

Belgian Forces

Great War

Mid-War / 1915-16

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



Offered by Wasatch Miniatures and GAJO Games

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SPECIAL RULES – MID-WAR



ERA SPECIAL RULES – BELGIUM

A Belgian force has the following Special Rules in 1915-16:

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.

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

Inundation –

Belgium utilized her home terrain very well to hold on to the last portion of the country they controlled in 1915.

Belgian Infantry squads have this special rule.

A Belgian force may choose whether to be the attacker or defender in a mission set in 1915-16, instead of rolling for attacker if the mission specifies that.

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) –

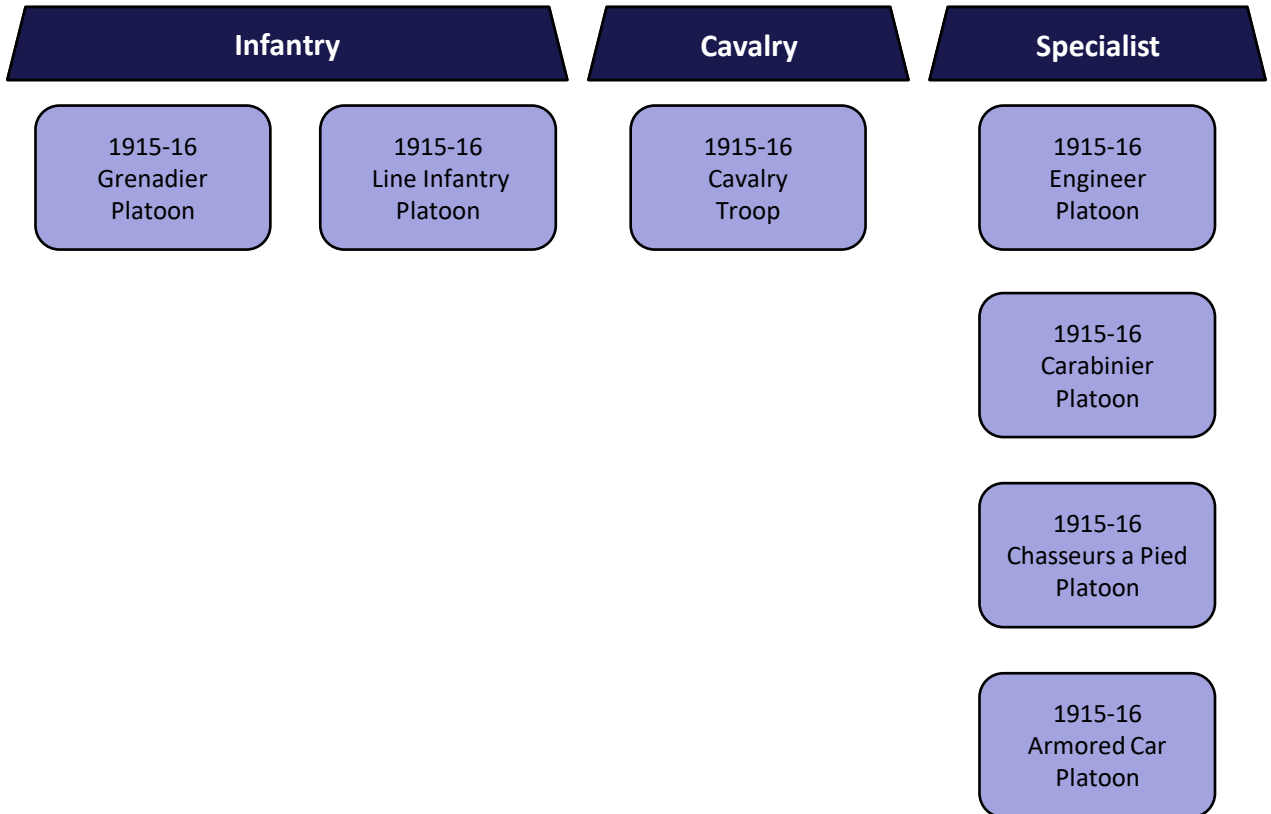
Wallonia was a wealthy, developed region and units drawn from it showed great elan.

