.

When units are deployed on the tabletop, they must deploy in command. They may be deployed in any formation (linear, close, loose, or extended) they are allowed.

### *Scout Moves –*

Light troops often lead the advance into combat.

A unit with the Recon or Scout special rule may make a Scout Move after it is deployed. A Scout Move allows the unit to move at up to its Double Time movement rate, provided it remains at least 12" from the closest enemy unit.

### Determine Attacker:

In any mission where there is a roll off to determine who is the attacker, each player should add the Attack Modifier for their core battlegroup to the roll.

### Objective Markers:

Most missions utilize objective markers, control of which will determine the mission winner.

### *Placing Objective Markers –*

The area for placing an objective will be spelled out by the mission briefing. Objectives may not be placed in impassable terrain or in water features.

### *Controlling Objectives –*

An objective is controlled by the side which has the most units within 6". If both sides have an equal number of units within 6", neither controls the objective.

### *Core Infantry Units –*

Core infantry units have an increased ability to control objectives. If a core infantry unit from either side is within 6" of any objective, only other core infantry units within 6" count for objective control purposes.

### *Table Quarters –*

Some missions may focus on control of table quarters instead of objectives to determine the mission winner. Control of table quarters is judged exactly as for control of objectives, but any unit with the majority of its figures in a table quarter counts toward controlling it.



# MISSION SPECIAL RULES:

The following special rules apply only if they are specified in the mission briefing.

## Advance Planning:

Some mission briefings, like those involving a deliberate assault, will have the advanced planning rule. In such missions, neither player must spend an extra activation die to activate a unit, regardless of distance from the battlegroup commander, during turns one and two.

## Ambush (X):

Some mission briefings allow one or more of the defender's units to be deployed in ambush. The number of units that may be deployed in ambush in the mission is (X). In addition, any units with the Camouflage attribute may also be deployed in ambush if the mission uses the Ambush (X) special rule.

Being deployed in ambush simulates the unit being dug in and fully camouflaged, with the ability to emerge from an advantageous position anywhere within the terrain piece they are deployed in.

## Deploying in Ambush –

The ambushing unit is placed anywhere within a terrain piece in their side's deployment area that provides it with concealment, along with an ambush marker. Until the unit is activated, or the ambush is triggered, the unit is in ambush and cannot be fired at or assaulted.

## Activating an Ambush –

Whenever the owning player first activates a unit that is deployed in ambush, the unit may be immediately placed anywhere within the terrain piece that is not within 6" of an enemy unit. It may then take actions as normal for an activated unit.

## Triggering an Ambush –

If a force is out scouted by enough points, the ambush unit may be triggered prematurely (see the Recon mission rule).

An ambush not triggered through scouting will be automatically triggered at the point the first enemy model enters its terrain feature.

A triggered ambush unit is immediately placed within its terrain feature and loses its ambush status.

## Dugouts:

Some mission briefings, like those involving prepared defenses, will specify that dugouts are present in certain types of terrain.

Dugouts will allow units occupying that terrain to use the Shelter action against bombardments.

## Terrain with Dugouts –

The mission briefing will specify the terrain type or types with access to dugouts. Examples include Dugouts (Hasty Trenches) or Dugouts (Rubble).

## Line Holder:

Certain units were critical to holding the front line. A mission may use the Line Holder rule to allow the defender to reinforce his lines.

## Line Holder Unit –

A player's core battlegroup may field a bonus unit noted as a Line Holder in any mission with the Line Holder rule.

Line Holder units are noted on a Battlegroup's Organization Diagram. A Line Holder unit is fielded:

- With the maximum number of models allowed
- With no weapon upgrades
- At the lowest Training level available for that unit

Line Holder units must start the mission on the table.

## Pre-Registered Artillery Strike:

A player with a Pre-Registered Artillery Strike may attempt to call it down commencing with the turn specified in the mission briefing. During the start phase of that turn, the player rolls 1d6, succeeding on a 4+. This roll is modified if the player has a Communication Specialist deployed on the table.

Once the pre-registered artillery is called down, it is resolved in the Barrage phase of that turn and the following turn.

A pre-registered artillery strike will hit every unit within 6" of any objectives on the table, with a Blast of 2d6 and Lethality 4+. It also has the Scythe special rule.

## Recon:

Forces often included light troops, such as Recon and Scout units, which allowed them to have better information on the size and location of enemy forces, and knowledge of the terrain they would be fighting over, or to deny such knowledge to their enemies.

### *Recon Points –*

Certain battlegroups and units, when selected as part of a player's force, will provide Recon points, as specified in the applicable Forces book. Before commencing a mission that uses the Recon rule both players will total the recon points of their forces and compare them.

Each force will receive recon points as detailed below:

- Each force receives recon points equal to the total recon points of the units included in their force.
- A force with a higher total of recon points than their opponent adds one additional recon point.
- A force with a total of recon points of triple or more than their opponent adds two additional recon points.

