

# Belgian Forces

## Great War

### Early War / 1914

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



*Offered by Wasatch Miniatures and GAJO Games*

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# SPECIAL RULES – EARLY WAR



## ERA SPECIAL RULES – BELGIUM

A Belgian force has the following Special Rules in 1914:

### **Unjust Aggression –**

Belgians were outraged at the German violation of their neutrality, and soon word spread of atrocities against the civilian population.

Belgian Infantry squads have this special rule in 1914.

*Units with this rule receive one bonus die in the first round of close combat if they did not make an Assault action.*

## NATIONAL SPECIAL RULES – BELGIUM

Plus, a Belgian force will have one of following national Special Rules:

### **Endurance (Congolese) –**

Congolese units were stoic and endured unbelievable hardship.

*Congolese units with this special rule do not suffer from excess suppression unless they have five or more suppression markers.*

### **On Flanders Soil (Flemish) –**

The Flemish were fighting for their homes, soon cut off from their families. They fought with tenacity.

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

### **Dedicated (Walloon) –**

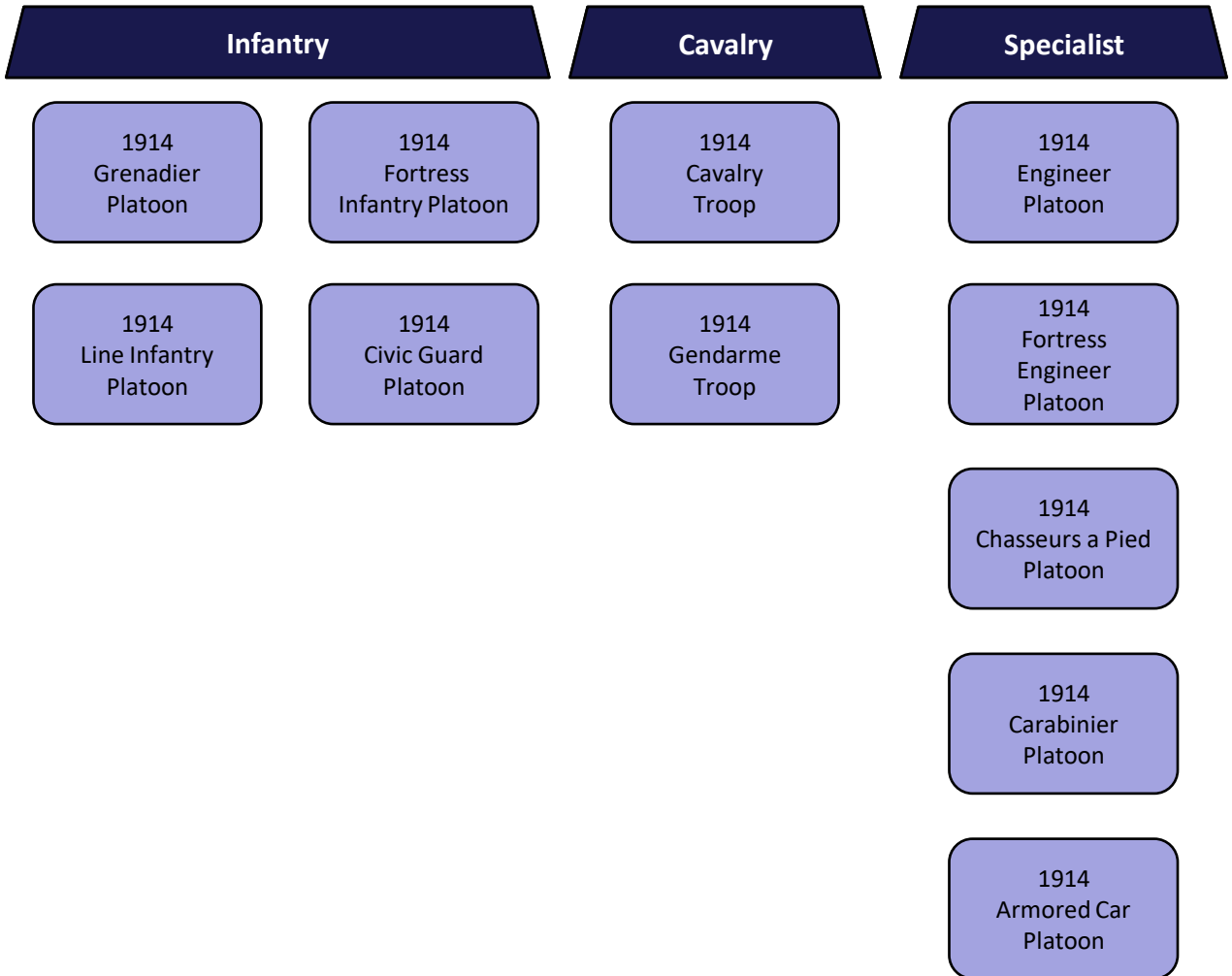
Wallonia was a wealthy, developed region and units drawn from it showed great elan.

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

# Battlegroup Diagram



Belgium  
1914

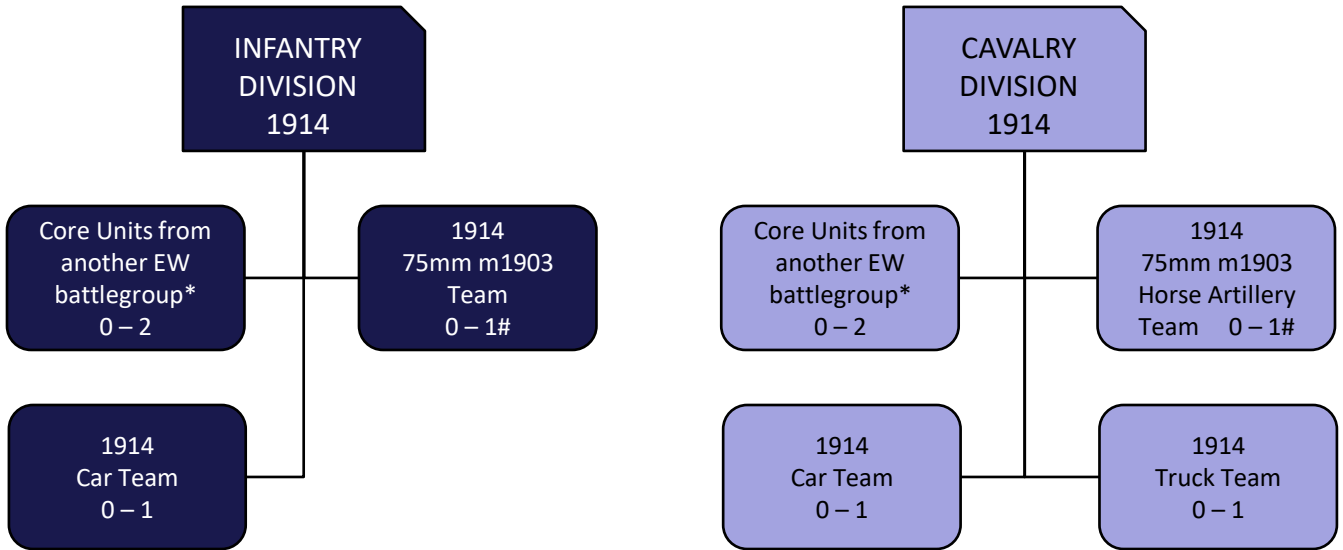


A force must include at least one Battlegroup,  
but it may include more than one

