## French Forces Great War Early War / 1914

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





Offered by Wasatch Miniatures and GAJO Games

http://www.gajominis.com

gajominis@aol.com



## **SPECIAL RULES – EARLY WAR**



#### **ERA SPECIAL RULES – FRANCE**

Some French units have the following Special Rules in 1914:

#### Offensive Spirit -

French infantry of 1914 believed that their Pantalons Rouge (red trousers) evoked the offensive spirit they were trained to exhibit. French Metropolitan and Colonial Infantry squads (excluding Chasseurs) have this special rule in 1914.

Units with this rule receive a +1 to Rally Checks when a Rally action follows a Maneuver action toward the closest enemy unit.

#### NATIONAL SPECIAL RULES – FRANCE

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

#### They Shall Not Pass (French Metropolitan) -

The French were fighting for their homes, and they pressed on despite the odds.

French Metropolitan units with this special rule may reroll one failed Aggression Check each time they engage in close combat.

#### Dedicated (French Colonial) -

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

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

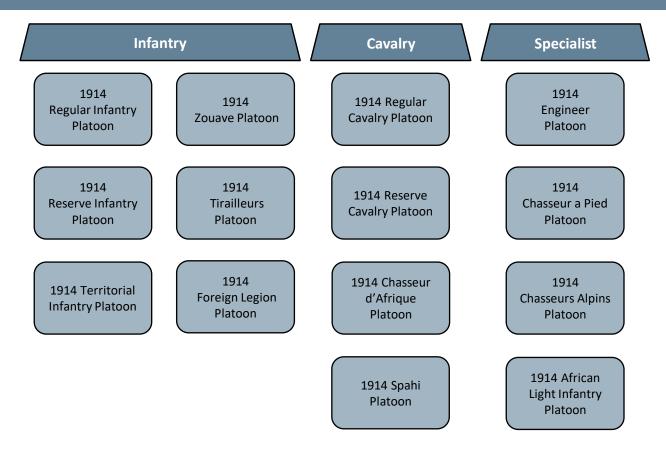
#### Grizzled Veterans (Foreign Legion) -

Foreign Legion units were built around a core of long service veterans, and they showed incredible tenacity throughout the Great War.

French Foreign Legion units are always considered within activation distance for the purposes of Activation. In addition, they are always treated as having 1 less suppression marker than they currently have.

## **Battlegroup Diagram**

## French Empire 1914

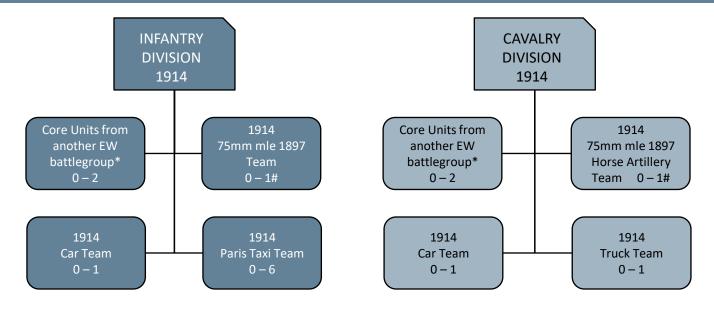


## A force must include at least one Battlegroup,

## but it may include more than one

## **Support Diagram**

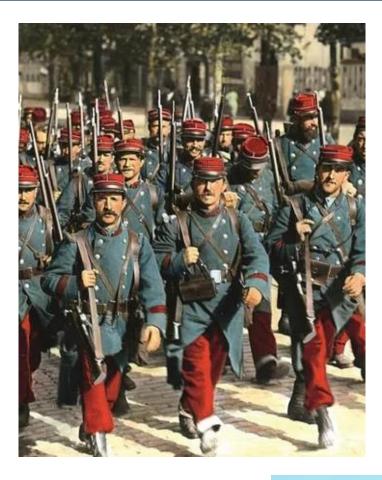
## French Empire 1914



= excludes command units

## Infantry Battlegroups and Units

## French Empire 1914





Offered by Wasatch Miniatures and GAJO Games

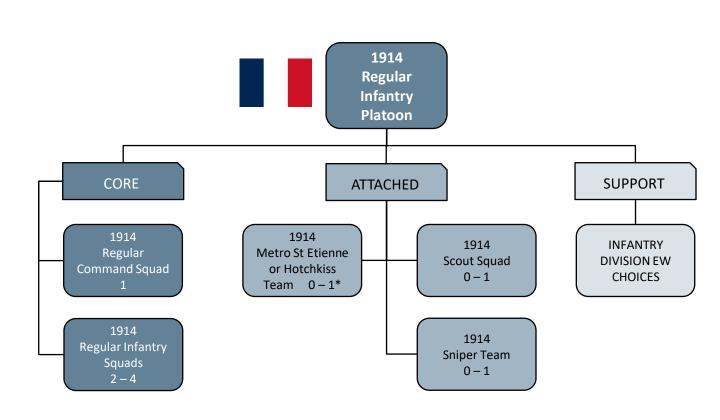
http://www.gajominis.com

gajominis@aol.com



## **1914 REGULAR INFANTRY PLATOON**

National Special Rules – French Metropolitan only.



## 1914 Regular Command Squad

Description	Inexpe	rienced	Reg	ular	Vet	eran
Description	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol			1	22		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols			0-1	23		
Medic, unarmed			0-1	17		
Comms Specialist (Level 1), pistol			0-1	17		
Senior NCO, Lebel rifle			0-1	20		
Add Riflemen with Lebel rifle			0-4	10		

<u>Iviorale</u>	2	
Rally	4+	. Ke
Aggression	4+	
Tenacity	4+	
Formatio	<u>on</u>	
Attack	+1	200
Recon	0	

Weapon

Pistol

Lebel Rifle



Lethality

5+

5+

Blast

뽀

Special

Assault

Unbalanced

#### Linear Order, No Head Protection, Pantalons Rouge

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

PEN

ROF

Move

RF

RF\*

Halted

RF

RF

Range

6"

24"

Unit Special Rules:

Linear Order - the unit may only operate in Linear Order.

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

Par ver action toward the closest enemy unit.

ntalons Rouge - +1 to Rally checks	when a rally action	follows a maneuv

## 1914 Regular Infantry Squad

Unit Special Rules:

Linear Order - the unit may only operate in Linear Order.

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

Pantalons Rouge - +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

#### Linear Order, No Head Protection, Pantalons Rouge

Ur	it	Maneuver Double Time		Time	Assault	Agility		
Infantry			8″		12"		6″	Auto
Weapon	Range	Halted	OF Move	PEN	Lethality	HE Blast	5	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Lebel Rifle	24"	RF	RF*	-	5+		Unbaland	ed

AF = Accelerated Fire

RF = Rapid Fire SS = Single Shot

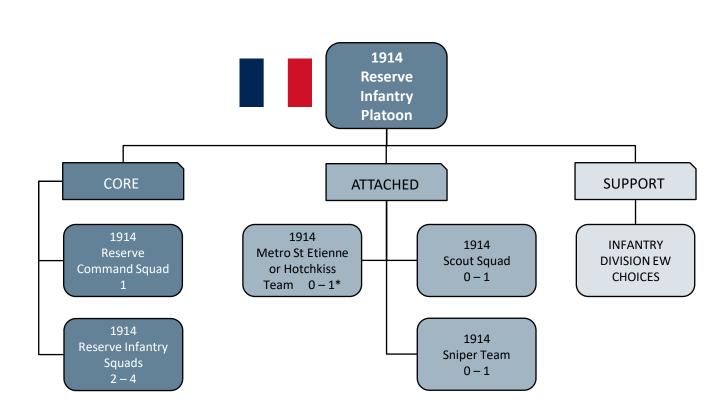
\* = Slow Firing

7

#### Battlegroup Organization Diagram

## **1914 RESERVE INFANTRY PLATOON**

National Special Rules – French Metropolitan only.