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

Battlegroup Diagram



Belgium
1915-16

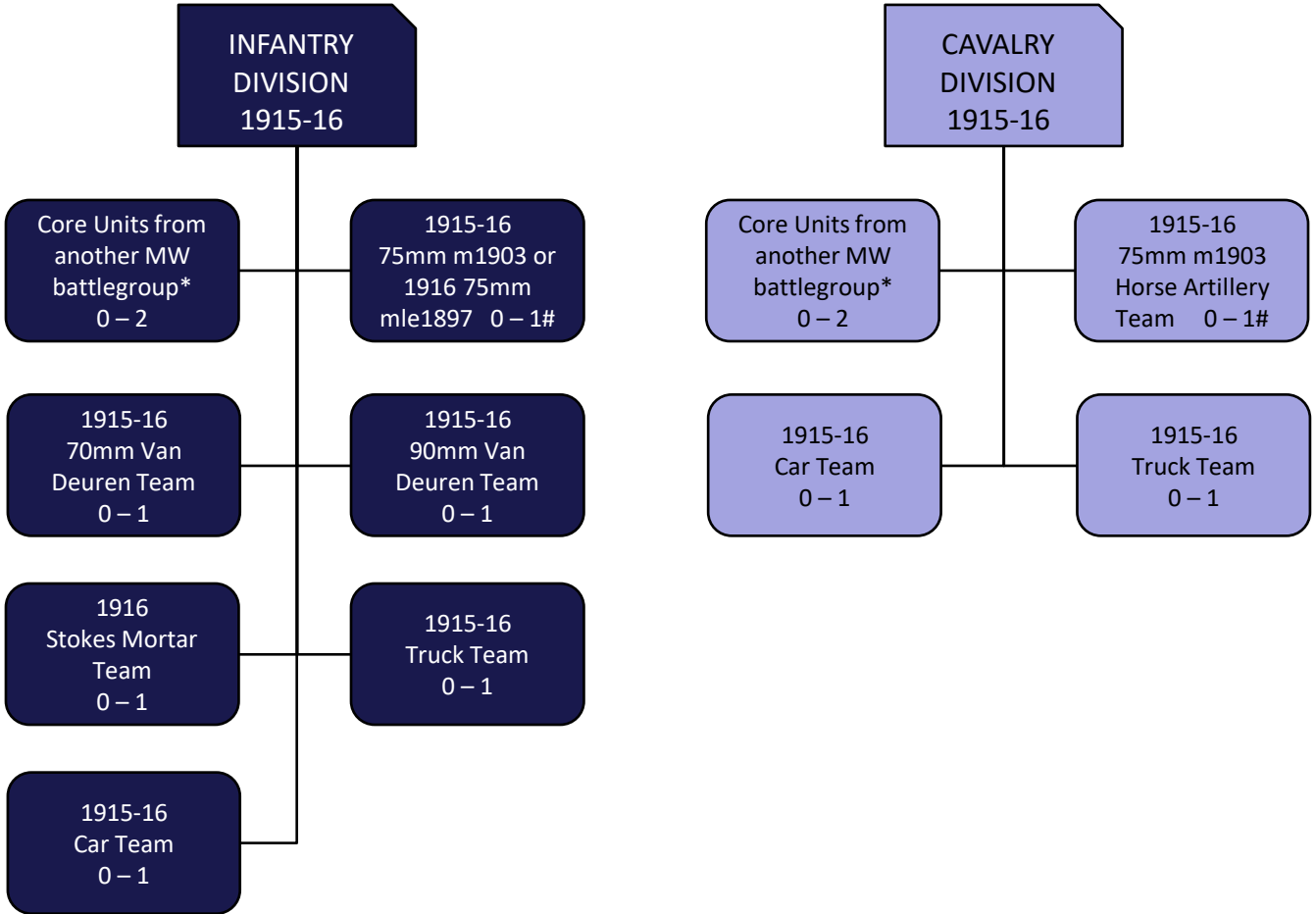


A force must include at least one Battlegroup,
but it may include more than one

Support Diagram



Belgium 1915-16



• = excludes command units

= Support Artillery

Infantry Battlegroups and Units

Belgium 1915-16



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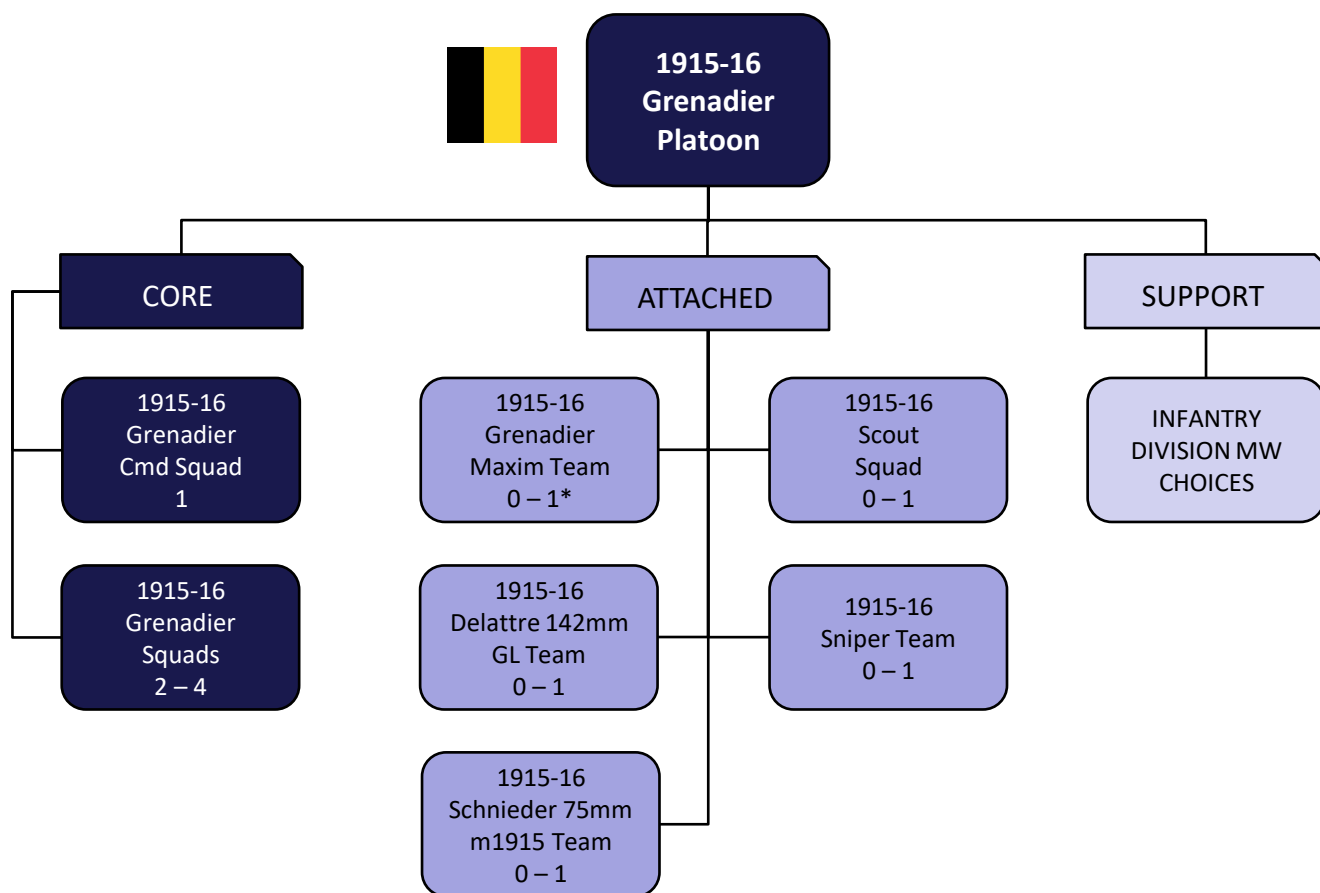
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1915-16 GRENADIER PLATOON

National Special Rules – Flemish or Walloon.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Grenadier Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, SA pistol, improvised grenades			1	24		
<i>Downgrade Officer to Green</i>			0 - 1	-10		
<i>Downgrade Officer to Difficult</i>			0 - 1	-5		
<i>Upgrade Officer to Energetic</i>			0 - 1	+8		
<i>Upgrade Officer to Inspiring</i>			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	24		
Add Grenadier, BA rifle			0 - 4	14		
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea		
<i>Replace Officer's sword with CFW</i>			Any	-		
<i>Add improvised grenades for NCO and grenadiers</i>			Any	+1 ea		
<i>Upgrade entire unit with steel helmets (1916)</i>			For unit	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 3+

Formation

Attack 0
Recon 0



Infantry Unit

No Head Protection

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

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

Unit Special Rules:

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

1915-16 Grenadier Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle			1	127		
7 Grenadier, BA rifle						
Add Grenadier, BA rifle			0 - 8	14		
<i>Replace NCO's pistol with SA pistol</i>			Any	+1 ea		
<i>Add improvised grenades</i>			Any	+1 ea		
<i>Replace BA rifle with rifle grenade (1916)</i>			0 - 1#	+4 ea		
<i>Upgrade entire unit with steel helmets (1916)</i>			For unit	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 3+



Infantry Unit

No Head Protection

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

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

- a maximum number is allowed for the entire platoon as follows: 1916 (up to 2 per platoon)

Unit Special Rules:

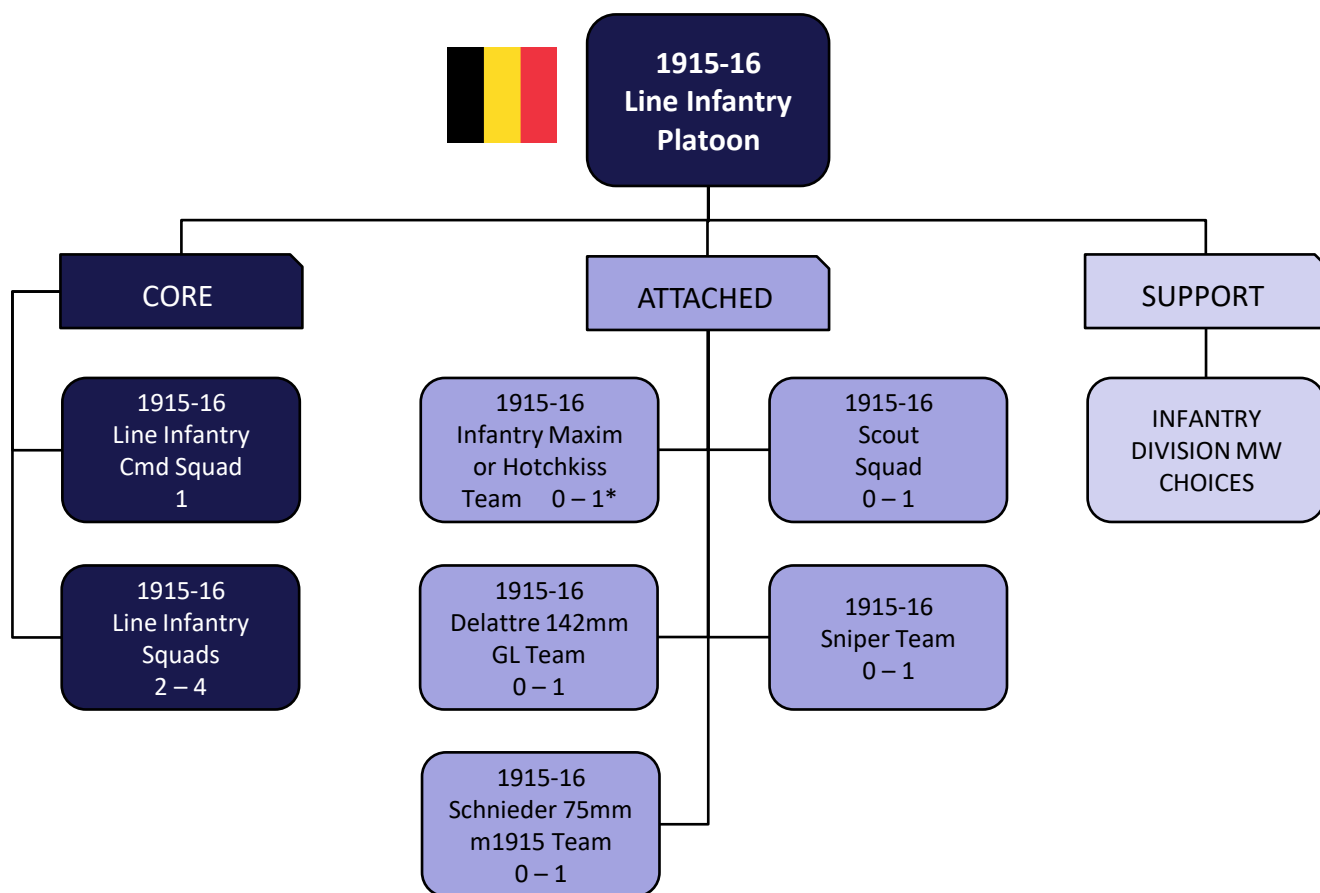
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

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

1915-16 LINE INFANTRY PLATOON

National Special Rules – Flemish or Walloon.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Line Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, SA pistol, improvised grenades			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	23		
Add Riflemen, BA rifle			0 - 4	13		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace Officer's sword with CFW			Any	-		
Add improvised grenades for NCO and riflemen			Any	+1 ea		
Upgrade entire unit with steel helmets (1916)			For unit	+1 ea		

Morale

Rally 4+

Aggression 4+

Tenacity 3+

Formation

Attack 0

Recon 0



No Head Protection

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

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

Unit Special Rules:

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

1915-16 Line Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle			1	119		
7 Riflemen, BA rifle						
Add Riflemen, BA rifle			0 - 8	13		
Replace NCO's pistol with SA pistol			Any	+1 ea		
Add improvised grenades			Any	+1 ea		
Replace BA rifle with rifle grenade (1916)			0 - 1#	+4 ea		
Upgrade entire unit with steel helmets (1916)			For unit	+1 ea		

Morale

Rally 4+

Aggression 4+

Tenacity 3+



No Head Protection

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

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

- a maximum number is allowed for the entire platoon as follows: 1916 (up to 2 per platoon)

Unit Special Rules:

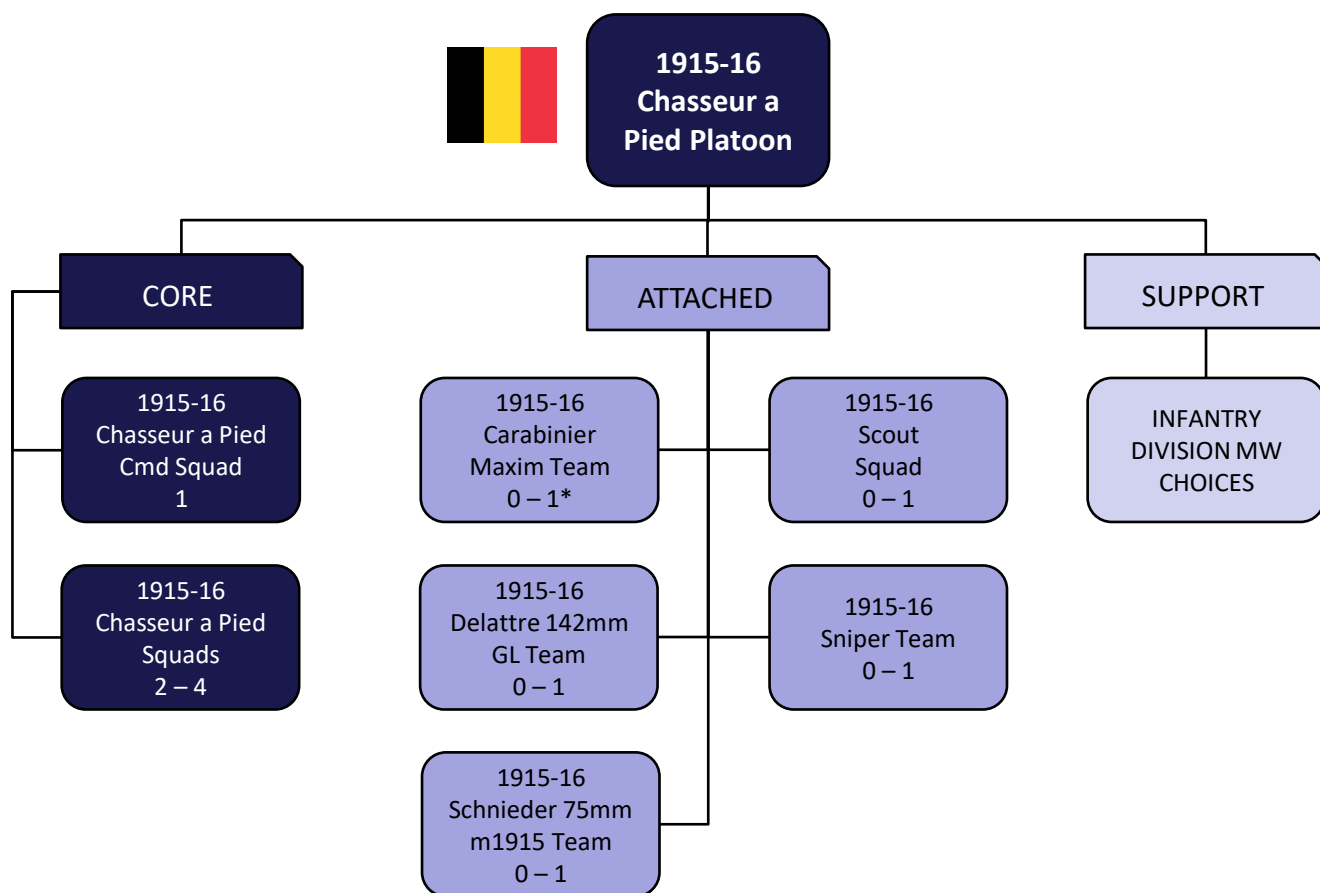
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

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

1915-16 CHASSEURS A PIED PLATOON

National Special Rules – Flemish or Walloon.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 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		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, BA rifle			0 - 1	24		
Add Chasseurs, BA rifle			0 - 4	14		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace Officer's sword with CFW			Any	-		
Add improvised grenades			Any	+1 ea		
Upgrade entire unit with steel helmets (1916)			For unit	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 3+

Formation

Attack 0
Recon 1



Extended Order, No Head Protection

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

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

Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

1915-16 Chasseur a Pied Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle			1	127		
7 Chasseurs, BA rifle			0 - 8	14		
Add Chasseurs, BA rifle			Any	+1 ea		
Replace NCO's pistol with SA pistol			Any	+1 ea		
Add improvised grenades			Any	+1 ea		
Upgrade entire unit with steel helmets (1916)			For unit	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 3+



Extended Order, No Head Protection

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

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

Unit Special Rules:

Extended Order – the unit may operate in extended order.

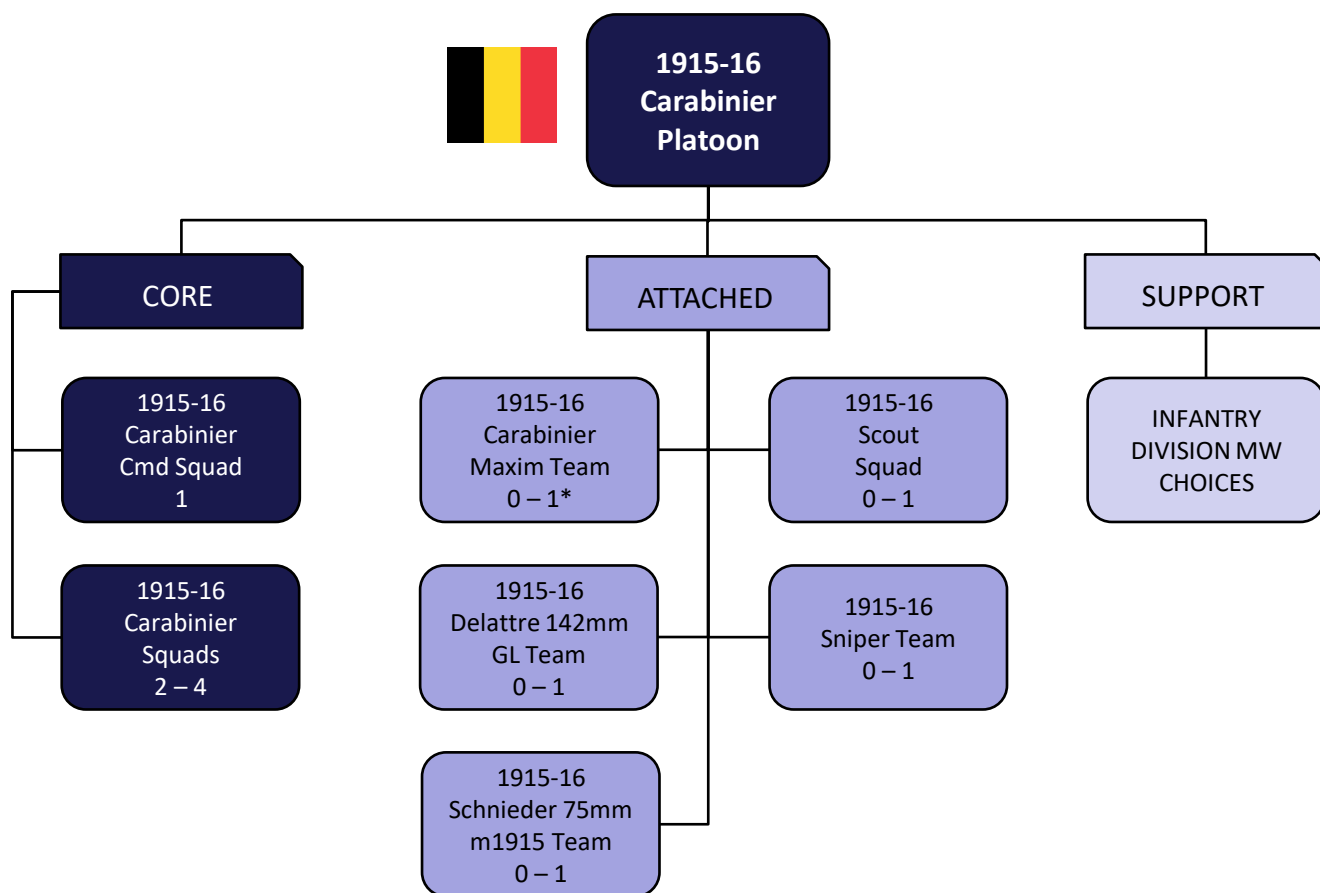
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