### *Recon Advantages –*

Recon points may be exchanged for on table advantages for your force. The exchange is made during the Start Phase of the first turn of the mission, with the Attacker exchanging their points first. Recon points may be exchanged for the following advantages:

#### Setup Additional Ambush (5 Recon Points):

The player may set up an additional unit in ambush.

*This advantage may only be chosen that allows that force an ambush.*

#### Deploy Scrape Section (1 Recon Point per Section):

The player may immediately deploy one or more Scrape sections anywhere within their deployment area.

*This advantage may only be chosen by a force that is defending.*

#### Delay Reserves (3 Recon Points):

The player may delay their opponent's reserves. When rolling to activate reserve units, the opposing player receives 1 less die than their normal allotment.

#### Make a Scout Move (3 Recon Points):

The player may immediately make a scout move with a unit which does not have the Scout rule.

#### Pre-Plot Fire (4 Recon Points):

The player may place a range in 2+ marker for one of his indirect fire units anywhere on the tabletop.

#### Re-roll One Die (1 Recon Point):

Once per mission, the player may re-roll a single die. The re-rolled result must be used.

*This advantage may be chosen only once.*

#### Recon Activation Die (3 Recon Points):

The player adds an additional Activation die for their force.

*This advantage is only applicable for the first 2 turns, remove the die after turn 2.*

#### Redeploy Objective (6 Recon Points):

The player may move a single objective up to 3" in any direction, after all objectives have been placed.

#### Scout Enemy Position (2 Recon Points per Unit):

The player may select any of their units that start on the tabletop. These units deploy after all of the opposing units have been deployed. If both players select this option, they alternate placing the units they select at the end of deployment.

#### Trigger Enemy Ambush (5 Recon Points):

The player may trigger an enemy ambush. Their opponent must remove the ambush marker and immediately deploy the unit as normal.

## Reserves:

Some mission briefings require that one or more units be held in Reserve. Mission reserve rules take different forms depending on the mission, the details of each type are covered below.

### *Moving Onto the Table –*

Units that start the mission in any form of reserve may move onto the table when activated. A unit may move onto the table using either a Maneuver or Double Time action, measuring its movement distance from the table edge. A unit that lacks the movement to fully enter the table is placed along the edge, counting as having moved Double Time.

### *Tactical Reserve –*

Some mission briefings utilize Tactical Reserves.

Units in Tactical Reserve do not start on the tabletop. Commencing on the second turn, a player with units in reserve rolls a number of dice equal to the turn number at the start of their turn. For each roll of a 5 or greater, the player may release one reserve unit that turn.

A Tactical Reserve unit that is released may be activated following the normal activation rules. The activation ignores influence distance on the turn the unit enters the table, so it requires only a single activation die. When activated, it follows the rules for Moving onto the Table, in the area specified by the mission briefing.

A unit in reserve may be mounted in a transport that is also in reserve. Both units may be released together, counting as a single unit, but must move onto the table mounted if released in this manner.

A Tactical Reserve unit that is released and not activated to enter the game is returned to Tactical Reserve at the end of the turn and must be rolled for release again in subsequent turns.

### *Counterattack Reserve –*

Some mission briefings utilize Counterattack Reserves.

The player with Counterattack Reserves selects units totaling at least 60% of their total points as their Counterattack Reserve. All of the defender's vehicle units must be placed in Counterattack Reserve.

The player with Counterattack Reserves may then select a bonus unit with the Line Holder rule to reinforce their on-table force.

The player starts the game with only the activation dice for their on-table units.

The player's reserves are all released, and they receive their full complement of activation dice, on turn 5. When activated, these units follow the rules for Moving onto the Table, in the area specified by the mission briefing.

### *Immediate Reserve –*

Some mission briefings require that one or more units be held in Immediate Reserve.

Units in Immediate Reserve do not start on the tabletop. Units in Immediate Reserve do not require being released to enter the tabletop.

Commencing on the second turn of the mission, units in Immediate Reserve may be activated following the normal activation rules. The activation ignores influence distance on the turn the unit enters the table, so it requires only a single activation die. When activated, these units follow the rules for Moving onto the Table, in the area specified by the mission briefing.

If a unit in Immediate Reserve is not activated to enter the game during a turn, it remains in Immediate Reserve and may be activated to enter the tabletop during any subsequent turn.

### Support Artillery:

In missions with this rule, the attacker receives one gun unit at no point cost. The gun unit must be selected from those noted in their Forces book as Support Artillery from the support choices for their core battlegroup.

# HASTY ASSAULT MISSION

## Mission Special Rules:

Advance Planning, Ambush (1), Recon, Tactical Reserve (Defender)

## Mission Sequence:

### *Determine Attacker –*

Players roll off, the high scorer is the attacker.