## 1914 Reserve Command Squad

Description	Description Inexperienced				<u>Veteran</u>	
<u>Description</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
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				
Comms Specialist (Level 1), pistol	0-1	15				
Senior NCO, Lebel rifle	0-1	17				
Add Riflemen with Lebel rifle	0-4	7				

#### Morale Rally 4+ Aggression 4+ Tenacity 4+ <u>Formation</u> Attack +1 Recon 0



Lethality

5+

5+

Blast

뽀

Special

Assault

Unbalanced

#### Linear Order, No Head Protection, Pantalons Rouge

ROF

Move

RF

RF\*

Halted

RF

RF

Range

6"

24"

Weapon

Pistol

Lebel Rifle

euver Double	Time Assaul	lt Agility
	" 6"	Auto
	8" 12'	8" 12" 6"

PEN

Unit Special Rules:

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

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

Pantalons Rouge – +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

## 1914 Reserve Infantry Squad

Description	Inexpe	rienced	Reg	Regular V		<u>Veteran</u>		<u>Veteran</u>		Morale		Infantry Unit
<u> </u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>		Rally	4+			
NCO with pistol or Lebel rifle 7 Riflemen with Lebel rifle	1	69						Aggression	4+			
Add Riflemen with Lebel rifle	0-8	7						Tenacity	4+			
Add Riflemen with Lebel rifle	0-8	7										

Unit Special Rules:

Linear Order - the unit may only operate in Linear Order.

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

Pantalons Rouge - +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

#### Linear Order, No Head Protection, Pantalons Rouge

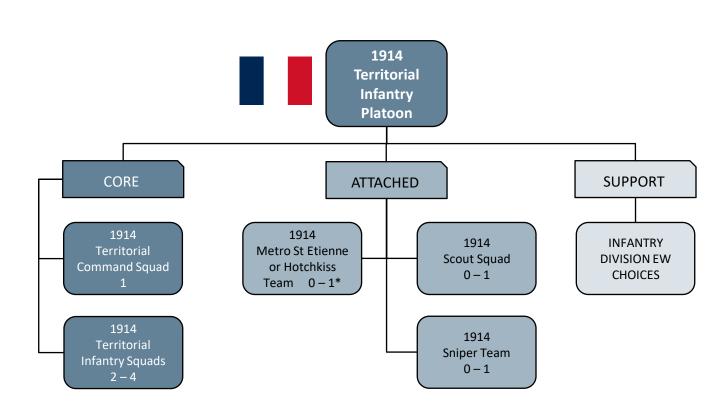
Un	it		Mane	uver	Double	Time	Assault	Agility
Infantry			8″		12″		6″	Auto
Weapon	Range	Halted	OF avo W	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanc	ed

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

## **1914 TERRITORIAL INFANTRY PLATOON**

National Special Rules – French Metropolitan only.



## 1914 Territorial Command Squad

Description	Inexpe	rienced	Reg	ular	Vet	eran
Beschption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
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				
Comms Specialist (Level 1), pistol	0-1	15				
Senior NCO, Lebel rifle	0-1	16				
Add Riflemen with Lebel rifle	0-4	6				

<u>Morale</u>		
Rally	4+	1. S. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1.
Aggression	4+	Let B
Tenacity	4+	
Formatio	<u>n</u>	
Attack	+1	
Recon	0	

#### Infantry Unit

Lethality

Blast

뽀

#### Linear Order, No Head Protection, Pantalons Rouge, Poor Drill

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

PEN

Unit Special Rules:	al Rules:
---------------------	-----------

Linear Order - the unit may only operate in Linear Order.

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

Pantalons Rouge - +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

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

Weapon		Ĥ	Σ		<u>۳</u>	 Special
Pistol	6″	RF	RF	-	5+	Assault
Lebel Rifle	24"	RF	RF*	-	5+	Unbalanced

ROF

ted

Range

## 1914 Territorial Infantry Squad

Description	<u>Inexpe</u>	rienced	Reg	ular	Vet	<u>eran</u>		Morale		Infantry Unit
<u>- cccp.t.c</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>		Rally	4+	
NCO with pistol or Lebel rifle 7 Riflemen with Lebel rifle	1	61						Aggression	4+	
Add Riflemen with Lebel rifle	0-8	6						Tenacity	4+	
							_			

Unit Special Rules:

Linear Order - the unit may only operate in Linear Order.

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

Pantalons Rouge - +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

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

#### Linear Order, No Head Protection, Pantalons Rouge, Poor Drill

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8″		12″		6″	Auto
		R	DF		>	t.		
	Range	g	e	PEN	alit	Blast		
	Rai	Halted	Move	a a	Lethality	뽀		
Weapon		I	~				S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Lebel Rifle	24"	RF	RF*	-	5+		Unbaland	ed

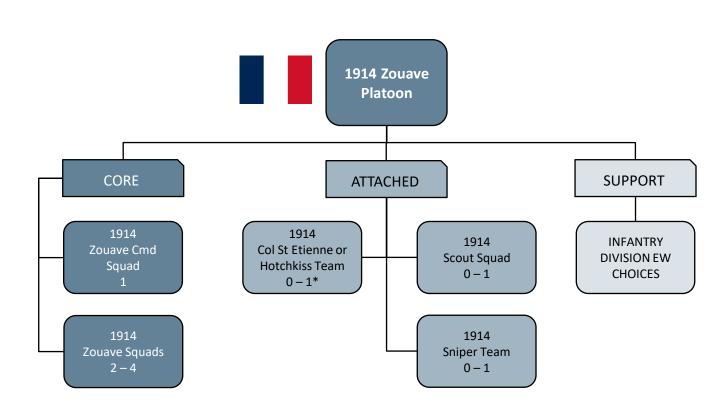
AF = Accelerated Fire RF = Rapid Fire

Storm of Fire. Wasatch Miniatures

## **1914 ZOUAVE PLATOON**

National Special Rules – French Colonial only.





## 1914 Zouave Command Squad

Inf

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
<u>Beschption</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Competent Officer, sword, pistol			1	22	1	30	
Downgrade Officer to Green			0-1	-10			
Downgrade Officer to Difficult			0-1	-5	0-1		
Upgrade Officer to Energetic			0-1	+8	0-1		
Upgrade Officer to Inspiring			0-1	+18	0-1	+22	
Attached Staff Officer and Aide, pistols			0-1	23	0-1		
Medic, unarmed			0-1	17	0-1		
Musician, pistol			0-1	12	0-1	14	
Senior NCO, Lebel rifle			0-1	23	0-1	26	
Add Riflemen with Lebel rifle			0-4	13	0-4	16	
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea	

# MoraleRally3+Aggression3+Tenacity4+EormationAttack+1Recon0



#### Linear Order, No Head Protection, Ferocious

Unit	Maneuver	Double Time	Assault	Agility
ifantry	8″	12"	6″	Auto
· ·				

Unit Special Rules:

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

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

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

	0	R	<b>DF</b>		ť	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
CFW	melee						+1 to Assault Checks

## 1914 Zouave Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran	Morale		Infantry Unit
<u>Beschption</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	3+	
NCO with pistol or Lebel rifle 7 Riflemen with Lebel rifle			1	117	1	141	Aggression	3+	
Add Riflemen with Lebel rifle			0-8	13	0-8	16	Tenacity	4+	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea			1 - Color Hauter Laborat

Unit Special Rules:

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

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

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

#### Linear Order, No Head Protection, Ferocious

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8″		12	"	6″	Auto
		R	DF		>	÷		
	Range			PEN	Lethality	Blast		
	Rar	Halted	Move	8	t	Ë		
Weapon		Ha	≥		Ľ	<b>–</b>	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanc	ed
CFW	melee						+1 to Ass	ault Checks

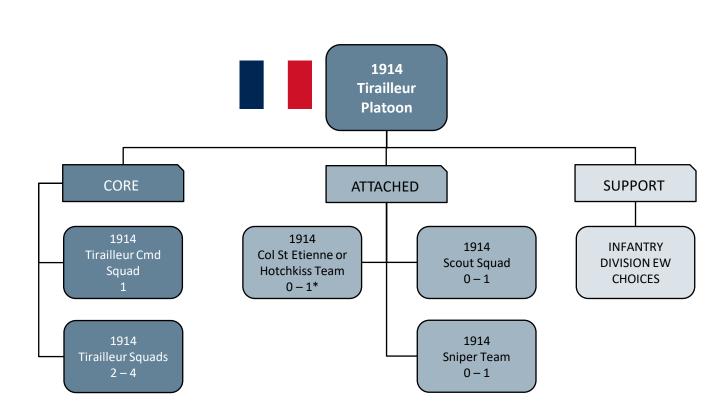
AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

## **1914 TIRAILLEURS PLATOON**

National Special Rules – French Colonial only.





## 1914 Tirailleur Command Squad

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Bestiption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol			1	22		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols			0-1	23		
Medic, unarmed			0-1	17		
Musician, pistol			0-1	12		
Senior NCO, Lebel rifle			0-1	20		
Add Riflemen with Lebel rifle			0-4	10		
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea		

3+	
4+	
5+	
n	1
<u>///</u>	
+1	
	4+



#### 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.

	0	R	DF		ť	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
CFW	melee						+1 to Assault Checks

## 1914 Tirailleur Squad

Description	Inexper	rienced	Reg	<u>ular</u>	<u>Vet</u>	<u>eran</u>	Morale		Infantry Unit
<u>Description</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	3+	2000 0000 0000
NCO with pistol or Lebel rifle 7 Riflemen with Lebel rifle			1	93			Aggression	4+	
Add Riflemen with Lebel rifle			0-8	10			Tenacity	5+	10 1 10 10 10 10 10 10 10 10 10 10 10 10
Add Close Fighting Weapon (CFW)			All/none	+1 ea					1 and the state of the state of the

Unit Special Rules:

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

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

#### Linear Order, No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8″	8" 12"			6″	Auto
	R					ът.		
	Range	b	e.	PEN	Lethality	Blast		
	Rai	Halted	Move	•	eth	포		
Weapon		I	2			-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Lebel Rifle	24″	RF	RF*	-	5+		Unbalanc	ed
CFW	melee						+1 to Ass	ault Checks

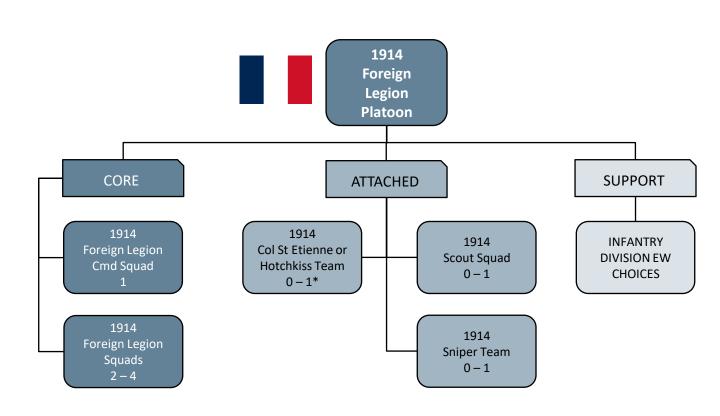
AF = Accelerated Fire RF

Storm of Fire, Wasatch Miniatures

SS = Single Shot

## **1914 FRENCH FOREIGN LEGION PLATOON**

National Special Rules – Foreign Legion only.



## 1914 Foreign Legion Command Squad

Description	Inexpe	rienced	Reg	ular	Vete	eran
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, sword, pistol			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	
Upgrade Officer to Energetic			0-1	+8	0-1	
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	18	0-1	
Musician, pistol			0-1	12	0-1	14
Senior NCO, Lebel rifle			0-1	22	0-1	25
Add Riflemen with Lebel rifle			0-4	12	0-4	15

IVIOLAIE		
Rally	3+	
Aggression	4+	2
Tenacity	4+	
Formatio	<u>on</u>	Pa
Attack	+1	190
Recon	0	



5+

Unbalanced

#### Linear Order, No Head Protection, Stubborn

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8" 12" 6"					Auto
	a	RC	DF		t£. ∣	st		
	nge	ba	é	PEN	Lethality	Blast		
	Rai	Halted	Move	<u>م</u>	et	포		
Weapon		Ĩ	2			-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	

RF\*

RF

24"

Unit Special Rules:

Linear Order - the unit may only operate in Linear Order.

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

Stubborn – the unit may re-roll one failed Aggression Check each turn

## 1914 Foreign Legion Squad

Lebel Rifle

Description	Inexpe	rienced	Reg	ular	Vete	<u>eran</u>	Morale		Infantry Unit
<u>Beschption</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	3+	
NCO with pistol or Lebel rifle 7 Riflemen with Lebel rifle			1	109	1	133	Aggression	4+	
Add Riflemen with Lebel rifle			0-8	12	0 – 8	15	Tenacity	4+	C.R.S

Unit Special Rules:

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

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

Stubborn – the unit may re-roll one failed Aggression Check each turn

#### Linear Order, No Head Protection, Stubborn

l	Jnit		1	Maneuver	Do	uble Ti	me	Assau	ult	Agility
Infantry				8″		12"				Auto
			ROF							
Weapon	Range	Halted		Move	PEN	Lethality	HE Blast		s	pecial
Pistol	6″	RF		RF	-	5+		As	sault	
Lebel Rifle	24"	24″	RF	RF*	-	5+		U	nbalaı	nced

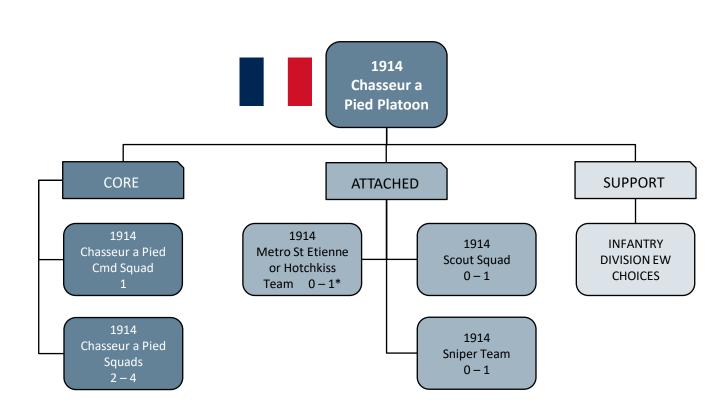
AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

#### Battlegroup Organization Diagram

## **1914 CHASSEUR A PIED PLATOON**

National Special Rules – French Metropolitan only.



## 1914 Chasseur a Pied Command Squad

Description	Inexpe	rienced	Reg	ular	Vet	<u>eran</u>
Besenption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol			1	22		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols			0-1	23		
Medic, unarmed			0-1	17		
Comms Specialist (Level 1), pistol			0-1	17		
Senior NCO, Lebel rifle			0-1	22		
Add Chasseur with Lebel rifle			0-4	12		

<u>Morale</u>		
Rally	4+	
Aggression	4+	
Tenacity	4+	1 the
		100
Formatic	<u>on</u>	F
Formatic Attack	<u>)n</u> +1	A-L-L
	_	ALL T
Attack	+1	ALLEN T

6"

24"

RF

RF



Infantry Unit

5+

5+

Assault

Unbalanced

#### Extended Order, No Head Protection, Pantalons Rouge

l	Uni	t		Mane	uver	Double	Time	Assault	Agility
	Infantry			8″		12	"	6″	Auto
			R	DF		<b>_</b>	4		
		ge			~	ality	Blast		
			ĕ	ve	PEN	tha			
		Rai	alte	Ŵ		et	뿌		
	Weapon		I	2			-	S	pecial

RF

RF\*

Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

Pantalons Rouge – +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

## 1914 Chasseur a Pied Squad

Pistol

Lebel Rifle

Description	Inexpe	Inexperienced		Inexperienced		Regular		eran_	Morale		Infantry Unit
Description	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+			
NCO with pistol or Lebel rifle 7 Chasseurs with Lebel rifle			1	109			Aggression	4+	Report Burner 2 Sec 15 Rece and		
Add Chasseur with Lebel rifle			0-8	12			Tenacity	4+			

Unit Special Rules:

Extended Order - the unit may operate in extended order.

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

Pantalons Rouge - +1 to Rally checks when a rally action follows a maneuver action toward the closest enemy unit.

#### Extended Order, No Head Protection, Pantalons Rouge

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8″		12″		6″	Auto
		RC	DF		>	ŗ		
	Range	pa	e	<b>PEN</b>	alit	Blast		
Weapon	Ra	Halted	Move	4	Lethality	포	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Lebel Rifle	24"	RF	RF*	-	5+		Unbaland	ed

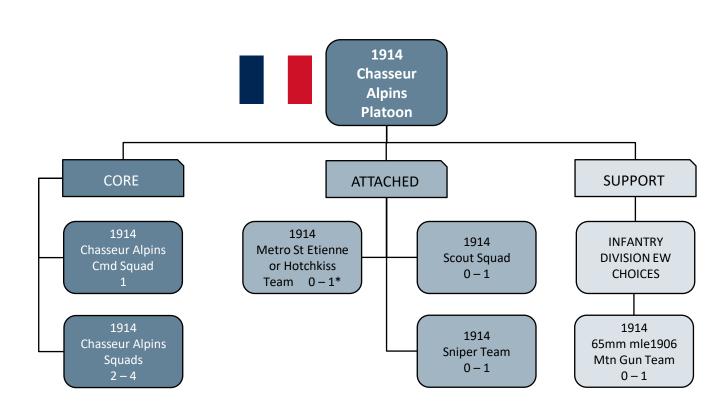
AF = Accelerated Fire R

RF = Rapid Fire

SS = Single Shot

## **1914 CHASSEUR ALPINS PLATOON**

National Special Rules – French Metropolitan only.