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

1915-16 CARABINIER PLATOON

National Special Rules – Flemish or Walloon.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 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		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, BA rifle			0 - 1	25		
Add Carabiniers, BA rifle			0 - 4	15		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace Officer's sword with CFW			Any	-		
Add improvised grenades			Any	+1 ea		
Upgrade entire unit with steel helmets (1916)			For unit	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 3+

Formation

Attack 0
Recon 1



Infantry Unit

Extended Order, Marksmen, No Head Protection

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

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

Unit Special Rules:

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

1915-16 Carabinier Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle			1	135		
7 Carabiniers, BA rifle						
Add Carabiniers, BA rifle			0 - 8	15		
Replace NCO's pistol with SA pistol			Any	+1 ea		
Add improvised grenades			Any	+1 ea		
Upgrade entire unit with steel helmets (1916)			For unit	+1 ea		
Equip the entire unit with cycles			For unit	+5		

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

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

Unit Special Rules:

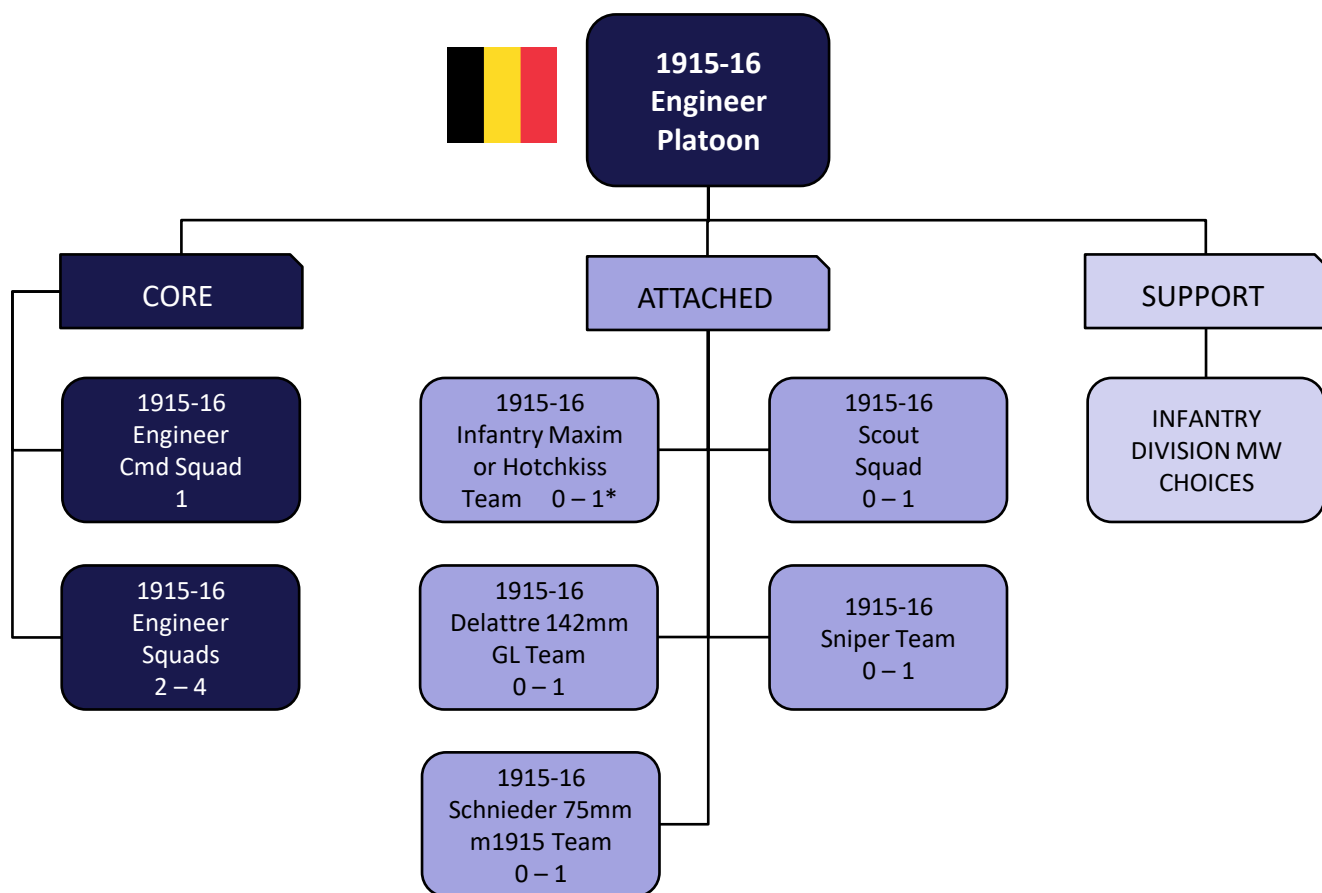
- Cycles** – The unit may make a maneuver action using its Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.
- Extended Order** – the unit may operate in extended order.
- Marksmen** - The unit may re-roll one missed Accuracy Check each time it shoots.
- No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