### *Select Deployment Areas –*

The attacker selects which long table edge will be their baseline. The defender's baseline is the opposite one, as noted in the mission map below.

### *Place Objective –*

The attacker places one mission objective in the defender's deployment area as noted on the mission map.

### *Tactical Reserve (Defender) –*

The defender selects a minimum of 50% of their points to hold in Tactical Reserve. All support units must be placed in Tactical Reserve.

### *Deployment (Defender) –*

The remainder of the defender's force is deployed on the tabletop, within their deployment area.

### *Ambush (1) –*

The defender may deploy one unit not held in reserve, plus any units with the Camouflage attribute, in ambush.

### *Deployment (Attacker) –*

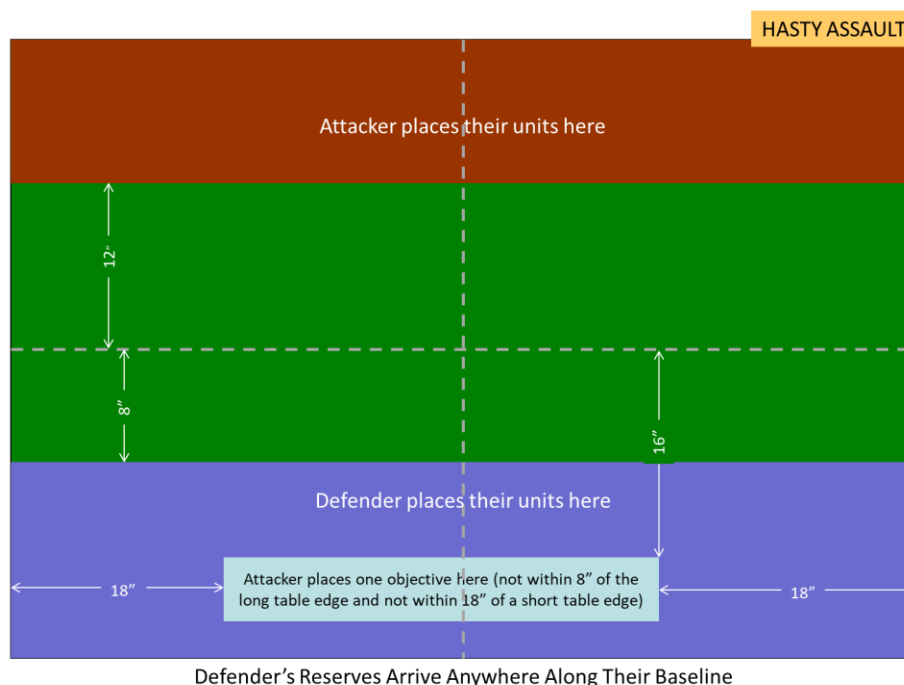
The attacker then places all their units in their deployment area.

### *Game Duration –*

The mission ends at the end of the Start Phase of Turn Seven.

### *Winning the Mission –*

The side with control of the objective when the game ends wins the mission. If neither side controls the objective, the mission results in a draw.



# PLATOON ASSAULT MISSION

## Mission Special Rules:

Advance Planning, Ambush (1), Recon, Tactical Reserve (Defender)

## Mission Sequence:

### *Determine Attacker –*

Players roll off, the high scorer is the attacker.

### *Select Deployment Areas –*

The attacker selects which long table edge will be their baseline. The defender's baseline is the opposite one, as noted in the mission map below.

### *Place Objective –*

The attacker places one mission objective in the defender's deployment area as noted on the mission map.

### *Tactical Reserve (Defender) –*

The defender selects a minimum of 60% of their points to hold in Tactical Reserve. All support units must be placed in Tactical Reserve.

### *Deployment (Defender) –*

The remainder of the defender's force is deployed on the tabletop, within their deployment area. The defender also places two Wire sections anywhere along the front edge of their deployment zone, and three Scrape sections within their deployment area, facing toward the front edge of the deployment zone.

### *Ambush (1) –*

The defender may deploy one unit not held in reserve, plus any units with the Camouflage attribute, in ambush.