# Support Diagram



## Belgium 1914



• = excludes command units

# = Support Artillery

# Infantry Battlegroups and Units

## Belgium 1914



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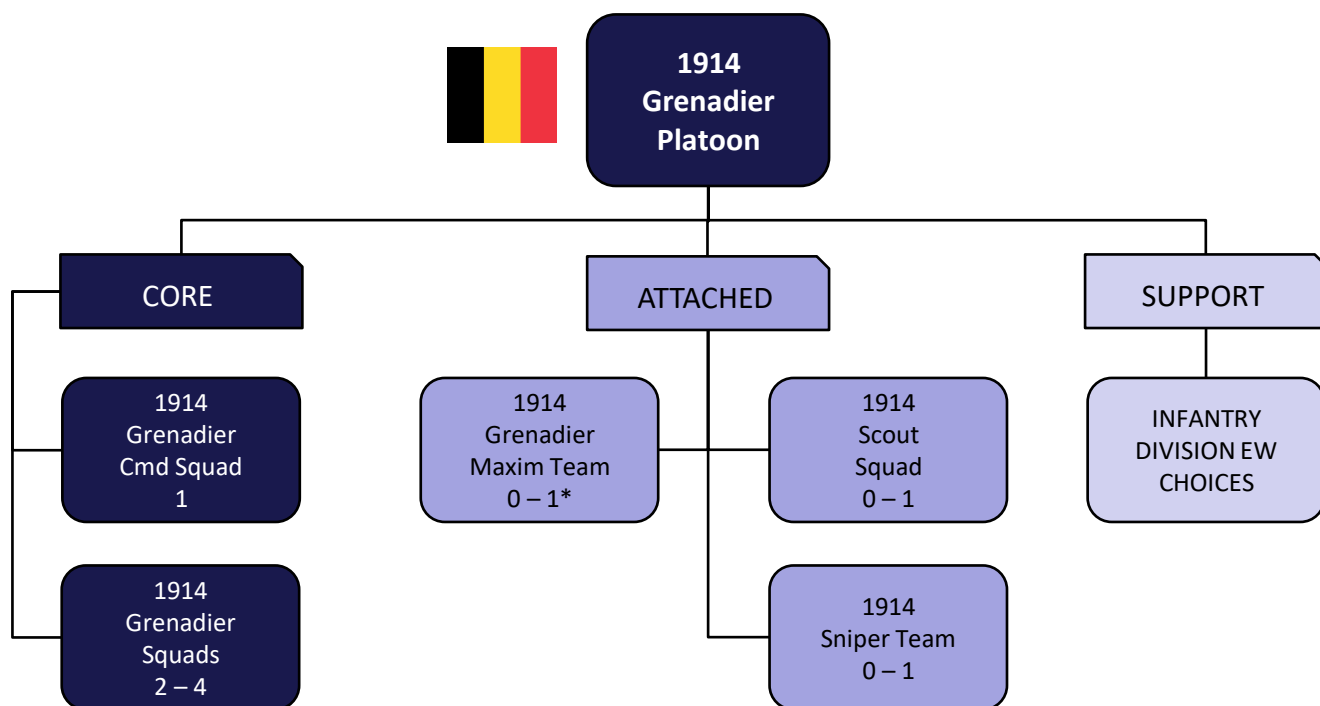
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# 1914 GRENADIER PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Grenadier Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, SA pistol			1	24		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Musician, pistol			0 - 1	12		
Senior NCO, BA rifle			0 - 1	22		
Add Grenadier, BA rifle			0 - 4	12		
Upgrade pistol to SA Pistol			Any	+1 ea		

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 3+

**Formation**

Attack -1  
Recon 0



Infantry Unit

## Linear Order, No Head Protection

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

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

Unit Special Rules:

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

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

# 1914 Grenadier Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle			1	135		
9 Grenadier, BA rifle			0 - 10	12		
Add Grenadier, BA rifle			Any	+1 ea		
Replace NCO's pistol with SA pistol						

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 3+



Infantry Unit

## Linear Order, No Head Protection

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

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

Unit Special Rules:

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

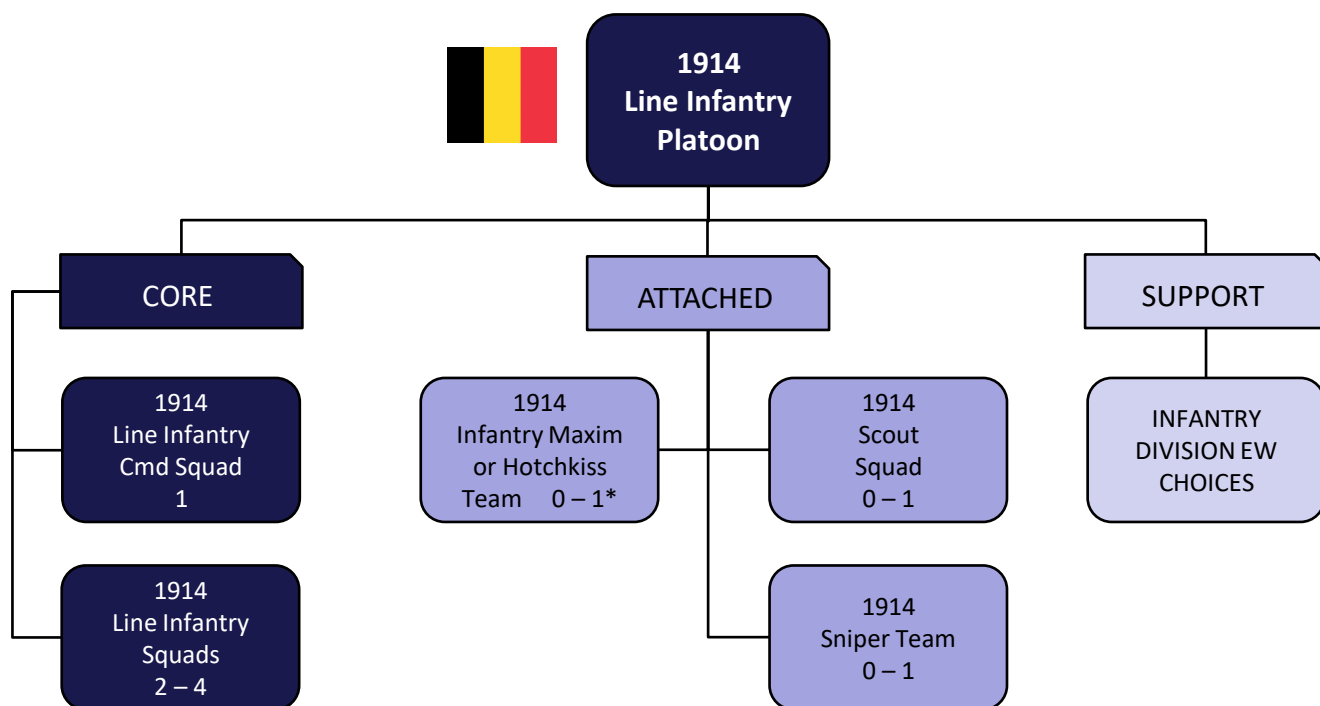
**No Head Protection** – unit receives -1 on Triage Checks.

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

# 1914 LINE INFANTRY PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit



# 1914 Line Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, SA pistol			1	24		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Musician, pistol			0 - 1	12		
Senior NCO, BA rifle			0 - 1	21		
Add Rifleman, BA rifle			0 - 4	11		
Upgrade pistol to SA Pistol			Any	+1 ea		

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+

**Formation**

Attack -1  
Recon 0



Infantry Unit

## Linear Order, No Head Protection

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

Unit Special Rules:

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

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

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

# 1914 Line Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle			1	125		
9 Riflemen, BA rifle			0 - 10	11		
Add Riflemen, BA rifle			Any	+1 ea		
Replace NCO's pistol with SA pistol						

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+



Infantry Unit

## Linear Order, No Head Protection

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

Unit Special Rules:

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

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

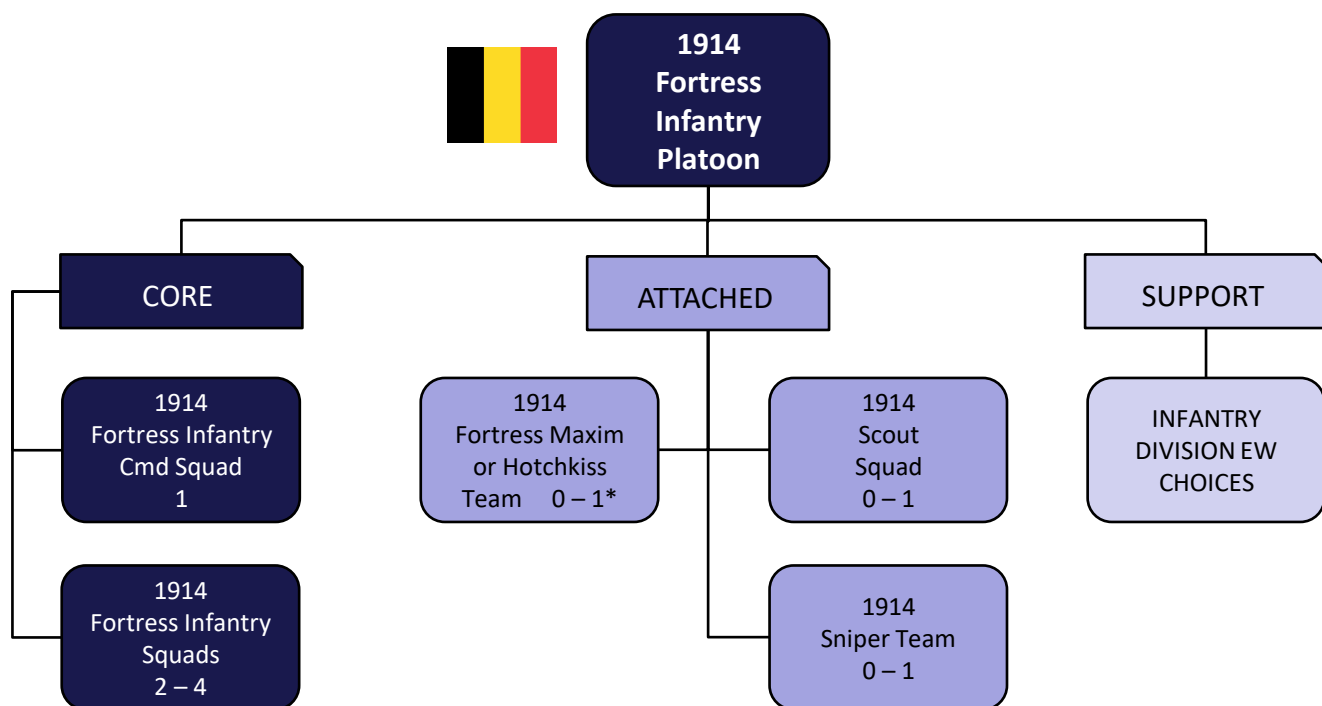
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		

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

# 1914 FORTRESS INFANTRY PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Fortress Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol	1	16	1	24		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols	0-1	20	0-1	23		
Medic, unarmed	0-1	15	0-1	17		
Musician, pistol	0-1	10	0-1	12		
Senior NCO, SS rifle	0-1	15	0-1	18		
Add Rifleman, SS rifle	0-4	5	0-4	8		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 4+

**Formation**

Attack -2  
Recon 0



Infantry Unit

## Linear Order, No Head Protection

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

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

Unit Special Rules:

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

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

# 1914 Fortress Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or SS rifle	1	65	1	95		
9 Riflemen, SS rifle	0-10	5	0-10	8		
Add Riflemen, SS rifle	Any	+1 ea	Any	+1 ea		
Replace NCO's pistol with SA pistol						

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 4+



Infantry Unit

## Linear Order, No Head Protection

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

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

Unit Special Rules:

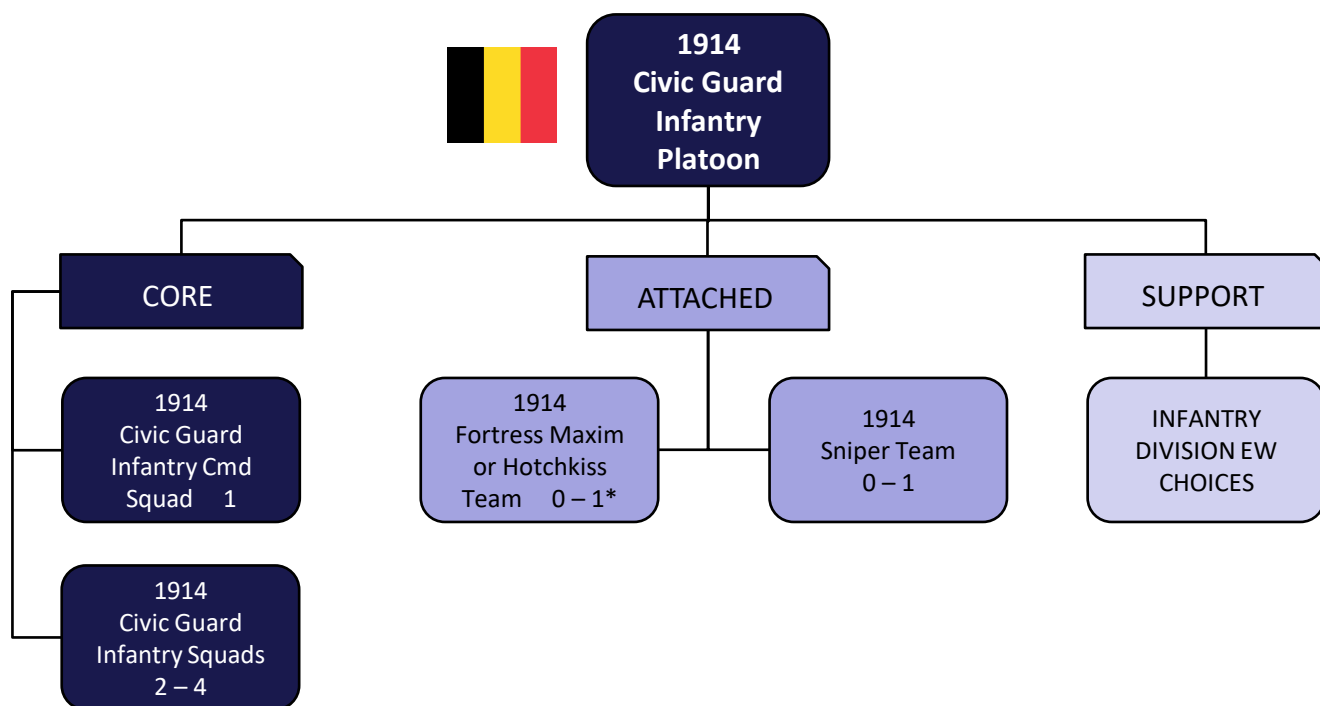
**Linear Order** – the unit may only operate in Linear Order.

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

# 1914 CIVIC GUARD INFANTRY PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Civic Guard Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol	1	16				
Downgrade Officer to Green	0-1	-7				
Downgrade Officer to Difficult	0-1	-4				
Upgrade Officer to Energetic	0-1	+5				
Upgrade Officer to Inspiring						
Attached Staff Officer and Aide, pistols	0-1	20				
Medic, unarmed	0-1	15				
Musician, pistol	0-1	10				
Senior NCO, SS rifle	0-1	14				
Add Rifleman, SS rifle	0-4	4				

**Morale**

Rally 3+  
Aggression 5+  
Tenacity 5+

**Formation**

Attack -1  
Recon 0



Infantry Unit

## Linear Order, No Head Protection, Poor Drill

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

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

Unit Special Rules:

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

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

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

# 1914 Civic Guard Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or SS rifle	1	55				
9 Riflemen, SS rifle						
Add Riflemen, SS rifle	0-10	4				

**Morale**

Rally 3+  
Aggression 5+  
Tenacity 5+



Infantry Unit

## Linear Order, No Head Protection, Poor Drill

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

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

Unit Special Rules:

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

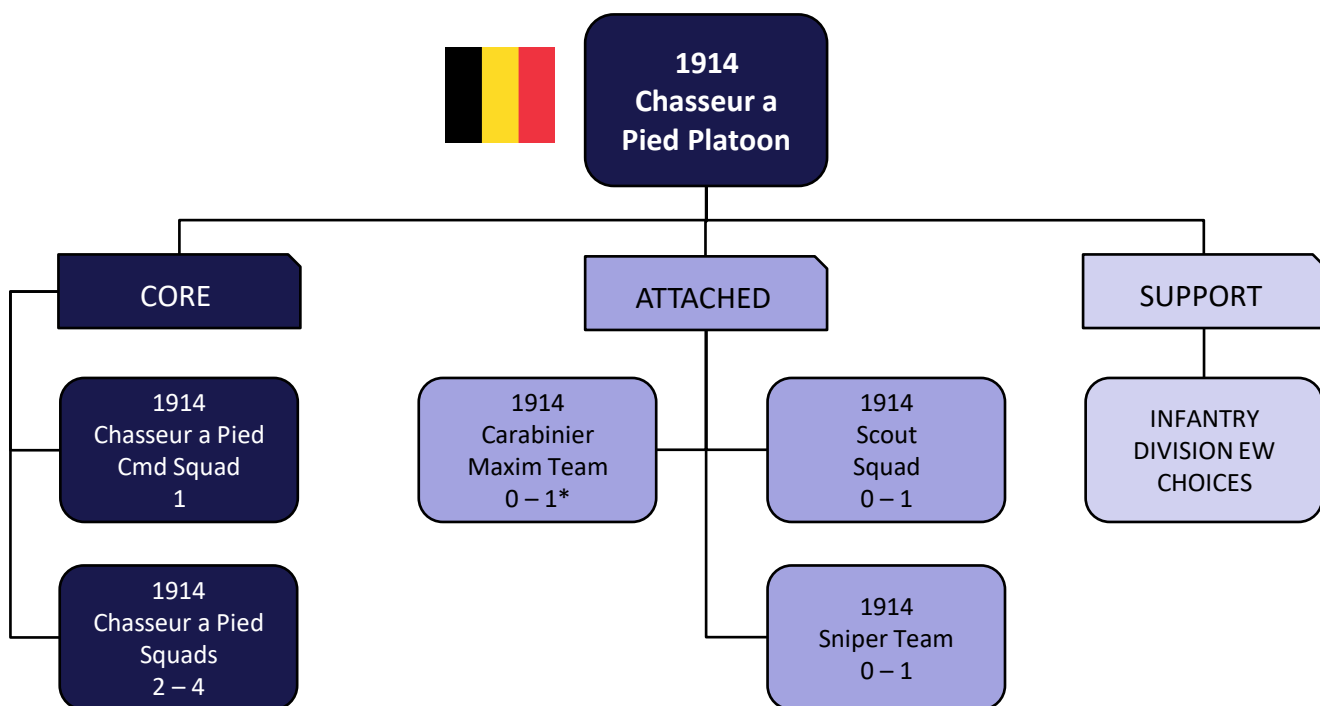
**No Head Protection** – unit receives -1 on Triage Checks.

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

# 1914 CHASSEURS A PIED PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Chasseur a Pied Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, SA pistol			1	24		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Musician, pistol			0 - 1	12		
Senior NCO, BA rifle			0 - 1	23		
Add Chasseurs, BA rifle			0 - 4	13		
Upgrade pistol to SA Pistol			Any	+1 ea		

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+

**Formation**

Attack -1  
Recon 1



**No Head Protection**

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

Unit Special Rules:

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

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

# 1914 Chasseur a Pied Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle			1	145		
9 Chasseurs, BA rifle			0 - 10	13		
Add Chasseurs, BA rifle			Any	+1 ea		
Replace NCO's pistol with SA pistol						

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+



**No Head Protection**

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

Unit Special Rules:

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

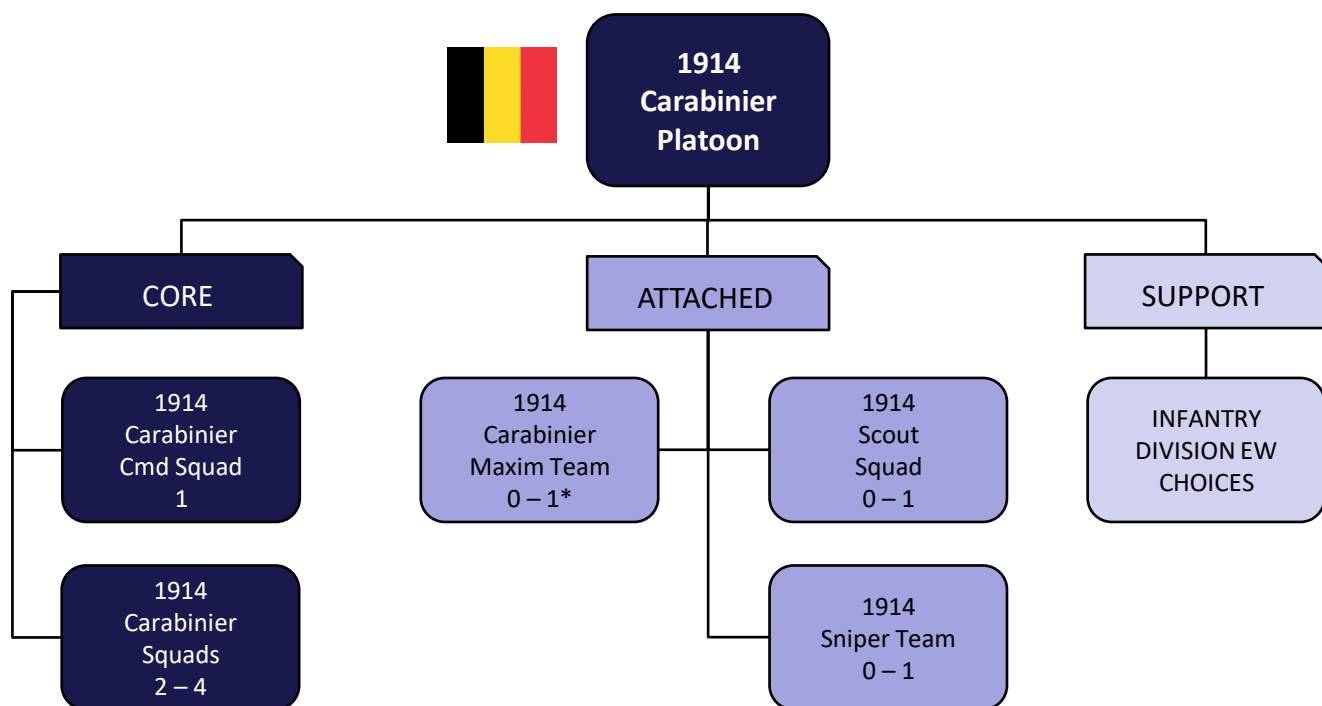
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		

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

# 1914 CARABINIER PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit



# 1914 Carabinier Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, SA pistol			1	24		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Musician, pistol			0 - 1	12		
Senior NCO, BA rifle			0 - 1	25		
Add Carabiniers, BA rifle			0 - 4	15		
Upgrade pistol to SA Pistol			Any	+1 ea		

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+

**Formation**

Attack -1  
Recon 1



Infantry Unit

## Extended Order, Marksmen, No Head Protection

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

Unit Special Rules:

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

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

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

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

# 1914 Carabinier Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle			1	165		
9 Carabiniers, BA rifle			0 - 10	15		
Add Carabiniers, BA rifle			Any	+1 ea		
Replace NCO's pistol with SA pistol			For unit	+5		
Equip the entire unit with cycles						

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+



Infantry Unit

## Extended Order, Marksmen, No Head Protection

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

Unit Special Rules:

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

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

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

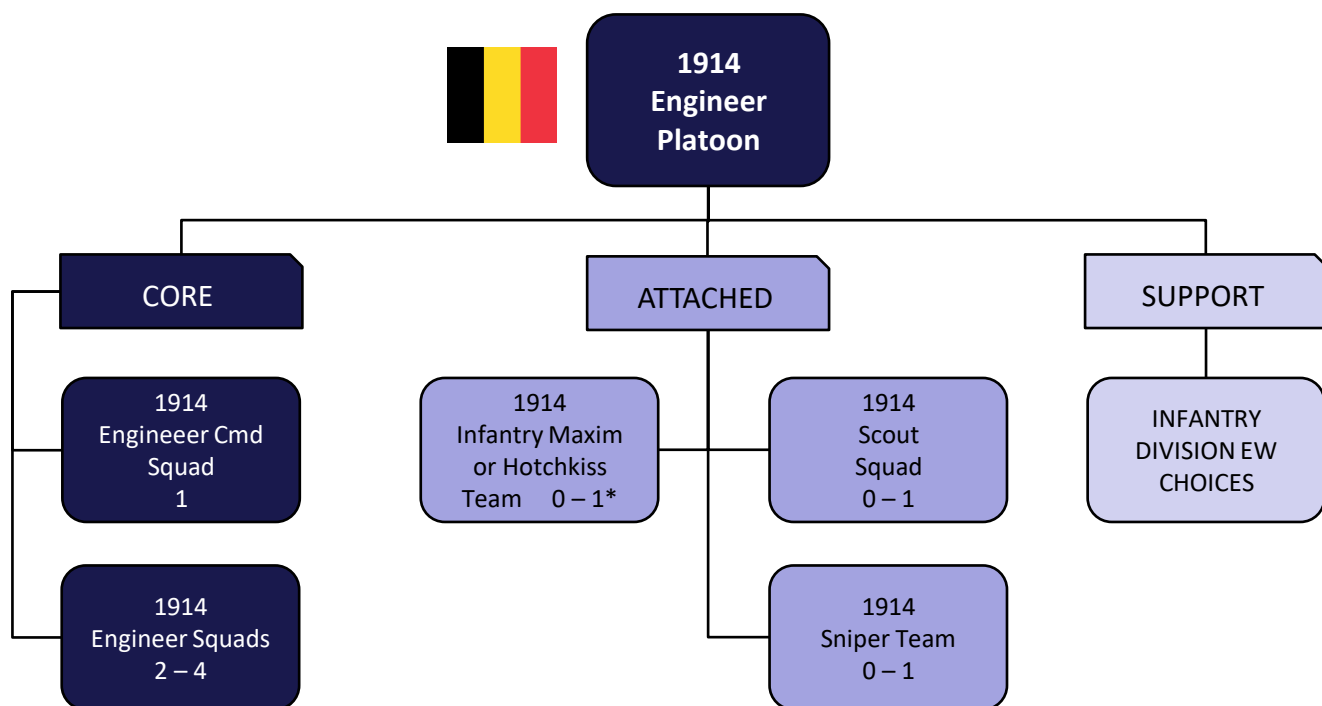
**No Head Protection** – unit receives -1 on Triage Checks.

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

# 1914 ENGINEER PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Engineer Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, SA pistol			1	24		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, BA rifle			0 - 1	25		
Add Rifleman, BA rifle			0 - 4	15		
Upgrade pistol to SA Pistol			Any	+1 ea		
Add improvised grenades			Any	+1 ea		

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+

**Formation**

Attack -1  
Recon 0



**No Head Protection, Pioneers**

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

Unit Special Rules:

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

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

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

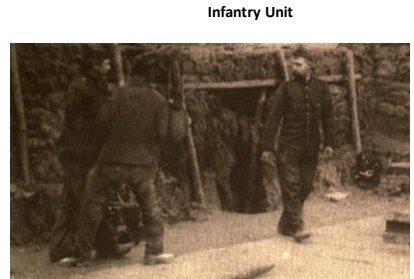
# 1914 Engineer Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, BA rifle			1	165		
9 Engineers, BA rifle						
Add Engineers, BA rifle			0 - 10	15		
Replace NCO's BA rifle with SA pistol			Any	+1 ea		
Add improvised grenades			Any	+1 ea		

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+



**No Head Protection, Pioneers**

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

Unit Special Rules:

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

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

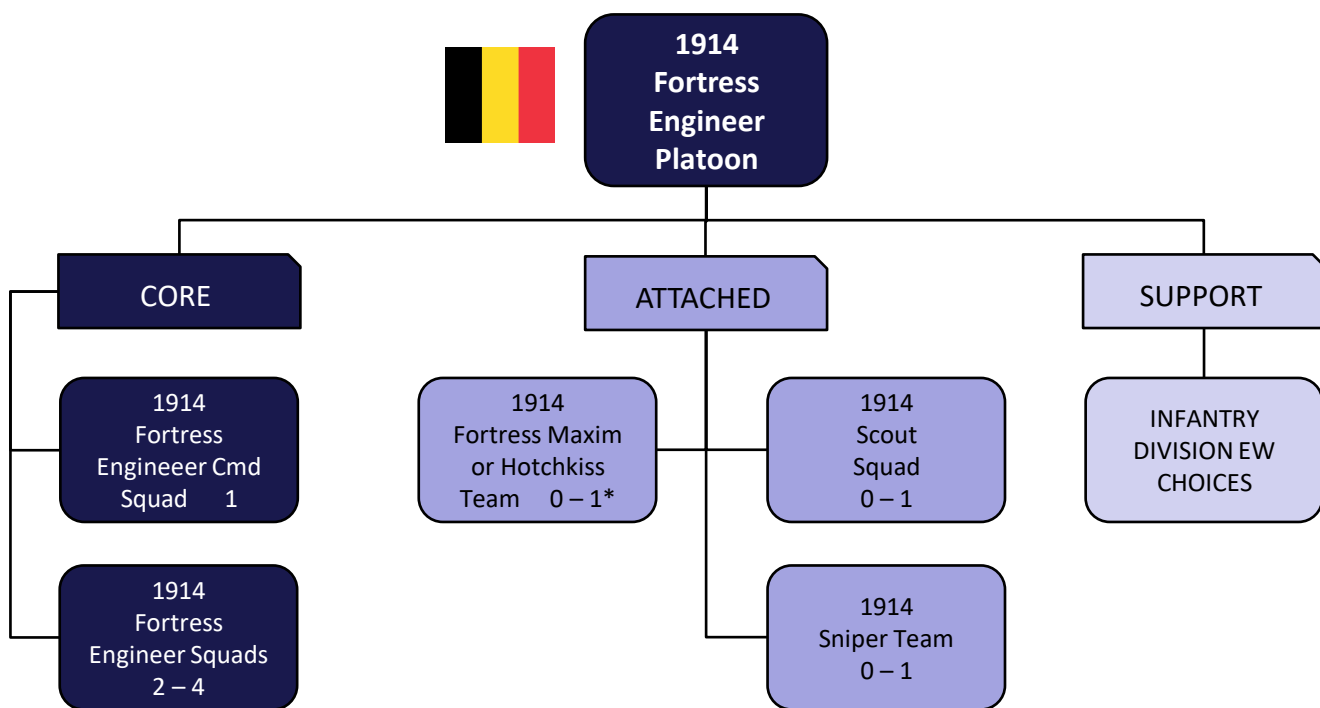
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

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

# 1914 FORTRESS ENGINEER PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Fortress Engineer Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol	1	16	1	24		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols	0-1	20	0-1	23		
Medic, unarmed	0-1	15	0-1	17		
Comms Specialist (Level 1), pistol	0-1	15	0-1	17		
Senior NCO, SS rifle	0-1	19	0-1	21		
Add Rifleman, SS rifle	0-4	9	0-4	11		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		
Add improvised grenades	Any	+1 ea	Any	+1 ea		

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 4+

**Formation**

Attack -2  
Recon 0



## No Head Protection, Pioneers

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

Unit Special Rules:

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

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

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

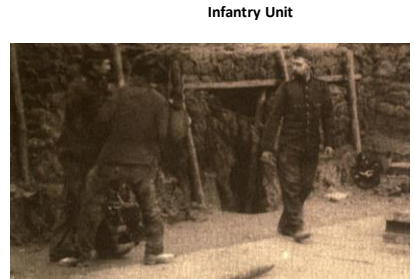
# 1914 Fortress Engineer Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or SS rifle	1	105	1	125		
9 Engineers, SS rifle						
Add Engineers, SS rifle	0-10	9	0-10	11		
Replace NCO's pistol with SA pistol	Any	+1 ea	Any	+1 ea		
Add improvised grenades	Any	+1 ea	Any	+1 ea		