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

1915-16 ENGINEER PLATOON

National Special Rules – Flemish or Walloon.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Engineer Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, SA pistol, grenades			1	24		
<i>Downgrade Officer to Green</i>			0 - 1	-10		
<i>Downgrade Officer to Difficult</i>			0 - 1	-5		
<i>Upgrade Officer to Energetic</i>			0 - 1	+8		
<i>Upgrade Officer to Inspiring</i>			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, grenades			0 - 1	27		
Add Rifleman, BA rifle, grenades			0 - 4	17		
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea		
<i>Replace Officer's sword with CFW</i>			Any	-		
<i>Upgrade entire unit with steel helmets (1916)</i>			For unit	+1 ea		

Morale

Rally 4+

Aggression 4+

Tenacity 3+

Formation

Attack 0

Recon 0



No Head Protection, Pioneers

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

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

Unit Special Rules:

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

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

1915-16 Engineer Squad



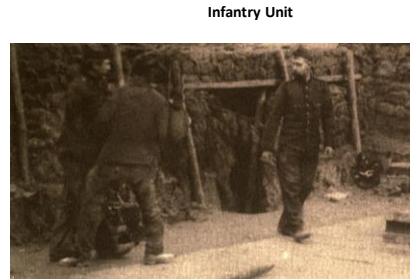
Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, BA rifle, grenades			1	151		
7 Engineers, BA rifle, grenades						
Add Engineers, BA rifle, grenades			0 - 10	17		
<i>Replace NCO's BA rifle with SA pistol</i>			Any	+1 ea		
<i>Upgrade entire unit with steel helmets (1916)</i>			For unit	+1 ea		

Morale

Rally 4+

Aggression 4+

Tenacity 3+



No Head Protection, Pioneers

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

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

Unit Special Rules:

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

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

1915-16 Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	127		
7 Scouts with BA rifle						
Add Scouts with BA rifle			0 - 8	14		
<i>Replace NCO's pistol with SA pistol</i>			<i>Any</i>	<i>+1 ea</i>		
<i>Upgrade entire unit with steel helmets (1916)</i>			<i>For unit</i>	<i>+1 ea</i>		

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

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 1915-16



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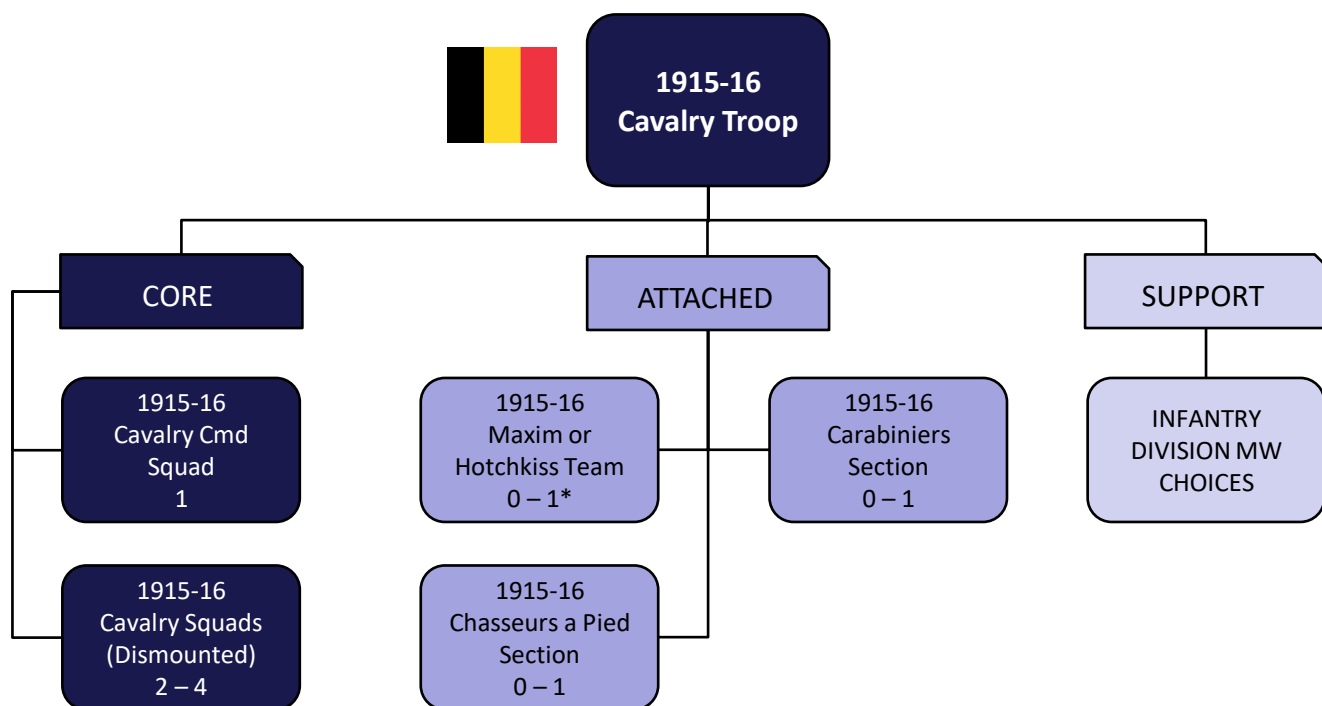
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1915-16 CAVALRY TROOP

National Special Rules – Flemish or Walloon.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, 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, horse			0 - 1	17		
Farrier, pistol			0 - 1	17		
Musician, pistol			0 - 1	12		
Senior NCO, BA carbine			0 - 1	24		
Add Trooper, BA carbine			0 - 2	14		
Add improvised grenades			Any	+1 ea		
Replace BA carbine with BA rifle (Chasseurs)			All	-		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 3+

Formation

Attack 0
Recon 1



Infantry Unit

Extended Order, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

1915-16 Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			0 - 1	85		
4 Troopers, BA carbine			0 - 3	14		
Add Trooper, BA carbine			All	-		
Replace BA carbine with BA rifle (Chasseurs)			Any	+1 ea		
Add improvised grenades			For unit	+1 ea		
Upgrade entire unit with steel helmets			For unit	+5		
Equip the entire unit with cycles			For unit	+5		

Morale

Rally 4+
Aggression 4+
Tenacity 3+



Infantry Unit

Extended Order, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression

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.

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

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

Vehicle Battlegroups and Units

Belgium 1915-16



Offered by Wasatch Miniatures and GAJO Games

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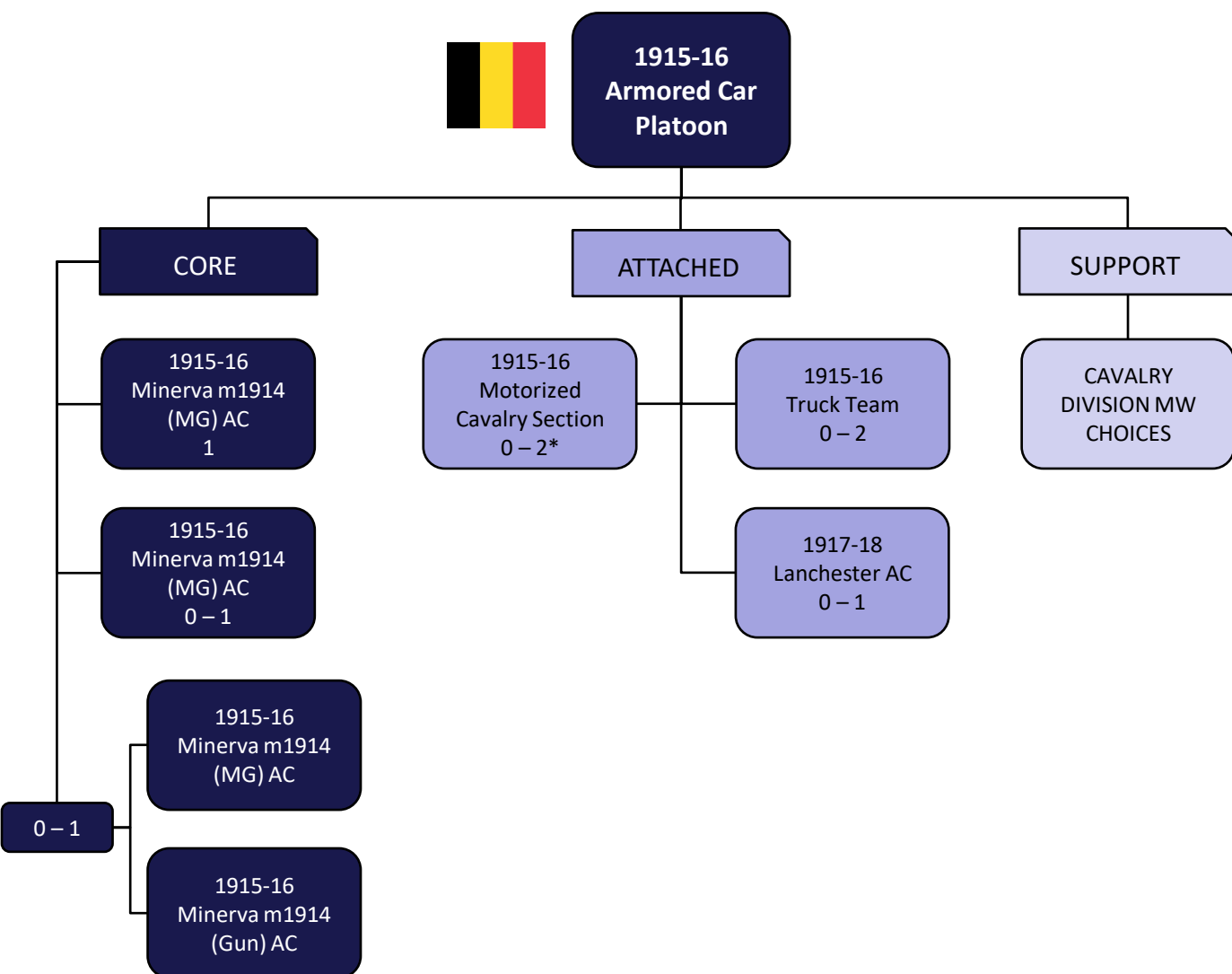
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1915-16 ARMORED CAR PLATOON

National Special Rules – Flemish or Walloon.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 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	40		
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 4+

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

1915-16 Minerva m1914 - MG



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Minerva M1914 (MG) Armored Car			1	40		
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 4+



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

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

1915-16 Minerva m1914 - Gun



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Minerva M1914 (Gun) Armored Car			1	42		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

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



Resilience 3

Armor

- Front 7
- Side 7
- Top 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	

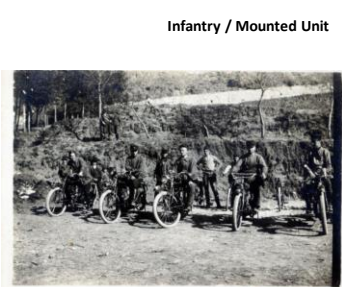
1915-16 Motorized Cavalry Section



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		
Add improvised grenades			Any	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

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



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

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

1915-16 Lanchester Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Lanchester Armored Car			1	85		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience	
	3

Armor	
Front	8
Side	7
Top	7

- 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.

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (3), Tank Terror, Wheeled

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

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

1915-16 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	
Upgrade entire unit with steel helmets	For unit	+2	For unit	+2		

Morale	
Rally	4+
Aggression	5+
Tenacity	6+

Vehicle Unit



Unit Special Rules:

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

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

1915-16 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	
Upgrade entire unit with steel helmets	For unit	+2	For unit	+2		

Morale	
Rally	4+
Aggression	5+
Tenacity	6+

Vehicle Unit



Unit Special Rules:

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

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.

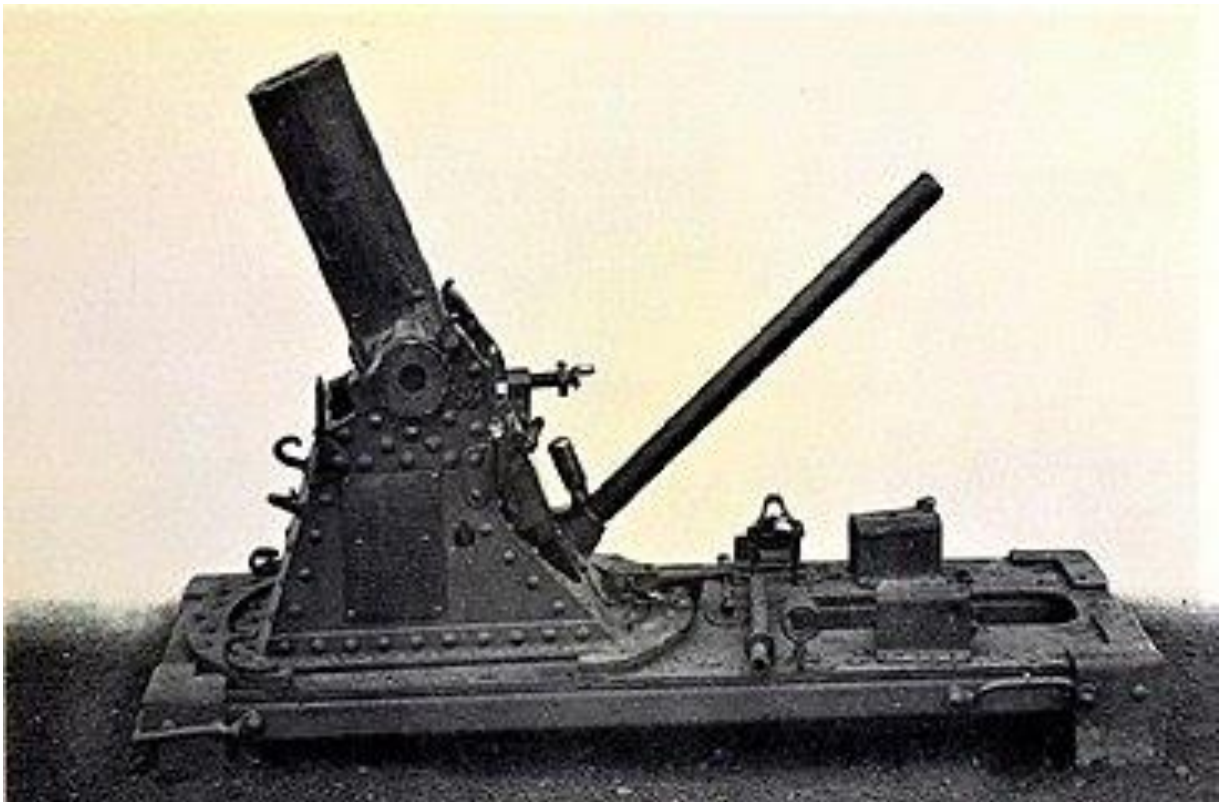
No Head Protection, Tow (H), Unarmed Transport (12), Wheeled

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
1915-16



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1915-16 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>		
<i>Upgrade entire unit with steel helmets (1916)</i>			<i>For unit</i>	<i>+4</i>		

Morale	
Rally	4+
Aggression	4+
Tenacity	3+

Weapon Unit



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

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

1915-16 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>		
<i>Upgrade entire unit with steel helmets (1916)</i>			<i>For unit</i>	<i>+4</i>		

Morale	
Rally	4+
Aggression	5+
Tenacity	3+

Weapon Unit



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

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

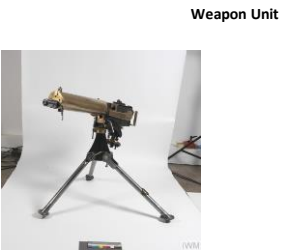
* = Slow Firing

1915-16 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>		
<i>Upgrade entire unit with steel helmets (1916)</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. This rule does not apply if the unit has been upgraded to steel helmets.

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

1915-16 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>		
<i>Upgrade entire unit with steel helmets (1916)</i>			<i>For unit</i>	<i>+3</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. This rule does not apply if the unit has been upgraded to steel helmets.

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

1915-16 Delattre 142mm Grenade Launcher Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
142mm Delattre Grenade Launcher, NCO + 2 crew			1	21		
Upgrade entire unit with steel helmets (1916)			For unit	+3		

Morale	
Rally	4+
Aggression	5+
Tenacity	3+

Weapon Unit



No Head Protection

Unit Special Rules:

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
142mm Delattre Grenade Launcher	24"	2	-	+2	4+	d3	Crew 2, Improvised, Salvo, Suppression

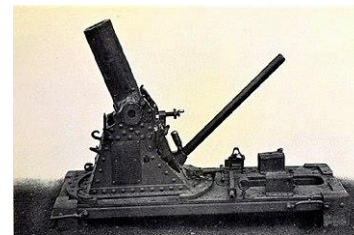
1915-16 Schnieder 75mm m1915 Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm Schneider m1915, NCO + 3 crew			1	27		
Upgrade entire unit with steel helmets (1916)			For unit	+4		

Morale	
Rally	4+
Aggression	5+
Tenacity	3+

Weapon Unit



Fixed, No Head Protection

Unit Special Rules:

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
75mm Schneider m1915	12-48"	1	-	+2	4+	d6	Crew 3, Indirect Only, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1915-16 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol			1	26		
Upgrade entire unit with steel helmets (1916)			For unit	+2		

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

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

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

1916 Stokes Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Stokes Medium Mortar, NCO + 2 crew			1	27		
Upgrade entire unit with steel helmets (1916)			For unit	+3		

Morale	
Rally	4+
Aggression	5+
Tenacity	3+



Weapon Unit

Unit Special Rules:

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

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

Fixed, No Head Protection

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

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

Gun Units

Belgium 1915-16



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

gajominis@aol.com



1915-16 75mm m1903 Krupp Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm m1903 Gun, NCO and 3 crew			1	37	1	48
Upgrade entire unit with steel helmets (1916)			For unit	+4	For unit	+4

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

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

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

1915-16 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	44	1	57
Upgrade entire unit with steel helmets (1916)			For unit	+4	For unit	+4

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

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

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1916 75mm mle1897 Field Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm mle1897 Gun, NCO and 3 crew			1	78	1	101
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
75mm mle1897	54"	2	1	+7	3+	d6	Crew 3, Quick Firing, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-84"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-84"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1915-16 70mm Van Deuren m1915 Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
70mm Van Deuren, NCO and 3 crew			1	17	1	22
Upgrade entire unit with steel helmets (1916)			For unit	+4	For unit	+4

Morale	
Rally	4+
Aggression	5+
Tenacity	3+



Fixed, No Head Protection

Unit Special Rules:

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
70mm Van Deuren	12-36"	1	-	+2	4+	d6	Crew 3, Indirect Only, Suppression

1915-16 90mm Van Deuren m1916 Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
90mm Van Deuren, NCO and 3 crew			1	35	1	46
Upgrade entire unit with steel helmets (1916)			For unit	+4	For unit	+4

Morale	
Rally	4+
Aggression	5+
Tenacity	3+



Fixed, No Head Protection

Unit Special Rules:

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
90mm Van Deuren	12-48"	1	-	+2	3+	d6+1	Crew 3, Indirect Only, Salvo, Smoke, Suppression

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