### *Deployment (Attacker) –*

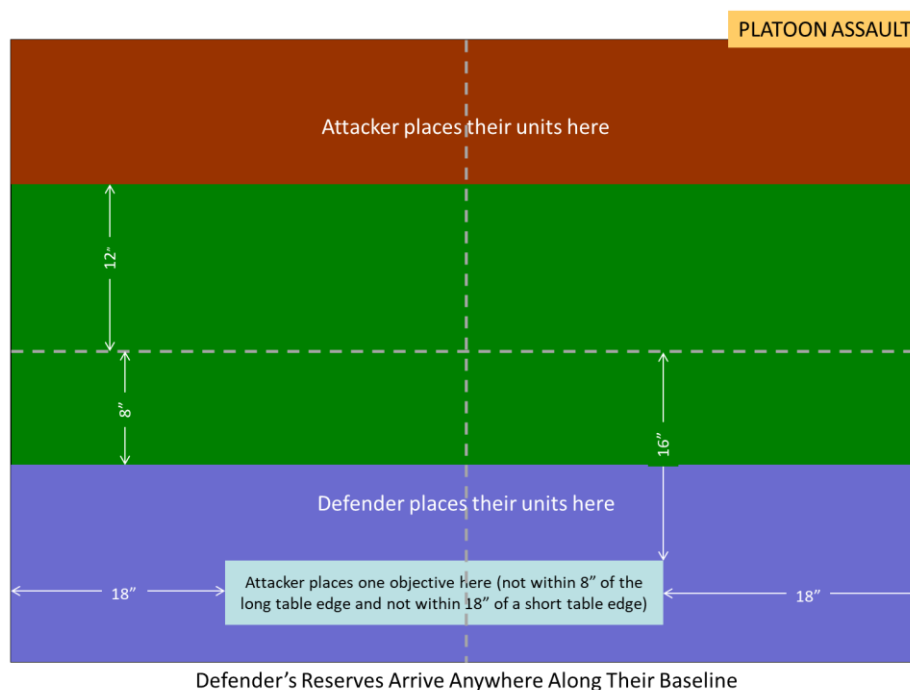
The attacker then places all their units in their deployment area.

### *Game Duration –*

The mission ends at the end of the Start Phase of Turn Seven.

### *Winning the Mission –*

The side with control of the objective when the game ends wins the mission. If neither side controls the objective, the mission results in a draw.



# PATROL MISSION

## Mission Special Rules:

Advance Planning, Immediate Reserves (both), Recon

## Mission Sequence:

### *Determine Attacker –*

Players roll off, the high scorer is the attacker.

### *Select Deployment Areas –*

The attacker selects which long table edge will be their baseline. The defender's baseline is the opposite one, as noted in the mission map below.

### *Place Objectives –*

The attacker places a mission objective within 6" of the table centerline, and more than 8" from the table edges, as noted on the mission map. The defender then places a mission objective within 6" of the table centerline, and more than 8" from the table edges, as noted on the mission map. No mission objective may be placed within 8" of another objective.

### *Immediate Reserve –*

Both players must place any support units they selected in Immediate Reserve.

### *Deployment –*

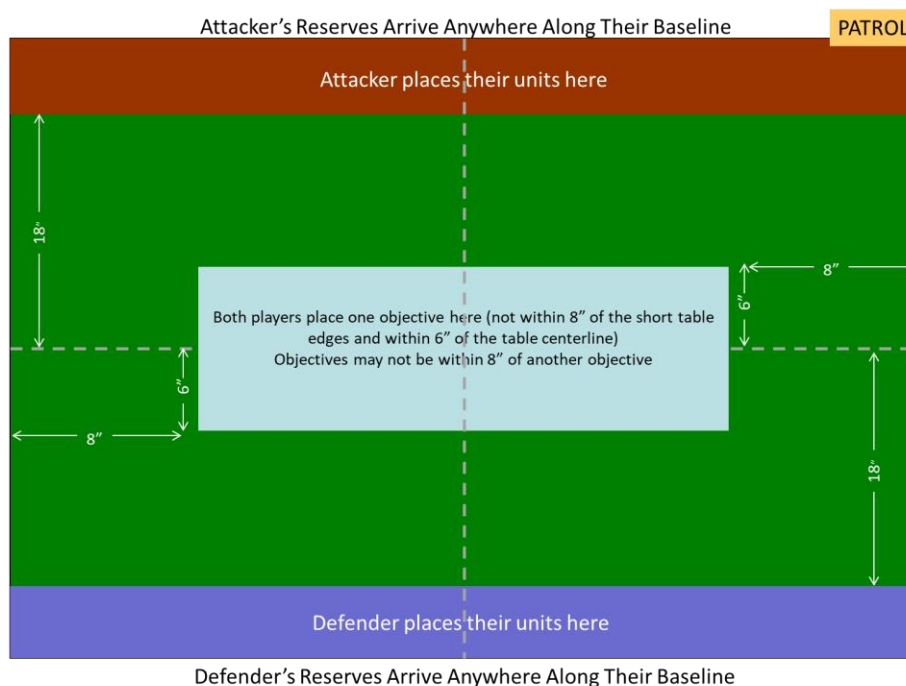
Starting with the attacker, players alternate placing a unit on the tabletop, within 6" of their base edge.

### *Game Duration –*

The mission ends at the end of the Start Phase of Turn Seven.

### *Winning the Mission –*

A side with control of both objectives at the end of any turn is the winner. If neither side has won before then, the side controlling the most objectives when the game ends wins the mission. Any other result is a draw.



# COUNTERATTACK MISSION

## Mission Special Rules:

Advance Planning, Ambush (1), Counterattack Reserve (Defender), Defensive Barrage, Line Holder (Defender), Pre-Registered Artillery Strike, Recon

## Mission Sequence:

### *Determine Attacker –*

Players roll off, the high scorer is the attacker.

### *Select Deployment Areas –*

The attacker selects which long table edge will be their baseline. The defender's baseline is the opposite one, as noted in the mission map below.

### *Place Objectives –*

The attacker places a mission objective within 12" of the defender's baseline, and more than 8" from the table edges as noted on the mission map. The defender then places a mission objective within 8" of the table centerline, and more than 8" from the table edges, as noted on the mission map.

### *Counterattack Reserve (Defender) –*

The defender selects units totaling at least 60% of their total points as their Counterattack Reserve. All the defender's vehicle units must be placed in Counterattack Reserve.

The player with Counterattack Reserves may then select a bonus unit with the Line Holder rule to reinforce their on-table force.

The player starts the game with only the activation dice for their on-table units.

The player's reserves are all released, and they receive their full complement of activation dice, on turn 5.

### *Deployment (Defender) –*

The remainder of the defender's force is deployed on the tabletop, within their deployment area. The defender also places three Scrape sections within their deployment area.

### *Ambush (1) –*

The defender may deploy one unit not held in reserve, plus any units with the Camouflage attribute, in ambush.

### *Deployment (Attacker) –*

The attacker then places all their units in their deployment area.

### *Pre-registered Artillery Strike (Defender) –*

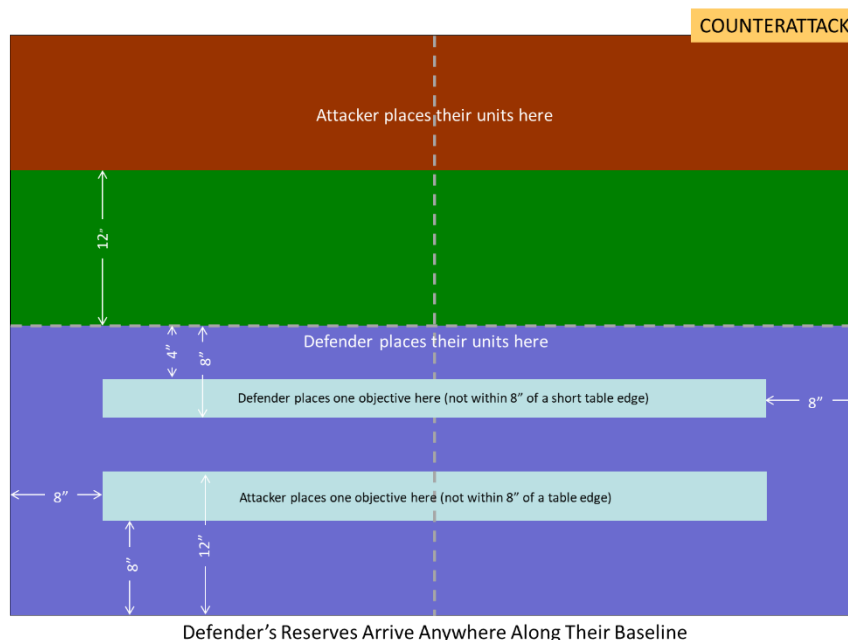
The defender receives a Pre-registered Artillery Strike, which may be called down commencing on turn 4.

### *Game Duration –*

The mission ends at the end of the Start Phase of Turn Nine.

### *Winning the Mission –*

If the Attacker does not control both objectives by the end of turn 4, the defender wins the mission. If the Defender does not control both objectives at the end of turn eight, the attacker wins the mission.





# SCREENING FORCE MISSION

## Mission Special Rules:

Advance Planning, Ambush (0), Recon, Tactical Reserve (Defender)

## Mission Sequence:

### Determine Attacker –

Players roll off, the high scorer is the attacker.

### Select Deployment Areas –

The attacker selects which long table edge will be their baseline. The defender's baseline is the opposite one, as noted in the mission map below.

### Place Objectives –

The attacker places a mission objective on the defender's side of the table as noted on the mission map. The defender then places a mission objective on their side of the table as noted on the mission map. The objectives may not be placed within 12" of each other.

### Tactical Reserve (Defender) –

The defender selects a minimum of 50% of their points to hold in Tactical Reserve. All support units must be placed in Tactical Reserve.

### Deployment (Defender) –

The remainder of the defender's force is deployed on the tabletop, within their deployment area.

### Ambush (0) –

The defender may deploy any units with the Camouflage attribute, not held in reserve, in ambush.

### Deployment (Attacker) –

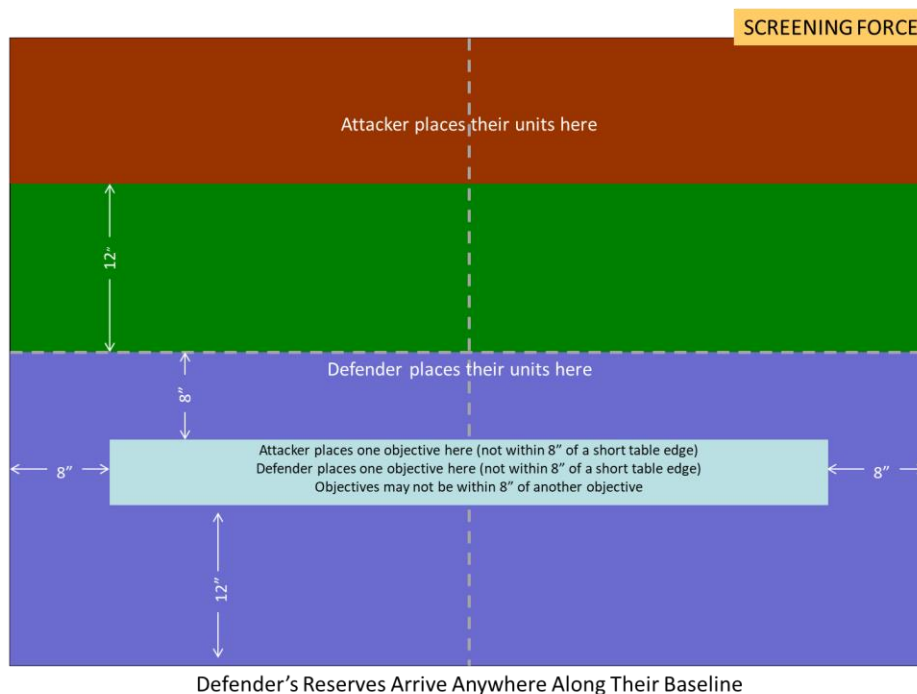
The attacker then places all their units in their deployment area.

### Game Duration –

The mission ends at the end of the Start Phase of Turn Seven.

### Winning the Mission –

A side with control of both objectives at the end of any turn is the winner. If neither side wins, the mission results in a draw.



# PROBE MISSION

## Mission Special Rules:

Advance Planning, Recon

## Mission Sequence:

### *Determine Attacker –*

Players roll off, the high scorer is the attacker.

### *Select Deployment Areas –*

The attacker selects which table quarter will be their deployment area. The defender's deployment area is the opposite one, as noted in the mission map below.

### *Place Objectives –*

Both players, starting with the attacker, place a mission objective in their opponent's deployment area as noted on the mission map. Then both players, starting with the attacker, place a mission objective in their own deployment area as noted on the mission map.

### *Deployment –*

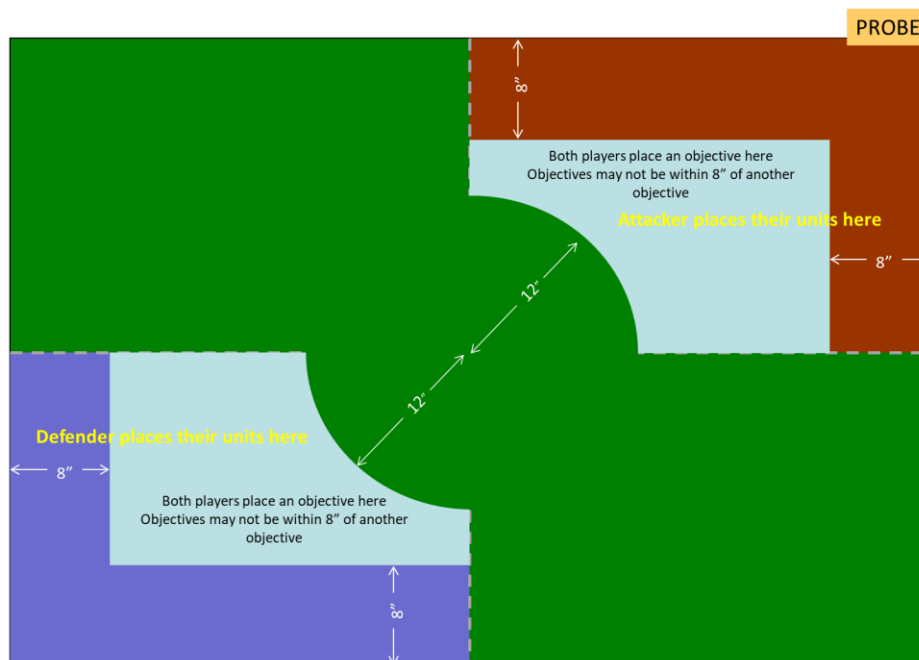
Both players, starting with the attacker, take turns placing a unit in their deployment quarter, at least 12" from the table center point.

### *Game Duration –*

The mission ends at the end of the Start Phase of Turn Seven.

### *Winning the Mission –*

A side with control of an objective in their opponent's deployment area at the end of any turn is the winner, unless the opposing player also meets this condition. If neither side wins, the mission results in a draw.



# DELAYING ACTION MISSION

## Mission Special Rules:

Advance Planning (Attacker), Ambush (1), Recon

## Mission Sequence:

### *Determine Attacker –*

Players roll off, the high scorer is the attacker.

### *Select Deployment Areas –*

The attacker selects which long table edge will be their baseline. The defender's baseline is the opposite one, as noted in the mission map below.

### *Withdraw (Defender) –*

None of the defender's units may voluntarily move any closer than 12" to their baseline prior to turn five. Commencing on turn five, units may withdraw off the table, taking an action to do so once they reach the edge.

### *Limited Force (Defender) –*

The defender is limited to 60% of the points level of the attacker in this mission. The defender may only

field a single battlegroup, and they may field no more than one support unit.

### *Deployment (Defender) –*

The defender's force is deployed on the tabletop, within their deployment area.

### *Ambush (1) –*

The defender may deploy one unit, plus any units with the Camouflage attribute, in ambush.

### *Deployment (Attacker) –*

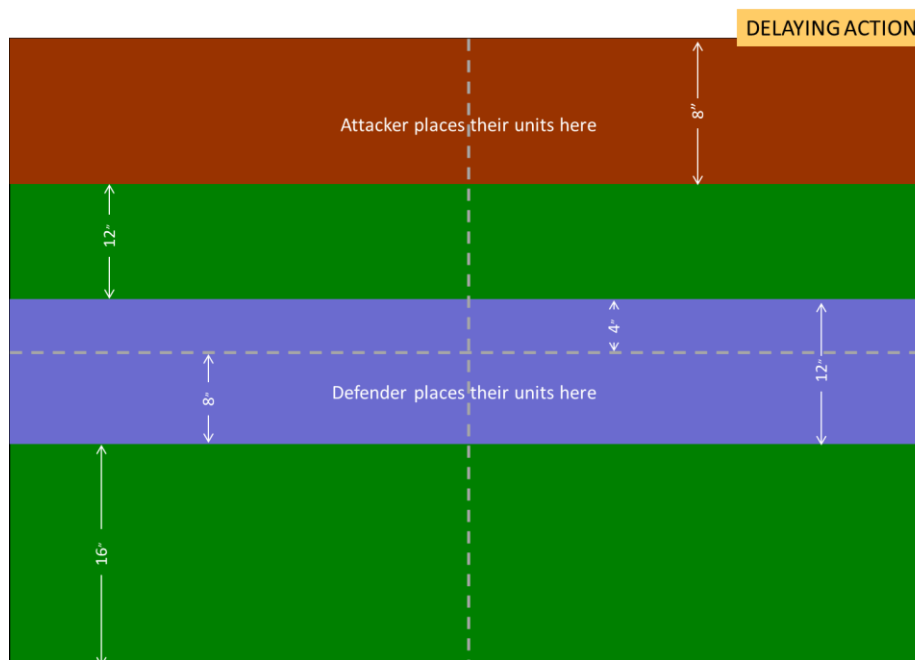
The attacker then places all their units in their deployment area.

### *Game Duration –*

The mission ends at the end of the Start Phase of Turn Eight.

### *Winning the Mission –*

The defender wins if their Battlegroup has not failed battlegroup morale, and they have withdrawn greater than 50% of their core units (minimum of three) from the table before the mission ends.



Defender May Leave the Table Anywhere Along Their Baseline After Turn Four

# INFILTRATION MISSION

## Mission Special Rules:

Advance Planning (Attacker), Immediate Reserves (both), Recon

## Mission Sequence:

### *Determine Attacker –*

Players roll off, the high scorer is the attacker.

### *Select Deployment Areas –*

The attacker selects which half of a long table edge will be their baseline. The defender's baseline is the other half of the opposite baseline, as noted in the mission map below.

### *Immediate Reserves –*

Both players must place one core unit, plus any additional units desired that have the Scouts or Recon special rules, in Immediate Reserve. The attacker may place an additional core unit in Immediate Reserve if desired.

### *Deployment –*

Starting with the attacker, players alternate placing units two at a time on the tabletop, within 8" of the base edge of their deployment area.

### *Game Duration –*

The mission ends at the end of the Start Phase of Turn Seven.

### *Winning the Mission –*

When the mission ends, the side with control of the most table quarters is the winner. On any other result, the mission results in a draw.



# OVER THE TOP MISSION

## Mission Special Rules:

Advance Planning (Attacker), Ambush (1), Dugouts (Trench Lines), Line Holder, Moving Barrage, Tactical Reserve (Defender), Support Artillery

### *Trench Lines –*

The table should have two trench lines as noted on the mission map. The two trench lines must be connected by two communication trenches, which must be over 8" from a table edge and at least 18" apart. The points where a communication trench meets a trench line are junctions.

### *Support Artillery –*

The attacker receives Support Artillery.