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 4+



## No Head Protection, Pioneers

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

Unit Special Rules:

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

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

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

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

# 1914 Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	155		
9 Scouts with BA rifle						
Add Scouts with BA rifle			0-10	14		
Replace NCO's pistol with SA pistol			Any	+1 ea		

Morale	
Rally	4+
Aggression	5+
Tenacity	4+

Infantry Unit



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

Unit Special Rules:

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

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

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

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

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

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

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# Cavalry Battlegroups and Units

## Belgium 1914



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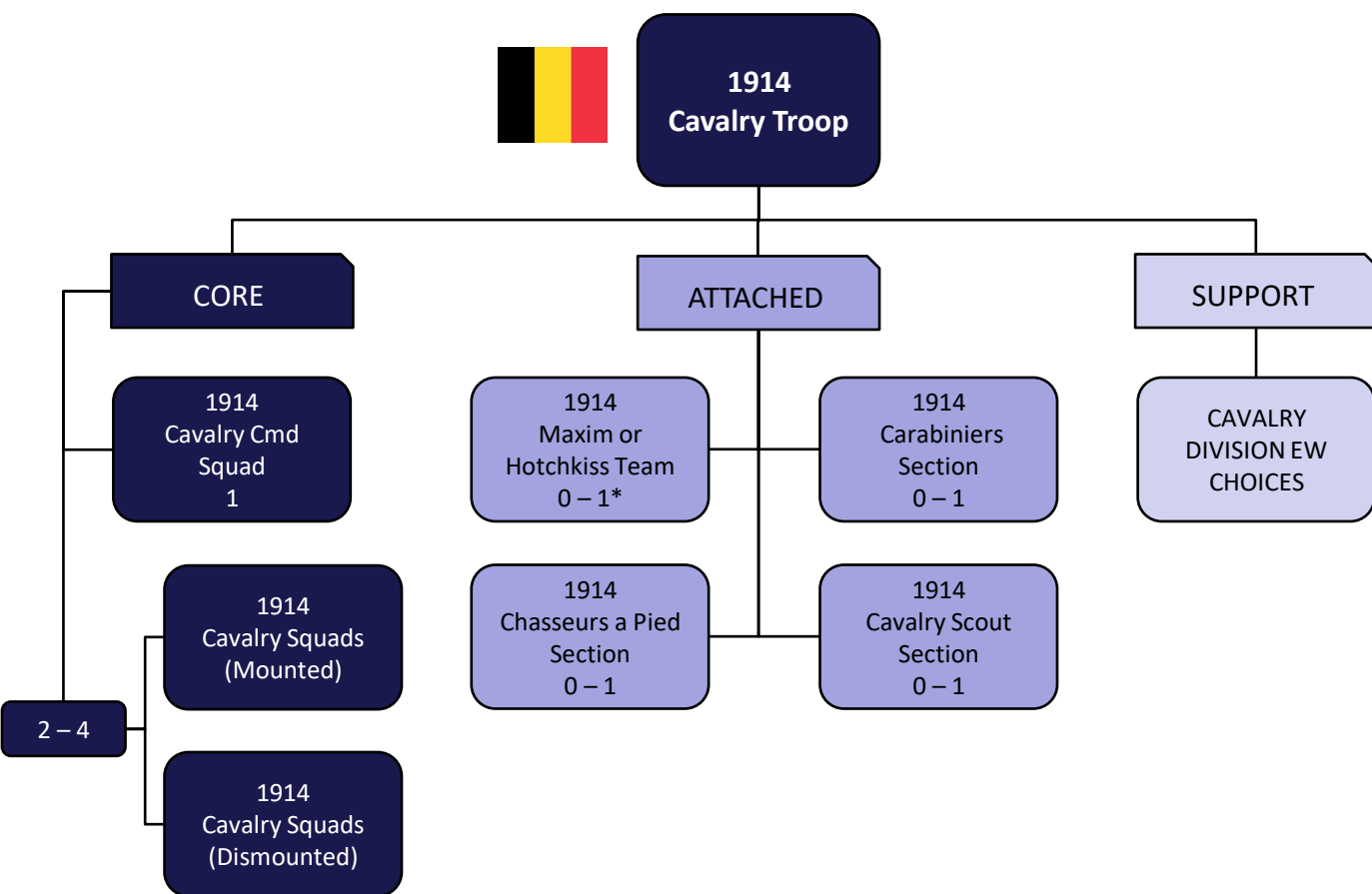
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# 1914 CAVALRY TROOP

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit



# 1914 Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse			1	24		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols, sabre, horse			0 - 1	25		
Medic, unarmed, horse			0 - 1	18		
Farrier, pistol, sabre, horse			0 - 1	18		
Musician, pistol, sabre, horse			0 - 1	13		
Senior NCO, BA carbine, sabre, horse			0 - 1	24		
Add Trooper, BA carbine, sabre, horse			0 - 2	14		
Replace BA carbine with BA rifle (Chasseurs)			All	-		
Add lance (Lancers)			All	+1 ea		

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+

**Formation**

Attack +2  
Recon 2



Mounted Unit

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

Unit Special Rules:

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

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

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

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

# 1914 Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	85		
4 Troopers, BA carbine, sabre, horse			0 - 3	14		
Add Trooper, BA carbine, sabre, horse			All	-		
Replace BA carbine with BA rifle (Chasseurs)			All	+1 ea		
Add lance (Lancers)			Any	+1 ea		

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+



Mounted Unit

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

Unit Special Rules:

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

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

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

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

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

# 1914 Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine 4 Troopers, BA carbine			0 - 1	80		
Add Trooper, BA carbine <i>Replace BA carbine with BA rifle (Chasseurs)</i>			0 - 3	13		
<i>Equip the entire unit with cycles</i>			<i>For unit</i>	+5		

Morale	
Rally	4+
Aggression	4+
Tenacity	3+



Unit Special Rules:

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

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

## No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		

AF = Accelerated Fire

RF = Rapid Fire

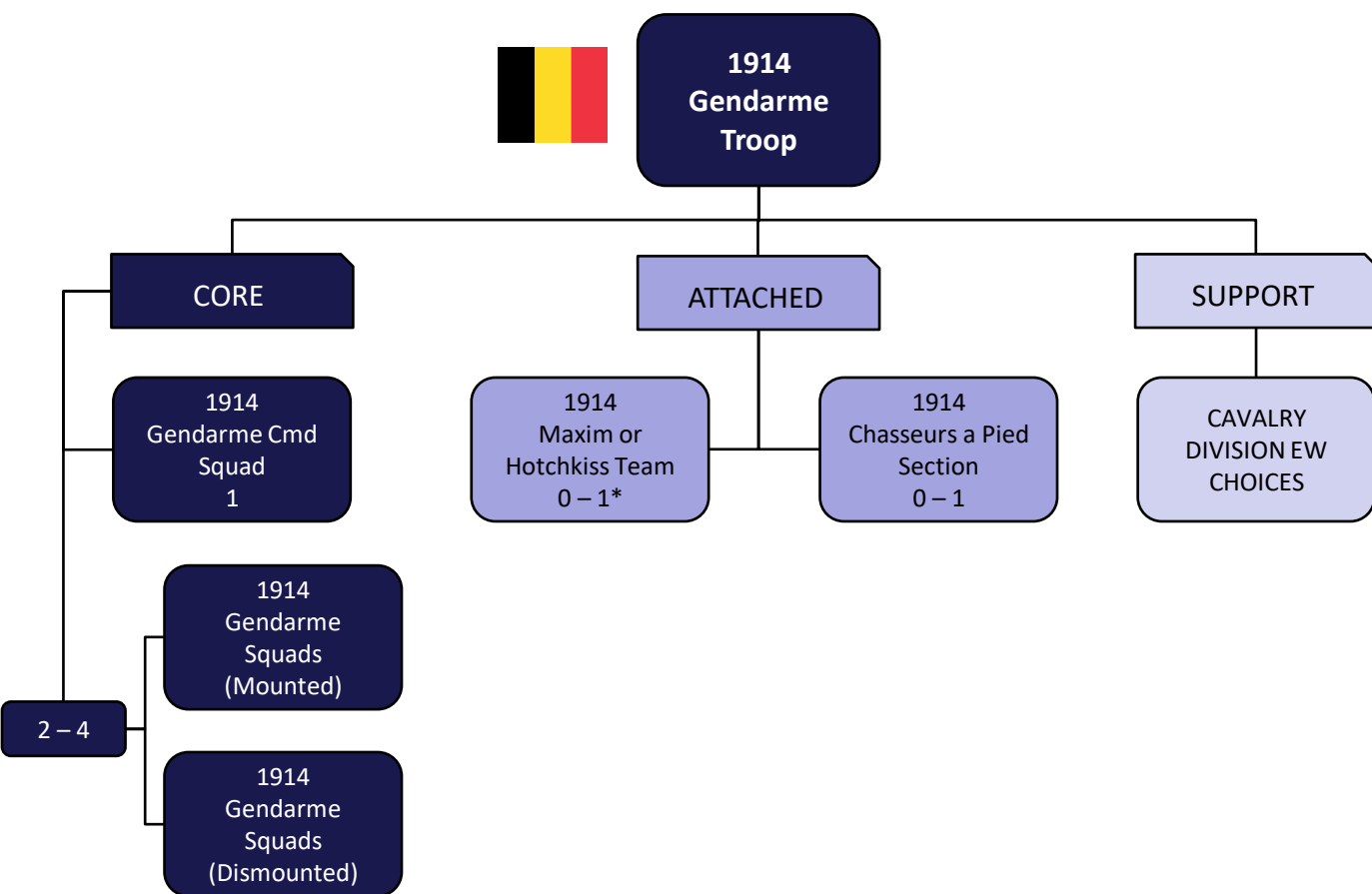
SS = Single Shot

\* = Slow Firing

# 1914 GENDARME TROOP

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1914 Gendarme Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse	1	18				
Downgrade Officer to Green	0-1	-7				
Downgrade Officer to Difficult	0-1	-4				
Upgrade Officer to Energetic	0-1	+5				
Upgrade Officer to Inspiring						
Attached Staff Officer and Aide, pistols, sabre, horse	0-1	22				
Medic, unarmed, horse	0-1	16				
Farrier, pistol, sabre, horse	0-1	16				
Musician, pistol, sabre, horse	0-1	11				
Senior NCO, BA carbine, sabre, horse	0-1	21				
Add Trooper, BA carbine, sabre, horse	0-4	11				

## Morale

Rally 4+  
Aggression 4+  
Tenacity 3+

## Formation

Attack +2  
Recon 2

Mounted Unit



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

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

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

Unit Special Rules:

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

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

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

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

# 1914 Gendarme Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse	1	70				
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse	0-3	11				

## Morale

Rally 4+  
Aggression 4+  
Tenacity 3+

Mounted Unit



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

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

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

Unit Special Rules:

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

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

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

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# 1914 Dismounted Gendarme Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	NCO, pistol or BA carbine 4 Troopers, BA carbine	0-1	65			
Add Trooper, BA carbine	0-3	10				

Morale	
Rally	4+
Aggression	4+
Tenacity	3+



Infantry Unit

Unit Special Rules:

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

## No Head Protection

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

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# 1914 Cavalry Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	100		
4 Troopers, BA carbine, sabre, horse			0-3	17		
Add Trooper, BA carbine, sabre, horse Replace BA carbine with BA rifle (Chasseurs)			All	-		
Add lance (Lancers)			All	+1 ea		
Add lance (Guides)			Any	+1 ea		

Morale	
Rally	4+
Aggression	5+
Tenacity	4+

Mounted Unit



Unit Special Rules:

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

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

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

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

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
<b>Pistol</b>	6"	RF	RF	-	5+		Assault
<b>BA carbine</b>	18"	RF	RF*	-	5+		Handy
<b>Bolt Action Rifle</b>	24"	RF	RF*	-	5+		
<b>Sabre</b>	melee						+1 to Assault Checks on Assault move
<b>Lance</b>	melee						Re-roll Assault Checks on Assault move

# Vehicle Battlegroups and Units

## Belgium 1914



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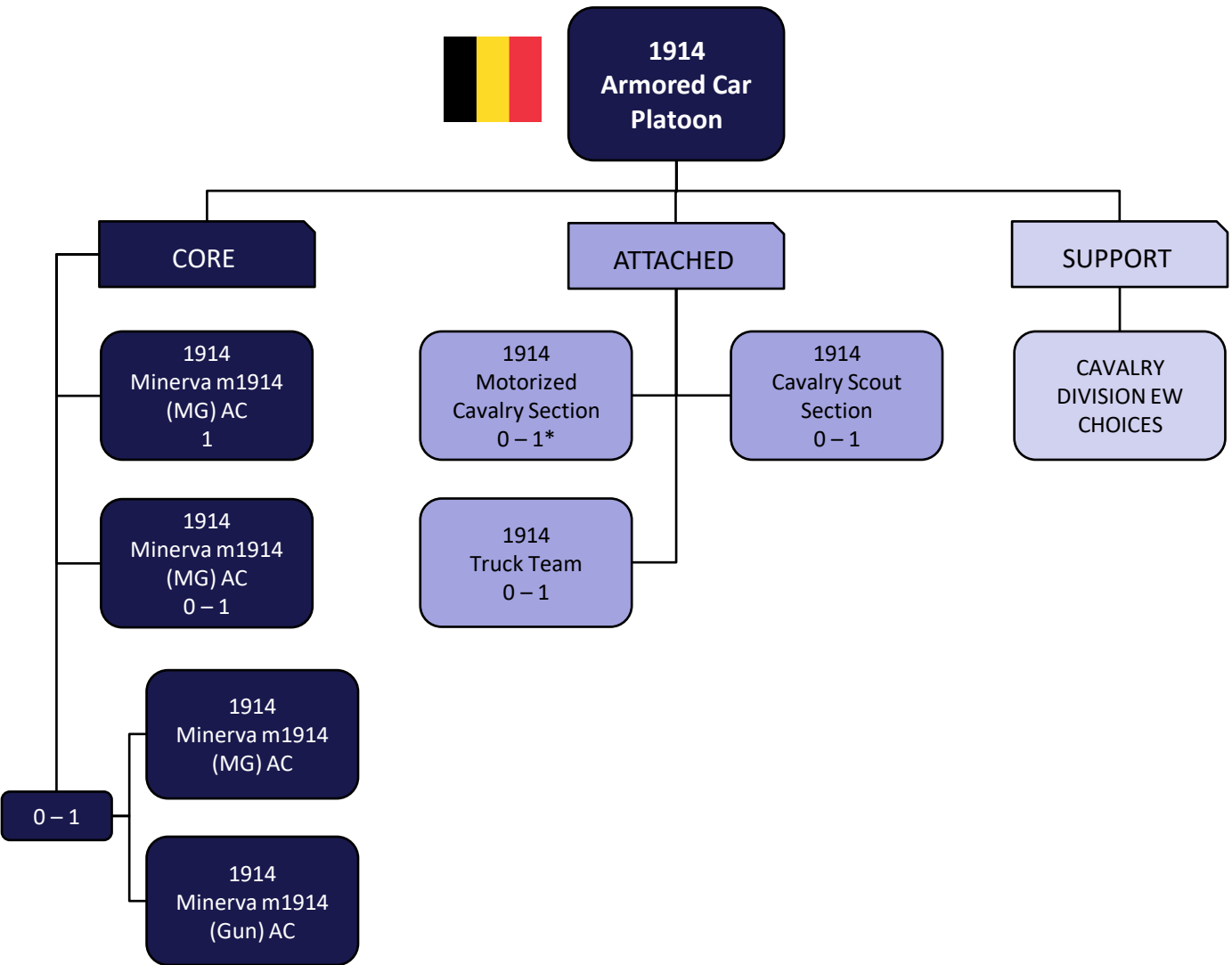
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# 1914 ARMORED CAR PLATOON