## 1914 Chasseur Alpins Command Squad

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u></u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol			1	22		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols			0-1	23		
Medic, unarmed			0-1	17		
Comms Specialist (Level 1), pistol			0-1	17		
Senior NCO, Lebel rifle			0-1	27		
Add Chasseur with Lebel rifle			0-4	17		

Morale		Infantry Unit
Rally Aggression Tenacity	4+ 4+ 4+	
Formatic Attack Recon	on +1 1	CAL.

#### Agile, Extended Order, Ferocious, Mountaineers, No Head Protection

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

Unit Special	Rules:
--------------	--------

Agile - the unit adds +1" to its movement distance each time it moves.

Extended Order - the unit may operate in extended order.

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

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

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

		R	DF		Ę	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

### 1914 Chasseurs Alpins Squad

Description	Inexpe	rienced <u>R</u>		Inexperienced		Regular		<u>eran</u>	Morale		Infantry Unit
Beschption	No	<u>Pts</u>	No	Pts	<u>No</u>	<u>Pts</u>	Rally	4+			
NCO with pistol or Lebel rifle 7 Chasseurs with Lebel rifle			1	149			Aggression	4+	AND ALL ALL ALL ALL ALL ALL ALL ALL ALL AL		
Add Chasseur with Lebel rifle			0-8	17			Tenacity	4+			
									A A A A A A A A A A A A A A A A A A A		

Unit Special Rules:

Agile - the unit adds +1" to its movement distance each time it moves.

Extended Order - the unit may operate in extended order.

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

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

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

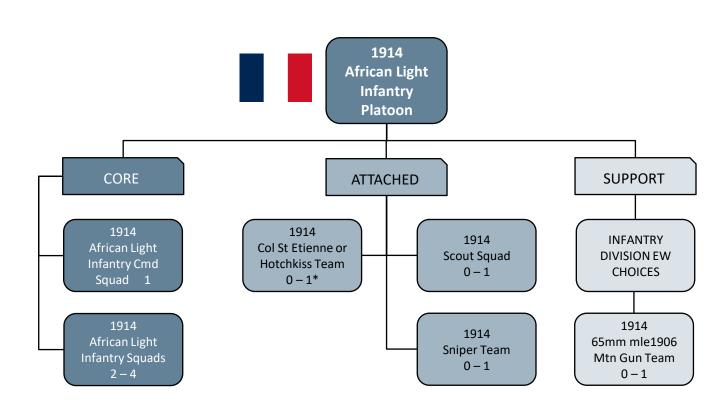
#### Agile, Extended Order, Ferocious , Mountaineers, No Head Protection

Uni	Maneuver		Double Time		Assault	Agility		
Infantry			8″		12	"	6″	Auto
		RC	)F		>	<b>L</b>		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	

Storm of Fire. Wasatch Miniatures

## **1914 AFRICAN LIGHT INFANTRY PLATOON**

National Special Rules – French Colonial only.



## 1914 African Light Infantry Command Squad

Infa

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol			1	22		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols			0-1	23		
Medic, unarmed			0-1	17		
Musician, pistol			0-1	12		
Senior NCO, Lebel rifle			0-1	19		
Add Chasseur with Lebel rifle			0-4	9		

Morale	
Rally	4+
Aggression	5+
Tenacity	5+
Formatio	n
Attack	<u></u> +1
Recon	1



Infantry Unit

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

Unit	Maneuver	Double Time	Assault	Agility
antry	8″	12"	6″	Auto

Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

	0	R	DF		₹	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6"	RF	RF	-	5+		Assault
Lebel Rifle	24″	RF	RF*	-	5+		Unbalanced

## 1914 African Light Infantry Squad

Description	<u>Inexpe</u>	rienced	<u>Reg</u>	<u>ular</u>	Vet	<u>eran</u>		Morale		Morale		Infantry Unit
<u></u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Ra	llv	4+			
NCO with pistol or Lebel rifle 7 Chasseurs with Lebel rifle			1	85				gression	5+			
Add Chasseur with Lebel rifle			0-8	9			le	Tenacity	5+			

Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

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

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

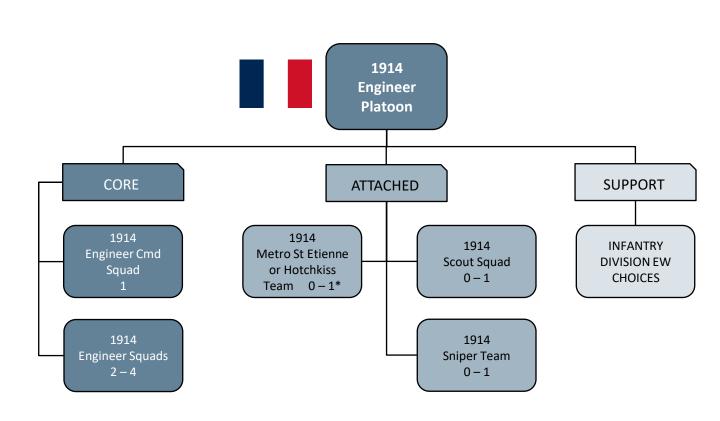
		R	DF		Σ	last	
Weapon	Range	Halted	Move	PEN	Lethalit	HE Bla	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

AF = Accelerated Fire R

Storm of Fire, Wasatch Miniatures

## **1914 ENGINEER PLATOON**

National Special Rules – French Metropolitan only.



## 1914 Engineer Command Squad

Infa

Description	Inexpe	rienced	Reg	ular	Vete	eran
Beschption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, sword, pistol, improvised grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	
Upgrade Officer to Energetic			0-1	+8	0-1	
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	
Medic, unarmed			0-1	17	0-1	
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, Lebel rifle, improvised grenades			0-1	25	0-1	28
Add Genie with Lebel rifle, improvised grenades			0-4	15	0 – 4	

#### **Morale** Aggression Formation Attack +1 Recon 0



#### **No Head Protection, Pioneers**

Unit	Maneuver	Double Time	Assault	Agility
antry	8″	12"	6″	Auto

Infantry Unit

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.

		R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression

## 1914 Engineer Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	<u>eran</u>	Morale			Infantry Unit
Description	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>	Rally	4+		
NCO with pistol or Lebel rifle, improvised grenades 7 Genie with Lebel rifle, improvised grenades			1	133	1	157	Aggression Tenacity	Aggression 4+	2/10	
Add Genie with Lebel rifle, improvised grenades			0 - 8	15	0-8	18				
<u> </u>										

Unit Special Rules:

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

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

#### **No Head Protection, Pioneers**

Ur	it		Mane	uver	Double	Time	Assault	Agility
Infantry			8"		12	"	6"	Auto
				1				
	0	RC	<b>DF</b>		t£.	st		
	lge	g	é	PEN	ali	Blast		
	Range	Halted	Move	<u> </u>	Lethality	Ē		
Weapon		Ĩ	2		-	-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Lebel Rifle	24"	RF	RF*	-	5+		Unbaland	ed

1

+2

4+

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot

\* = Slow Firing

6"

1

12/16/2023

Grenades

Suppression

## 1914 Scout Squad

Morale

Aggression

Infantry	Unit
----------	------

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or Lebel rifle 7 Scouts with Lebel rifle	1	93	1	109		
Add Scouts with Lebel rifle	0-8	10	0-8	12		

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.

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

Unit Ma	neuver Dou	uble Time 🔰 🖌	Assault	Agility
fantry	8″	12″	6″	Auto

	0	R	DF		₹	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Lebel Rifle	24"	RF	RF*	-	5+		Unbalanced

#### AF = Accelerated Fire RF = Rapid Fire SS = Single Shot

## Cavalry Battlegroups and Units

## French Empire 1914





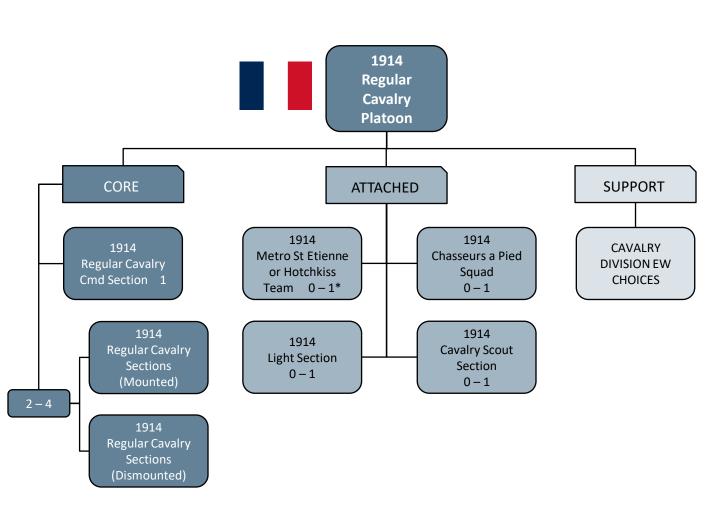
Offered by Wasatch Miniatures and GAJO Games
<u>http://www.gajominis.com</u>

gajominis@aol.com

Wasatch Miniatures

## 1914 REGULAR CAVALRY PLATOON

National Special Rules – French Metropolitan only.



## 1914 Regular Cavalry Command Section

Description		expei	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Beschption		No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, pistol, sabre, horse		1	18	1	24		
Downgrade Officer to Green	0	) – 1	-7	0-1	-10		
Downgrade Officer to Difficult	0	) – 1	-4	0-1	-5		
Upgrade Officer to Energetic	0	) – 1	+5	0-1	+8		
Upgrade Officer to Inspiring				0-1	+18		
Attached Staff Officer and Aide, pistols, sabre, horse	0	)-1	22	0-1	25		
Medic, unarmed, horse	0	-1	16	0-1	18		
Farrier, pistol, sabre, horse	0	) – 1	16	0-1	18		
Musician, pistol, sabre, horse	0	) – 1	11	0-1	13		
Senior NCO, BA carbine, sabre, horse	0	) – 1	19	0-1	22		
Add Trooper, BA carbine, sabre, horse	0	) – 4	9	0 – 2	12		

#### Morale Rally Aggression Formation Attack +3Recon 2



Mounted Unit

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

Unit			Mane	uver	Double Time		Assault	Agility
Mounted			10	"	16	<i>n</i>	8″	3+
Dismounted			8"		12	<i>n</i>	6″	Auto
	e		DF		ity	Ist		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Sabre	melee						+1 to Ass on Assau	ault Checks t move

#### Unit Special Rules:

A Si N F N S

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

Linear Order - the unit may only operate in Linear Order.

Horse Mastership/HM (Poor) - the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

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

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

1914 Regular										
Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	<u>eran</u>				
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>				
NCO, pistol, sabre, horse 4 Troopers, BA carbine, sabre, horse	1	60	1	75						
Add Trooper, BA carbine, sabre, horse	0-3	9	0-3	12						
Add lance (Dragoons)	All	+1 ea	All	+1 ea						
Add lance (Chasseurs)	Any	+1 ea	Any	+1 ea						
Add Cuirass (Cuirassiers)	All/none	+1 ea	All/none	+1 ea						

## 914 Regular Cavalry Section

Mora Rally Aggression Tenacity

<u>le</u>			
	4+		
1	4+ 4+ 4+		MEL .
	4+	66	A P
			1/10
		VI WAR	i LM
		- HILL	R
		NAME	-

#### 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).

Linear Order - the unit may only operate in Linear Order.

Horse Mastership/HM (Poor) - the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

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

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

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

Unit			Mane	uver	Double	Time	Assault	Agility		
Mounted	Mounted			"	16	"	8″	3+		
Dismounted			8″	'	12	"	6″	Auto		
	a)	RC	<b>DF</b>		£.	Blast				
	Range	ba	e E		PEN		ali EN			
	Rai	Halted	Move	<u> </u>	eth	뽀				
Weapon		Ï	2			-	S	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
BA carbine	18″	RF	RF*	-	5+		Handy			
Sabre	melee							ault Checks		
							on Assau			
Lance	melee							sault Checks		
	melee						on Assau	t move		

### AF = Accelerated Fire

RF = Rapid Fire

Storm of Fire. Wasatch Miniatures

SS = Single Shot

## 1914 Regular Dismounted Cavalry Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol or BA carbine 4 Troopers, BA carbine	0-1	60	0-1	75		
Add Trooper, BA carbine	0-3	9	0 - 3	12		
Equip the entire unit with cycles	For unit	+5	For unit	+5		

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Infantry Unit

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**

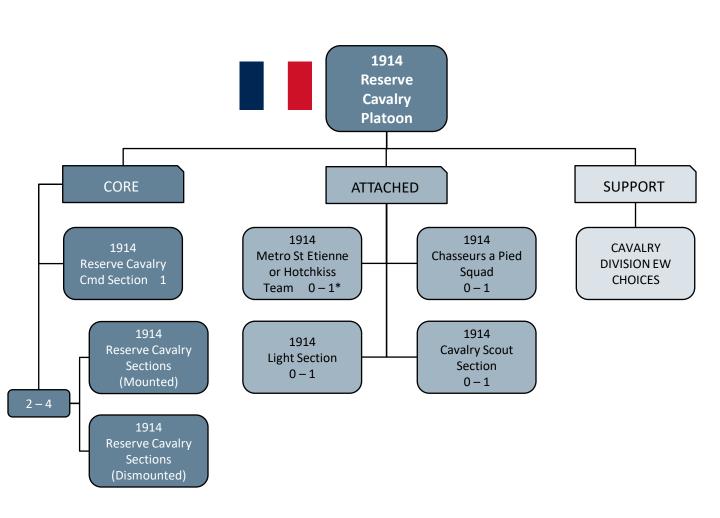
UII	L		Iviane	uvei	Double	Time	Assault Agiiit	
Dismounted			8″		12	"	6" Auto	
		R	JE		<b>_ _</b>			
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	

\* = Slow Firing

Storm of Fire, Wasatch Miniatures

## **1914 RESERVE CAVALRY PLATOON**

National Special Rules – French Metropolitan only.



### 1914 Reserve Cavalry Command Section

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Besenption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
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	18				
Add Trooper, BA carbine, sabre, horse	0-4	8				

# MoraleRally4+Aggression5+Tenacity4+FormationAttack+3Recon2



Mounted Unit

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

Unit			Mane	uver	Double Time		Assault	Agility
Mounted			10	"	16	"	8″	3+
Dismounted			8″		12	"	6"	Auto
	e	R	DF		ity	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Sabre	melee						+1 to Ass on Assau	ault Checks It 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.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

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

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

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Beschption	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol, sabre, horse 4 Troopers, BA carbine, sabre, horse	1	55				
Add Trooper, BA carbine, sabre, horse	0 – 3	8				
Add lance (Dragoons)	All	+1 ea				
Add lance (Chasseurs)	Any	+1 ea				
Add Cuirass (Cuirassiers)	All/none	+1 ea				

#### 1914 Reserve Cavalry Section

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).

Linear Order - the unit may only operate in Linear Order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

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

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

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

Uni	t		Mane	uver	Double Time		Assault	Agility
Mounted			10	"	16"		8″	3+
Dismounted			8″		12"		6"	Auto
Weapon	Range	Halted	DF avoM	PEN	Lethality	HE Blast		pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Sabre	melee						+1 to Ass on Assau	ault Checks It move
Lance	melee						Re-roll As on Assau	sault Checks It move

#### AF = Accelerated Fire RF = Rapid Fire

Fire SS = Single Shot

## 1914 Reserve Dismounted Cavalry Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
<u>Beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
NCO, pistol or BA carbine 4 Troopers, BA carbine	0-1	55					
Add Trooper, BA carbine	0-3	8					
Equip the entire unit with cycles	For unit	+5					

Rally	4+
Aggression	5+
Tenacity	4+





Unit Special Rules:

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

**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**

-

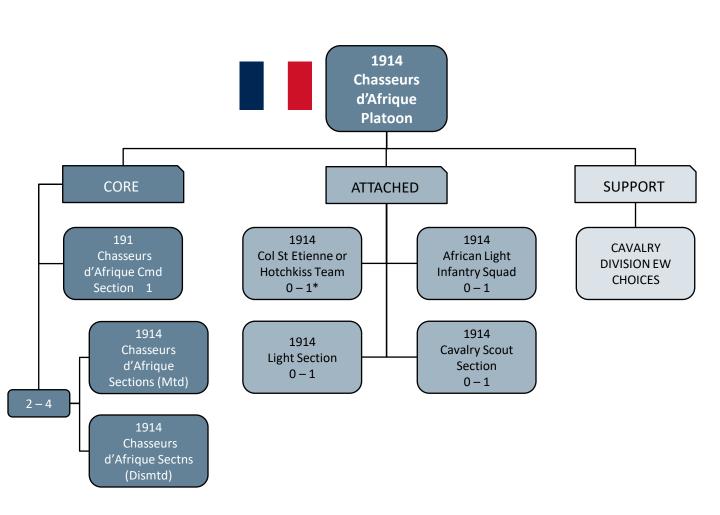
Ulli			Iviance	uvei	Double	THILE	Assault	Aginty
Dismounted			8″		12	"	6″	Auto
		RC	)E					
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18"	RF	RF*	-	5+		Handy	

\* = Slow Firing

Storm of Fire, Wasatch Miniatures

## **1914 CHASSEUR d'AFRIQUE PLATOON**

National Special Rules – French Colonials only.



### 1914 Chasseurs d'Afrique Command Section

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Besenption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, pistol, sabre, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
Farrier, pistol, sabre, horse			0-1	18	0-1	20
Musician, pistol, sabre, horse			0-1	13	0-1	15
Senior NCO, BA carbine, sabre, horse			0-1	23	0-1	26
Add Trooper, BA carbine, sabre, horse			0 – 2	13	0 - 2	16

<u>iviora</u>	le	
Rally	4+	
Aggression	3+	1453
Tenacity	4+	LT.
-		100
Format	ion	
Attack	+3	Name of Street, or other
Recon	2	When a





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

Un	it		Mane	uver	Double Time		Assault	Agility
Mounted			10	"	16"		8″	3+
Dismounted			8″		12"		6″	Auto
		R	DF		L ≥	tt.		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Sabre	melee						+1 to Ass on Assau	ault Checks

Unit Special Rules:

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

Linear Order - the unit may only operate in Linear Order.

Horse Mastership/HM (Poor) - the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

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

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

1011	Chasseyure	d'Afrique	Contion
1914	Chasseurs	uanque	Section

Description	Inexpe	rienced	<u>Regular</u>		<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol, sabre, horse 4 Troopers, BA carbine, sabre, horse			1	80	1	
Add Trooper, BA carbine, sabre, horse			0 – 3	13	0 - 3	16
Add lance			Any	+1 ea	Any	+1 ea

Morale Rally 4+ 3+ Aggression 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).

Linear Order - the unit may only operate in Linear Order.

Horse Mastership/HM (Poor) - the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

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

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

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

Uni	t		Mane	uver	Double Time		Assault	Agility
Mounted			10	"	16"		8″	3+
Dismounted			8″		12″		6″	Auto
			_					
	0	RC	DF		1 2	st		
	Range	g	e	PEN	Lethality	Blast		
	gai	Halted	Move	- E	글	포		
Weapon	_	н	Σ		<b>ت</b>	- <b>-</b>	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Sabre	melee							ault Checks
							on Assau	
Lance	melee						Re-roll As	sault Checks
Lance	melee						on Assau	lt move

Storm of Fire. Wasatch Miniatures

## 1914 Dismounted Chasseurs d'Afrique Section

Description	Inexpe	Inexperienced		<u>ular</u>	<u>Veteran</u>	
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol or BA carbine 4 Troopers, BA carbine			0-1	80	0-1	
Add Trooper, BA carbine			0 - 3	13	0-3	
Equip the entire unit with cycles			For unit	+5	For unit	

<u>Morale</u>	
Rally	4+
Aggression	3+
Tenacity	4+



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.

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

#### No Head Protection

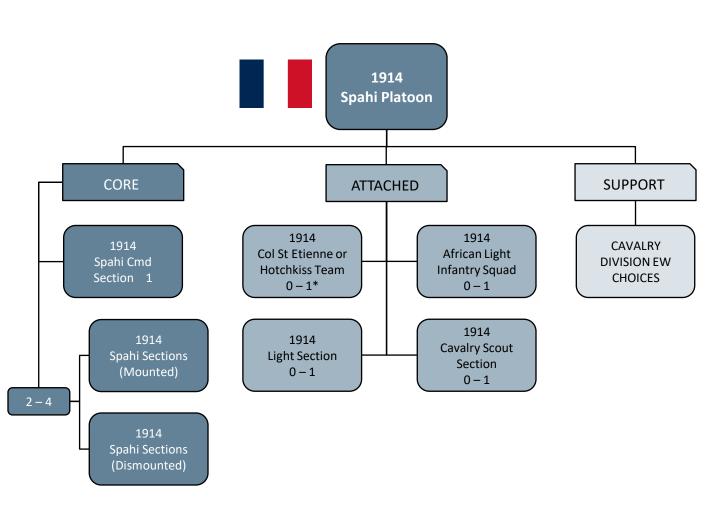
Un	Maneuver		Double Time		Assault	Agility				
Dismounted			8″		12″		6″	Auto		
ROF > +										
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special			
Pistol	6″	RF	RF	-	5+		Assault	Assault		
BA carbine	18"	RF	RF*	-	5+		Handy			

Storm of Fire, Wasatch Miniatures

# **1914 SPAHI PLATOON**

National Special Rules – French Colonials only.





# 1914 Spahi Command Section

Description	Inexpe	Inexperienced		<u>Regular</u>		<u>eran</u>
Besenption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
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	19		
Add Trooper, BA carbine, sabre, horse			0 – 2	9		

# MoraleRally4+Aggression5+Tenacity5+FormationAttack+3Recon2



Mounted Unit

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

Unit			Maneuver		Double Time		Assault	Agility
Mounted			10″		16″		8″	3+
Dismounted			8″		12	"	6"	Auto
	e	R	DF		ity	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Sabre	melee						+1 to Ass on Assau	ault Checks It 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.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

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

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

# 1914 Spahi Section

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol, sabre, horse 4 Troopers, BA carbine, sabre, horse			1	60		
Add Trooper, BA carbine, sabre, horse			0 – 3	9		
Add lance			Any	+1 ea		

#### <u>Morale</u> Rally 4+ Aggression 5+ Tenacity 5+

# 1

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).

Linear Order - the unit may only operate in Linear Order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

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

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

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

Uni	Maneuver Double Time			Assault	Agility			
Mounted			10	10"		"	8″	3+
Dismounted			8″		12	"	6"	Auto
Weapon	Range	Halted	DF Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Sabre	melee						+1 to Ass on Assau	ault Checks It move
Lance	melee						Re-roll As on Assau	sault Checks It move

#### / s a -1

# AF = Accelerated Fire RF = Rapid Fire

apid Fire SS = Single Shot

\* = Slow Firing

# 1914 Dismounted Spahi Section

Description	<u>Inexpe</u>	rienced	Regular		<u>Veteran</u>		
<u>Beschbiton</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
NCO, pistol or BA carbine 4 Troopers, BA carbine			0-1	60			
Add Trooper, BA carbine			0 - 3	9			
Equip the entire unit with cycles			For unit	+5			

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



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

Ui	Maneuver Double Time			Assault	Agility			
Dismounted			8"	8" 12"			6″	Auto
		R	DF		2	х,		
	Range	alted	ve	PEN	ethality	Blast		
Weapon	ž	Halt	Mov	_	Let	포	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	

\* = Slow Firing

Storm of Fire, Wasatch Miniatures

# 1914 Cavalry Scout Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>Beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol, sabre, horse 4 Troopers, BA carbine, sabre, horse	0-1	75	0-1	85		
Add Trooper, BA carbine, sabre, horse	0-3	12	0-3	14		
Add lance (Dragoons)	All	+1 ea	All	+1 ea		
Add lance (Chasseurs)	Any	+1 ea	Any	+1 ea		
Add Cuirass (Cuirassiers)	All/none	+1 ea	All/none	+1 ea		



#### Mounted Unit



#### Unit Special Rules:

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

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (Poor) – the unit subtracts 1" from its Maneuver and Double Time move distances when mounted.

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

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

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

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

Cavalry, Extended Order, HM (Poor), Independent, Mounted, No
Head Protection, Recon 2

Uni	Maneuver Double Time			Time	Assault	Agility		
Mounted			10	"	16	"	8"	3+
Dismounted			8″		12	<i>n</i>	6″	Auto
		RC	DF		<b>&gt;</b>	4		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Sabre	melee						+1 to Ass on Assau	ault Checks It move
Lance	melee						Re-roll As on Assau	sault Checks It move

### 1914 Light Section

Rally

Aggression Tenacity

Morale

4+

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol or BA carbine, horse 4 Troopers, BA carbine, horse	1	60	1	75		
Add Trooper, BA carbine, horse	0-3	9	0-3	12		
Remove the entire unit's horses	All/none	-1 ea	All/none	-1 ea		
Equip the entire dismounted unit with cycles	For unit	+5	For unit	+5		

#### Mounted Unit



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.

**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.

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

#### Mounted, No Head Protection, Poor Shots

Uni	Unit					Time	Assault	Agility
Mounted	Mounted					"	8″	3+
Dismounted	8″		12	"	6″	Auto		
-								
		R	DF		≥	st		
	Jge	þ	e	PEN	ali	Blast		
	Range	Halted	Move	a a	Lethality	뽀		
Weapon		Ï	2			-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18"	RF	RF*	-	5+		Handy	

AF = Accelerated Fire RF

RF = Rapid Fire

SS = Single Shot

# Vehicle Battlegroups and Units

# French Empire 1914





Offered by Wasatch Miniatures and GAJO Games

http://www.gajominis.com

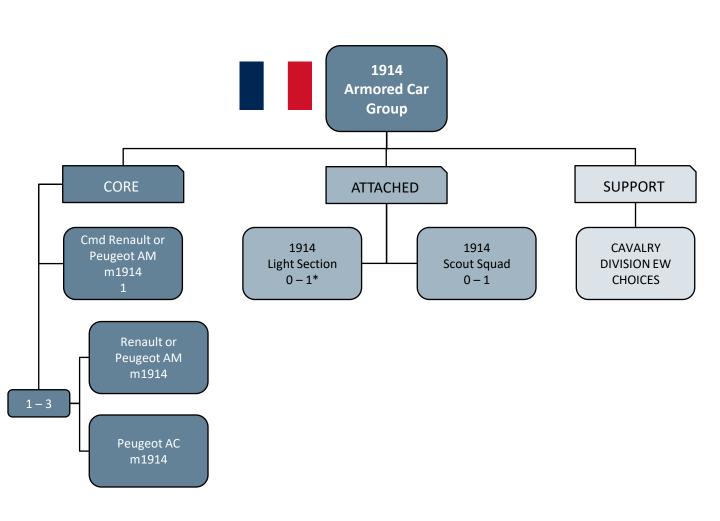
gajominis@aol.com



# **1914 ARMORED CAR GROUP**

National Special Rules – French Metropolitan only.

# **ORGANIZATION DIAGRAM**



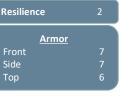
## Command Renault AM m1914 Armored Car

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>		
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Competent Officer	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							
Renault AM M1914 Armored Car	1	35					

<u>Mora</u> Rally Aggression Tenacity	4+	
Format	<u>tion</u>	
Attack	+2	
Recon	1	



Vehicle Unit



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.

**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.

**Unreliable** – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.

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

	Uni	t		Mane	uver	Double	Time	Assault	Agility
	Renault m1914			6″		9'	v	4″	6+
1			R	DF		>	4		
		nge	D.	e	PEN	ethality	Blast		
		Rar	Halted	Move	<b>–</b>	eth	Ξ		
	Weapon		Ĩ	2		1 2	<b>–</b>	S	pecial
	Central Mount MG	24"	3	2	w	5+		Anti-Airc	raft, Scythe,
	central would wid	24	5	2				Suppress	ion

		Con	nma	nd I	Peu	geot	AM m191	4 Ar	mored Car		
Description	Inexpe	rienced	Reg	gular	Vet	<u>eran</u>	Morale		Vehicle Unit	Resilience	2
<u>Description</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+			_
Competent Officer	1	16					Aggression	4+	A State State	Armor	
Downgrade Officer to Green	0-1	-7					Tenacity	4+		Front	7
Downgrade Officer to Difficult	0-1	-4					. endorey			Side	6
Upgrade Officer to Energetic	0-1	+5								Тор	6
Upgrade Officer to Inspiring										тор	0
Peugeot AM M1914 Armored Car	1	36									

Storm of Fire. Wasatch Miniatures

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.

**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.

**Unreliable** – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.

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

AF = Accelerated Fire

RF = Rapid Fire

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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Peugeot m1914			5″		8'	'	4″	5+
	e		<b>DF</b>		ĿŢ,	ast		
	nge	Halted	ę	PEN	ethality.	Blast		
	Rai	alt	Move	<u>م</u> ا	et	뽀		
Weapon		Ŧ	2			-	S	pecial
Central Mount MG	24"	3	2	w	5+		Scythe, S	uppression

### Peugeot AM m1914 Armored Car

Description	Inexperienced		Reg	<u>ular</u>	<u>Veteran</u>	
<u>Beschption</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Peugeot AM M1914 Armored Car	1	36				

Morale Rally 4+ Aggression 4+ Tenacity 4+



Resilience 2 Armor Front 7 Side 6 Top 6

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.

**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.

**Unreliable** – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.

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

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

	Uni	t		Mane	uver	Double	Time	Assault	Agility
	Peugeot m1914			5″		8'	,	4″	5+
Î									
			R	OF			t,		
		ge	σ	c)	z	alit	Blast		
		Ran	Halted	Move	PEN	ethality			
	Weapon	<b>#</b>	На	Š		<u>ا</u>	Ŧ	S	pecial
	Central Mount MG	24″	3	2	w	5+		Scythe, S	uppression

			Pe	euge	eot A	AC m	1914 Arm	orec	l Car		
Description	Inexpe	<u>rienced</u>	<u>Reg</u>	<u>ular</u>	<u>Vet</u>	<u>eran</u>	Morale		Vehicle Unit	Resilience	2
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+	a state of the sta		
Peugeot AC M1914 Armored Car	1	33					Aggression	4+	A DECEMBER OF	Armor	
							Tenacity	4+		Front	
										Side	
										Тор	

Storm of Fire. Wasatch Miniatures

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.

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.

**Unreliable** – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.

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

#### Tank Terror, Open Topped, Unreliable, Wheeled

Uni	t		Mane	uver	Double	Time	Assault	Agility
Peugeot m1914			5″		8'	,	4″	5+
					-			
	<b>a</b> 1	RC	DF			t		
	ße	p	е	PEN	ali	Blast		
	Range	Halted	Move	<b>–</b>	Lethality	뽀		
Weapon	-	На	Σ		<u>۳</u>	T	S	pecial
Central Mount	24"	1	1*	+3	4+	d3		
37mm SA18	24	1	1.	+5	4+	us		

AF = Accelerated Fire

# Renault AM m1914 Armored Car

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Renault AM M1914 Armored Car	1	35				

<u>Morale</u> Rally 4+ Aggression 4+ Tenacity 4+



Resilie	nce	2
Front Side Top	<u>Armor</u>	7 7 6

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.

**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.

**Unreliable** – the vehicle rolls 1d6 when attempting to move Double Time or through difficult terrain. On a 1 it has broken down and makes no further move that turn. A vehicle that breaks down on 2 consecutive turns is immobilized for the remainder of the mission.

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

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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Renault m1914			6"		9'	,	4"	6+
		R	DF		>	4		
	ge	σ	e	PEN	Lethality	Blast		
	Hatted Readon Hatted Read					H		
Weapon	-	на	Move		1 2	Ξ	S	pecial
Central Mount MG	24"	3	2	w	5+		Anti-Airci	raft, Scythe,
Central Mount MG	24	5	2	~~	57		Suppress	ion

45

### 1914 French Car Team

Description	rexper	<u>ienced</u>	Reg	ular	<u>Veteran</u>	
	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Great War Era Car, 2 crew with pistols	1	12	1	14		

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

**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

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

<u>Morale</u> Rally 4+ Aggression 5+ Vehicle Unit



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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Car Team			6"	'	12	<i>n</i>	-	5+
	d)	RC	DF		1 2	st (		
	l Bu	g	e	PEN	ali	Blast		
	Range	Halted	Mov	<u> </u>	Lethality	Ξ		
Weapon		Ĩ	2		1 2	<u> </u>	S	pecial
Pistol	6"	RF	RF	-	5+		Assault	

### 1914 French Truck Team

Description	Inexpe	rienced	Reg	ular	Vete	<u>eran</u>	Mora	ale	Vehicle Unit
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+	
Great War Era Truck, 2 crew with pistols	1	16	1	20			Aggressio	า 5+	
							Tenacity	6+	
									WHD DAY DOWN CHART
									P14201

Unit Special Rules:

Unit Special Rules:

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

within 6" of any door on the vehicle).

they will depart with it if it is removed.

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	1		Mane	uver	Double	Time	Assault	Agility
Truck Team			6"		10	"	-	5+
	0	RC	DF		1 ₹	st		
	nge	pa	e	PEN	ali	Blast		
	Range	Halted	Move	<u> </u>	.ethality	Ē		
Weapon	Ĩ	2		1 2	-	S	pecial	
Pistol	6″	RF	RF	-	5+		Assault	

#### AF = Accelerated Fire

Storm of Fire. Wasatch Miniatures

# 1914 French Paris Taxi



Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
<u></u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Great War Era Car, unarmed driver	1	7					





#### No Head Protection, Unarmed Transport (8), Wheeled

Uni	t		Mane	uver	Double	Time	Assault	Agility
Car Team			6"		12	"	-	5+
	0	RC	DF		≥	st		
	Jge	þ	e	PEN	ethality	Blast		
	Ran	Halted	Mov	E E	l f	Ξ		
Weapon		Ha	≥		<u> </u>	<b>–</b>	S	pecial

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.

# Weapons Units

# French Empire 1914





Offered by Wasatch Miniatures and GAJO Games

http://www.gajominis.com

gajominis@aol.com



# 1914 Metropolitan St. Etienne MG Team

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u>Beschption</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
St Etienne MG, NCO + 2 crew	1	27	1	32	1	41

<u>Morale</u> Rally 4+ Aggression 5+ Tenacity 4+

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.

#### Fixed, No Head Protection

. . .

Uni	C		Iviane	uver	Double	Time	Assault	Agility
Gun Team					8'	,	-	4+
	0	RC	DF		t	st		
	Range	ed	ve	PEN	ethality	Blast		
Weapon	Ra	Halted	Mo	<b></b>	Let	포	Sp	pecial
							Beaten Zo	one, Crew 2,
St Etienne MG	36"	5	2	-	4+		Jams, Scy	the,
							Suppressi	on

# 1914 Metropolitan Hotchkiss MG Team

<u>Description</u>	Inexpe	rienced	Reg	ular	Vet	eran	Morale		Weapon Unit
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+	
Hotchkiss MG, NCO + 2 crew	1	30	1	35	1	43	Aggression	5+	
							Tenacity	4+	
									77
									I.D.

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.

#### Fixed, No Head Protection

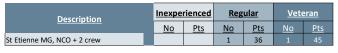
Uni	t		Mane	uver	Double	Time	Assault	Agility
Gun Team			-		8'	,	-	4+
	0	RC	DF		±	st		
	- Be				ali	Blast		
	Range	Halted	Mov	PEN	ethality	Ξ		
Weapon		Ϋ́	2		L 1	<u> </u>	S	pecial
Hotchkiss MG	36″	5	2		4+		Beaten Z	one, Crew 2,
HOLCHKISS IVIG	30	5	2	-	4+		Coutho C	marcosion

Storm of Fire, Wasatch Miniatures

\* = Slow Firing

Scythe, Suppression

# 1914 Colonial St. Etienne MG Team





Weapon Unit

The

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.

#### Fixed, No Head Protection

. . .

Uni	C		Iviane	uver	Double	Time	Assault	Agility
Gun Team			-	-		,	-	4+
	0		DF		ty	st		
	Range	ed	/e	PEN	ethality	Blast		
	Ra	lalted	δ		Let	뽀		
Weapon		-					Sp Sp	pecial
							Beaten Zo	one, Crew 2,
St Etienne MG	36"	5	2	-	4+		Jams, Scy	the,
							Suppressi	on

# 1914 Colonial Hotchkiss MG Team

Description	Inexpe	rienced	Reg	ular	Vete	<u>eran</u>	Mo	ale	Weapon Unit
<u></u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	3+	
Hotchkiss MG, NCO + 2 crew			1	39	1	48	Aggressic	n 5+	
							Tenacity	4+	
									1 De

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.

#### Fixed, No Head Protection

Uni	Unit					Time	Assault	Agility
Gun Team	Gun Team				8"	'	-	4+
					_			
	<i>a</i> ,	RC	DF		L	st		
	3gc	p	e	PEN	ali	Blast		
	Range	Halted	Move	<b>–</b>	ethality	포		
Weapon	_	На	Σ		<b>ٿ</b>		S	pecial
Hotchkiss MG	36″	5	2		4+		Beaten Z	one, Crew 2,
	50	5	2	-	4+		Scythe, S	uppression

AF = Accelerated Fire RF

\* = Slow Firing

### 1914 Sniper Team

Weapon	Unit
--------	------

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>		
<u></u>	No	Pts	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Sniper Team – Sniper with sniper rifle, Spotter with pistol	1	23					

MoraleRally4+Aggression5+Tenacity4+



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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8″		12	"	-	Auto
	a		DF		₹	st		
	Range	ed	ve	PEN	Lethality	Blast		
Weapon	Ra	Halted	Move	4	Let	뽀	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Sniper Rifle	36″	1		-	4+		Sniper Rit	
Shiper Kine	50	-					Suppress	on

\* = Slow Firing

Storm of Fire, Wasatch Miniatures

# **Gun Units**

# French Empire 1914





Offered by Wasatch Miniatures and GAJO Games

http://www.gajominis.com

gajominis@aol.com



# 1914 75mm mle1897 Field Gun Team

Description	Inexpe	<u>rienced</u>	Reg	<u>ular</u>	<u>Veteran</u>		
<u></u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
75mm mle1897 Gun, NCO and 3 crew	1	53	1	76	1	99	

Morale	
Rally	4+
Aggression	5+
Tenacity	4+

Indirect: Shrapnel

24-84"

1

Gun Unit

Crew 3, Indirect,

Shrapnel, Suppression



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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Gun Team			-		4'	'	-	5+
	0	RC	DF		≥			
	Range	ed	ve	PEN	ethalit	Blast		
Weapon	Ra	Halted	Mov	<u> </u>	Let	HE	S	pecial
75mm mle1897	54"	2	1	+7	3+	d6		Juick Firing, uppression,
							Trajector	v

3+

d6+1

#### 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.

### 1914 75mm mle1897 Horse Artillery Team

Description	Inexpe	rienced	Reg	ular	Vet	<u>eran</u>	Morale		Gun Unit
<u> </u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+	
75mm mle1897 Gun, NCO and 3 crew, Limber	1	59	1	84	1	109	Aggression	5+	and the second se
							Tenacity	4+	A A A A A A A A A A A A A A A A A A A



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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Gun Team			-		8'	,	-	4+
			DF		>	L.		
	ge			z	l É	Blast		
	Range	fe	Move	PEN	Lethality	8		
Weapon	<u> </u>	Halted	ž		P	H	S	pecial
							Crew 3, C	uick Firing,
75mm mle1897	54″	2	1	+7	3+	d6	Scythe S	uppression,
12mm mie1931	54		-		1 0 .	uu	1 00,000,000	appression,
75mm mie1897	54	2	-	.,	5.	ü	Trajector	
Indirect: Shrapnel	24-84"	1		-	3+	d6+1		y .

#### 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.

Storm of Fire. Wasatch Miniatures

# 1914 65mm mle1906 Mountain Gun Team

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u> </u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
65mm mle1906 Gun, NCO and 3 crew, pack animal	1	39	1	55	1	72







#### Fixed, High Trajectory, No Head Protection

Unit			Maneuver		Double Time		Assault	Agility	
Gun Team			2″		6″		-	3+	
		ROF			2	ы,			
	Range	pa	e,	PEN	Lethality	HE Blast			
	Rai	Halted	Move	<u> </u>	et	Ξ			
Weapon		Ŧ	2				Sp	pecial	
	48"	2	1	+2		d6	Crew 3, Scythe,		
65mm mle1906					3+		Suppression,		
							Trajectory		
Indirect: Shrapnel	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect,		
indirect: Shrapher					5+		Shrapnel, Suppression		

Unit Special Rules:

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

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

Pack Animal – model may rotate and shoot with its full rate of fire, suffering no penalty to hit.

Storm of Fire, Wasatch Miniatures