### *Moving Barrage –*

The Attacker in this mission receives a Moving Barrage, which they will place during the Barrage Phase of the first turn.

## Mission Sequence:

### *Determine Attacker –*

Players roll off, the high scorer is the attacker.

### *Select Deployment Areas –*

The attacker selects which short table edge will be their baseline. The defender's baseline is the opposite one, as noted in the mission map below.

### *Place Objectives –*

Starting with the defender, both players place an objective as noted on the mission map. The

objectives may not be placed within 12" of each other.

### *Tactical Reserve (Defender) –*

The defender selects units totaling at least 50% of their total points as their Reserve. All the player's vehicle units must be placed in Reserve. The defender may then select a bonus unit with the Line Holder rule to reinforce their on-table force.

### *Deployment –*

The defender places all but one of their units not in Tactical Reserve on the tabletop, in their deployment area. They also receive 4 wire sections, which may be placed anywhere outside the attacker's deployment area. The attacker then places their units in their deployment area. The defender then places their final unit in their deployment area.

### *Ambush (1) –*

The defender may deploy one unit, plus any units with Camouflage, not held in reserve, in ambush.

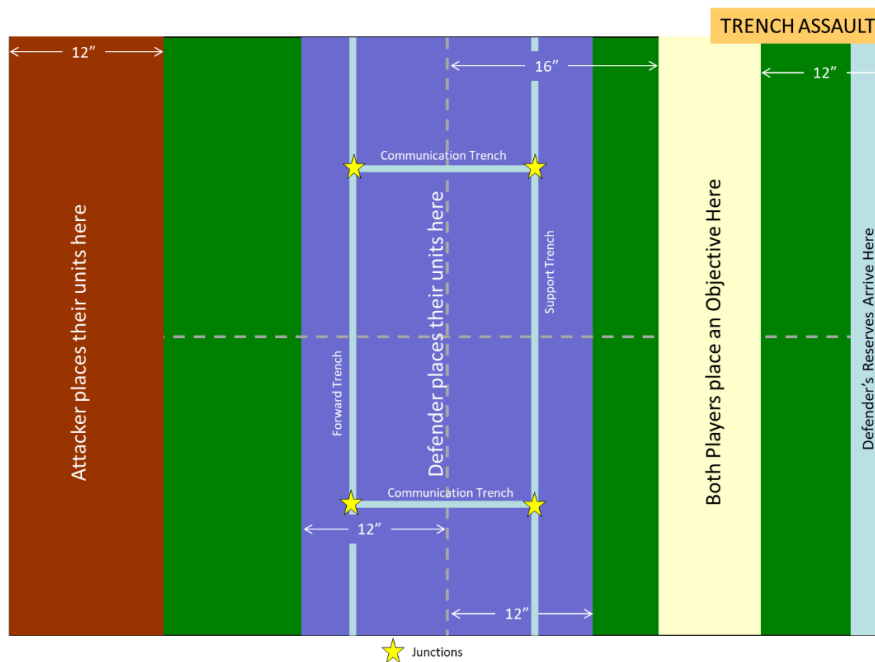
### *Game Duration –*

The mission ends at the end of the Start Phase of Turn Eight.

### *Winning the Mission –*

The game ends immediately with the attacker winning if they have 2 or more units within 6" of an objective at the end of a turn.

Otherwise, the player who controls the greatest number of junctions when the game ends wins the mission. If neither side wins, the mission results in a draw.





# PATROL MODE

Playing Storm of Fire in Patrol mode is a great way to learn the rules, or to get quick games in when you are short on time. Patrol mode uses special missions, fought on a smaller table, with a reduced point level and turn count. It is a great way to try out a new force.

## *PATROL MODE BASIC RULES*

### Table Size:

Patrol mode missions are based on a 4-foot by 4-foot table / playing area. This concentrates the action, allowing quick resolution for the Patrol mode missions.

### Point Levels:

The recommended point level for Patrol mode is 600 points. Optionally, players may agree to increase this to 800 points, but this will slow down gameplay.

# PATROL ENCOUNTER MISSION (PATROL MODE)

## Mission Special Rules:

Immediate Reserves (both), Patrol Mode, Recon

## Mission Sequence:

### *Determine Attacker –*

Players roll off, the high scorer is the attacker.

### *Select Deployment Areas –*

The attacker selects which table edge will be their baseline. The defender's baseline is the opposite one, as noted in the mission map below.

### *Place Objectives –*

Place a mission objective on the table center point.

### *Immediate Reserve –*

Both players must place any support units they selected in Immediate Reserve.

### *Deployment –*

Starting with the attacker, players alternate placing a unit on the tabletop, within 6" of their base edge.

### *Game Duration –*

The mission ends at the end of the Start Phase of Turn Five.

### *Winning the Mission –*

A side with control of the objective when the game ends wins the mission. Any other result is a draw.