National Special Rules – Flemish or Walloon.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit



# 1914 Command Minerva m1914 - MG



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Minerva M1914 (MG) Armored Car			1	53		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

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

Unit Special Rules:

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

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

**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.

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

**Open Topped** – the vehicle adds an additional suppression marker each time it receives any.

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

**Tank Terror** – the vehicle causes Tank Terror.

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

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+

**Formation**

Attack +2  
Recon 1



**Resilience** 3

**Armor**

Front 7  
Side 7  
Top 6

**Defensive MGs (2), Fighting Compartment (3), Open Topped, Tank Terror, Wheeled**

Unit	Maneuver	Double Time	Assault	Agility
Minerva m1914	6"	9"	4"	5+

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

# 1914 Minerva m1914 - MG



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Minerva M1914 (MG) Armored Car			1	53		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

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

Unit Special Rules:

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

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

**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.

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

**Open Topped** – the vehicle adds an additional suppression marker each time it receives any.

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

**Tank Terror** – the vehicle causes Tank Terror.

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

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 3+



**Resilience** 3

**Armor**

Front 7  
Side 7  
Top 6

**Defensive MGs (2), Fighting Compartment (3), Open Topped, Tank Terror, Wheeled**

Unit	Maneuver	Double Time	Assault	Agility
Minerva m1914	6"	9"	4"	5+

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

# 1914 Minerva m1914 - Gun



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Minerva M1914 (Gun) Armored Car			1	55		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale	
Rally	4+
Aggression	4+
Tenacity	3+



Resilience		Armor	
	3	Front	7
		Side	7
		Top	6

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

Unit Special Rules:

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

**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.

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

**Open Topped** – the vehicle adds an additional suppression marker each time it receives any.

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

**Tank Terror** – the vehicle causes Tank Terror.

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

## Fighting Compartment (3), Open Topped, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Minerva m1914	6"	9"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
37mm Gun	24"	2	1*	+4	4+	d3	

# 1914 Motorized Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, BA carbine or BA rifle			0-1	80		
4 Troopers, BA carbine or BA rifle						
Add Trooper, BA carbine or BA rifle			0-4	13		
Add motorcycles			All/none	+1 ea		
Equip the entire unit with cycles if not equipped with motorcycles			For unit	+5		

Morale	
Rally	4+
Aggression	4+
Tenacity	3+



\* - if equipped with motorcycles

Unit Special Rules:

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

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

**Mounted** – the unit does not benefit from concealment or protection while mounted. A mounted figure receives a -1 to its Accuracy checks when shooting unless it is using a pistol or SA pistol.

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

## Extended Order, Mounted\*, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted (Motorcycle)	12"	20"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		

# 1914 Belgian Car Team



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

Morale	
Rally	4+
Aggression	5+
Tenacity	6+

Vehicle Unit



Unit Special Rules:

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

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

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

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

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

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

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

# 1914 Belgian Truck Team



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

Morale	
Rally	4+
Aggression	5+
Tenacity	6+

Vehicle Unit



Unit Special Rules:

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

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

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

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

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

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

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

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

# Weapons Units

## Belgium 1914



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# 1914 Grenadier Maxim MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG, NCO + 3 crew			1	38		
<i>Add Dog Cart and Limber</i>			<i>For unit</i>	<i>+4</i>		

Morale	
Rally	4+
Aggression	4+
Tenacity	3+



## Fixed, No Head Protection

Unit Special Rules:

**Dog Cart** – the weapon’s Double Time move is increased by 4”.

**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.

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

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

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	4”	-	5+
With Dog Cart	-	8”	-	5+

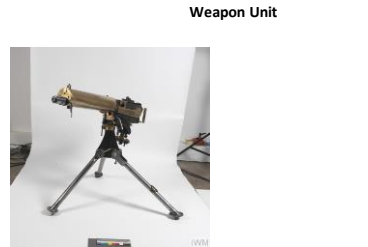
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Maxim MG	36”	6	2	-	4+		Beaten Zone, Crew 3, Scythe, Suppression

# 1914 Carabinier Maxim MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG, NCO + 3 crew			1	36		
<i>Add Dog Cart and Limber</i>			<i>For unit</i>	<i>+4</i>		

Morale	
Rally	4+
Aggression	5+
Tenacity	3+



## Fixed, No Head Protection

Unit Special Rules:

**Dog Cart** – the weapon’s Double Time move is increased by 4”.

**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.

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

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

Unit	Maneuver	Double Time	Assault	Agility
Gun Team / Light Mount	-	6”	-	5+
With Dog Cart	-	10”	-	5+

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# 1914 Infantry Maxim MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG, NCO + 3 crew			1	35		
<i>Add Dog Cart and Limber</i>			<i>For unit</i>	<i>+4</i>		

Morale	
Rally	4+
Aggression	5+
Tenacity	3+



## Fixed, No Head Protection

Unit Special Rules:

**Dog Cart** – the weapon’s Double Time move is increased by 4”.

**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.

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

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

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	4”	-	5+
With Dog Cart	-	8”	-	5+

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

# 1914 Infantry Hotchkiss MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Hotchkiss MG, NCO + 2 crew			1	38		
<i>Add Dog Cart and Limber</i>			<i>For unit</i>	<i>+4</i>		

Morale	
Rally	4+
Aggression	5+
Tenacity	3+



## Fixed, No Head Protection

Unit Special Rules:

**Dog Cart** – the weapon’s Double Time move is increased by 4”.

**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.

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

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

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8”	-	4+
With Dog Cart	-	12”	-	4+

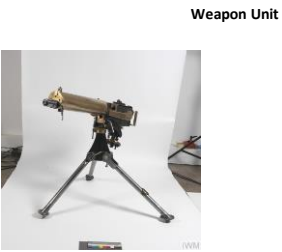
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Hotchkiss MG	36”	5	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression

# 1914 Fortress Maxim MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Maxim MG, NCO + 3 crew	1	22	1	28	
<i>Add Dog Cart and Limber</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>		

Morale	
Rally	4+
Aggression	6+
Tenacity	4+



## Fixed, No Head Protection

Unit Special Rules:

**Dog Cart** – the weapon’s Double Time move is increased by 4”.

**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.

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

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

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	-	4”	-	5+
With Dog Cart	-	8”	-	5+

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

# 1914 Fortress Hotchkiss MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Hotchkiss MG, NCO + 2 crew	1	24	1	30	
<i>Add Dog Cart and Limber</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>		

Morale	
Rally	4+
Aggression	6+
Tenacity	4+



## Fixed, No Head Protection

Unit Special Rules:

**Dog Cart** – the weapon’s Double Time move is increased by 4”.

**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.

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

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

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8”	-	4+
With Dog Cart	-	12”	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Hotchkiss MG	36”	5	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression

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

# 1914 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol	1	20				

Morale	
Rally	4+
Aggression	5+
Tenacity	3+



Weapon Unit

Unit Special Rules:

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

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

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

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

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

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

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

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



# Gun Units

## Belgium 1914



*Offered by Wasatch Miniatures and GAJO Games*

<http://www.gajominis.com>

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



# 1914 75mm m1903 Krupp Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm m1903 Gun, NCO and 3 crew			1	46		

Morale	
Rally	4+
Aggression	5+
Tenacity	3+

Gun Unit



## Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
75mm m1903	48"	1AF	1*	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

# 1914 75mm m1903 Krupp Gun Horse Artillery Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm m1903 Gun, NCO and 3 crew, Limber			1	53		

Morale	
Rally	4+
Aggression	5+
Tenacity	3+

Gun Unit



## Fixed, Gun Shield, Limber, No Head Protection

Unit Special Rules:

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

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
75mm m1903	48"	1AF	1*	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing