# **French Forces Great War** Late War / 1917-18

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





Offered by Wasatch Miniatures and GAJO Games

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## **SPECIAL RULES – LATE WAR**



#### **ERA SPECIAL RULES – FRANCE**

A French force has the following Special Rules in 1917-18:

#### Creeping Barrage-

This tactic was learned from their British Allies, and French artillery quickly adapted it for their own use.

French forces can employ a Creeping Barrage in missions which allow it from 1917 onward.

#### Half Platoons (France) -

The French Army found their large platoon structure cumbersome in action. The 1916 reorganization introduced the half platoon structure, with a sergeant commanding each half platoon, which were made up of 2 squads.

Up to two French Infantry squads may add a senior NCO, to represent the half platoon leader fighting with that squad. A squad with a senior NCO, and up to one additional squad within his influence distance, are within influence distance for activation.

#### Mutiny-

The French Army had suffered incredible losses in 1914, and a sense of futility crept in during 1915-16. When conditions failed to improve and with the failure of the Nivelle offensive in 1917, they agitated for better conditions, resulting in occasional mutinies. French troops still fought tenaciously in defense, but they were less willing to go forward.

French units receive a +1 to Tenacity Checks if the unit (based on the majority of its figures) is within 12" of its own baseline, and a -1 to Tenacity Checks if it is within 12" of the enemy baseline.

#### NATIONAL SPECIAL RULES – FRANCE

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

#### L'Attaque (Senegalese) – Senegalese units excelled in close combat.

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

#### 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.

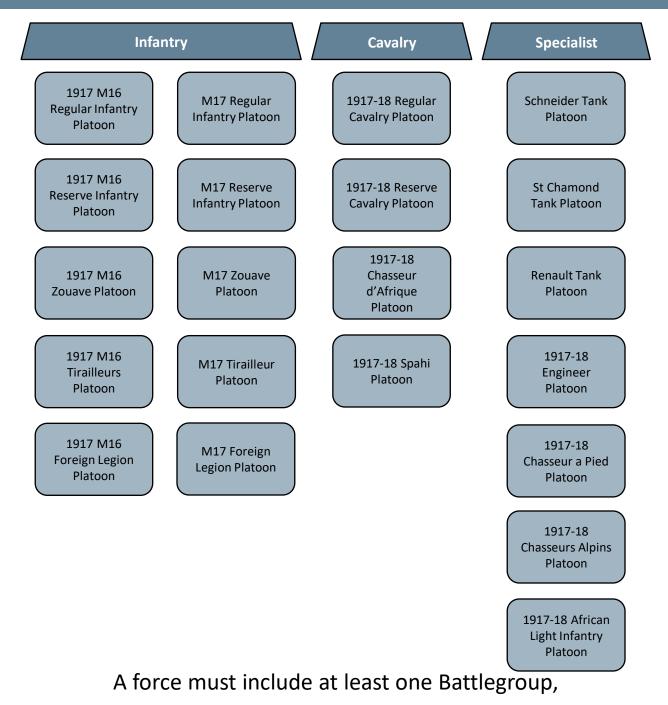
#### Grizzled Veterans (Foreign Legion) -

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**

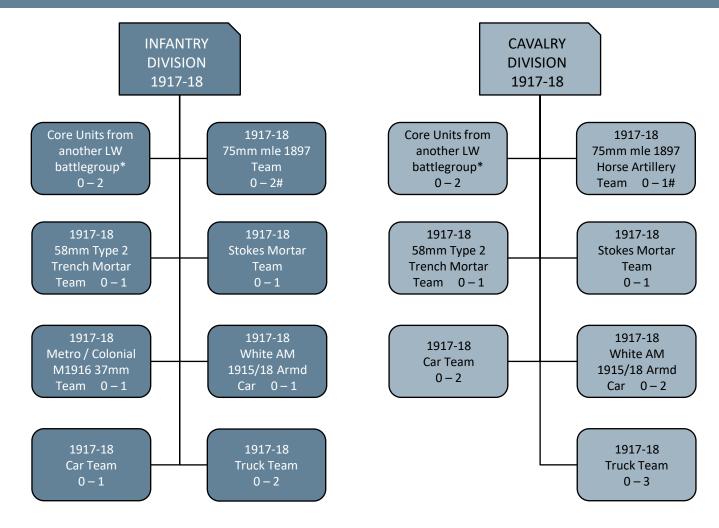
## French Empire 1917-18



## but it may include more than one

# **Support Diagram**

## French Empire 1917-18



# Infantry Battlegroups and Units

# French Empire 1917-18



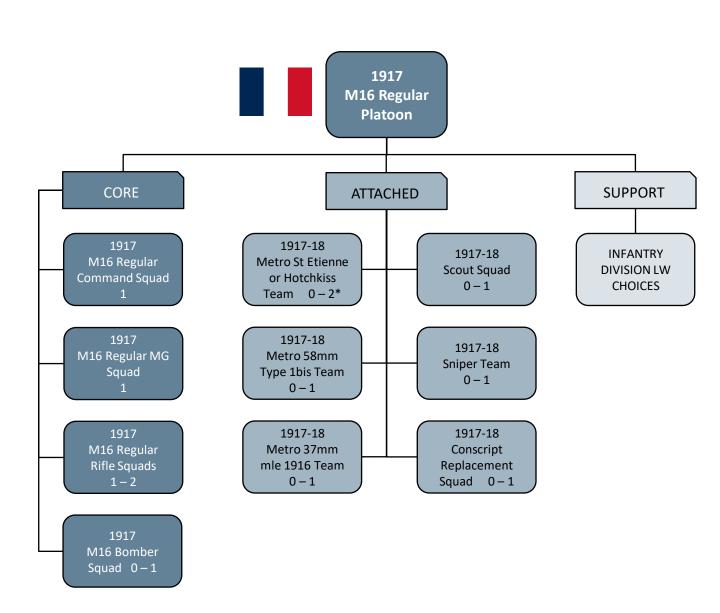


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#### **1917 M16 REGULAR PLATOON**

National Special Rules – French Metropolitan only.



## 1917 M16 Regular Command Squad

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Beschption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	23	0-1	26
Add Riflemen with BA rifle, grenades			0-4	13	0-4	16
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Moral	<u>e</u>
Rally	4+
Aggression	4+
Tenacity	5+
Formati	on
Attack	0
Recon	0



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

Infantry Unit

	0	R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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:

## 1917 M16 Regular Rifle Squad

Description		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 with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	80	1	95
Add Riflemen with BA rifle, grenades			0-9	13		
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+23	0-1#	+26
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade			0-2	+4 ea	0-2	+4 ea
Replace BA rifle with FA17 Automatic			0-3&	+2 ea	0-3&	+2 ea

## <u>Morale</u>

Unit

Infantry Unit

Maneuver Double Time Assault Agility



# = up to 2 per platoon

& - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon)

Unit Special Rules:

Infantry			8″		12"		6″	Auto
	0	R	DF		t	st		
	Range	Halted	Move	PEN	Lethality	HE Blast		
Weapon	άž	Hal	Ň		Let	뽀	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst
Bolt Action Rifle	24"	RF	RF*	-	5+			
FA17 Automatic	24"	1	1*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Grenade,	Rifle Suppression

AF = Accelerated Fire RF = Rapid Fire

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## 1917 M16 Regular Machine Gun Squad

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>
NCO with pistol or BA rifle, grenades 1 Gunner with Chauchat LMG, grenades 3 Riflemen with BA rifle, grenades			1	84	1	99
Add Riflemen with BA rifle, grenades			0 – 3	13	0 - 3	16
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+23	0-1#	+26
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

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

#### Infantry Unit



# = up to 2 per platoon

Unit Special Rules:

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

	0	R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression

## 1917 M16 Bomber Squad

Infantry

Description	Inexpe	Inexperienced		<u>ular</u>	<u>Veteran</u>	
Description	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	90	1	105
Add Bombers with pistol or BA rifle. grenades			0-4	15	0-4	18
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+25	0-1#	+28
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea

#### Morale Rally 4+ Aggression 4+ Tenacity 5+

Unit

#### Infantry Unit

Double Time

12"



# = up to 2 per platoon

A platoon's bomber squad may not be more than one level of training better than its rifle squads.

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

		R	<b>DF</b>		ť	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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

**Bombers** 

Maneuver

8'

AF = Accelerated Fire

RF = Rapid Fire

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SS = Single Shot

\* = Slow Firing

Agility

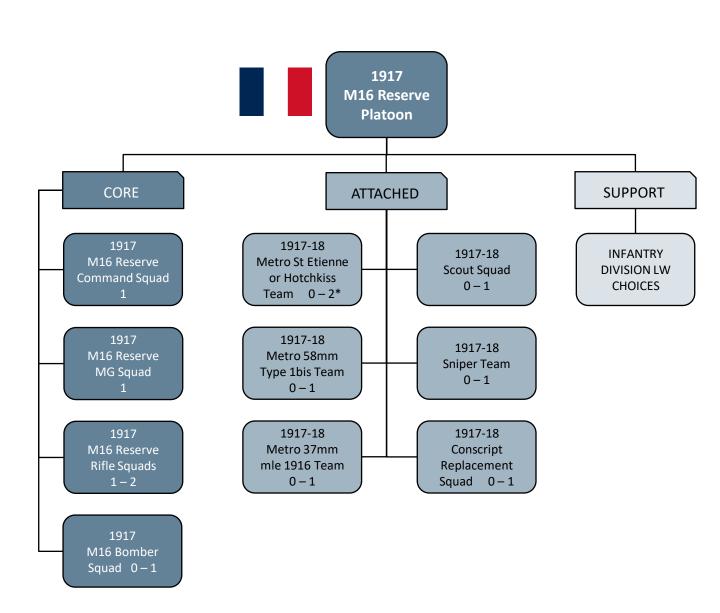
Auto

Assault

6"

#### **1917 M16 RESERVE PLATOON**

National Special Rules – French Metropolitan only.



## 1917 M16 Reserve Command Squad

Description	Description Inexperienced		Regular		<u>Veteran</u>	
Besenption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, CFW, pistol, grenades			1	22		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols			0-1	23		
Medic, unarmed			0-1	17		
Comms Specialist (Level 1), pistol			0-1	17		
Senior NCO, BA rifle, grenades			0-1	22		
Add Riflemen with BA rifle, grenades			0-4	12		
Upgrade Officer's pistol to SA Pistol			0-1	+1 ea		

Morale	2	
Rally	4+	L i
Aggression	5+	
Tenacity	5+	
<u>Formati</u>	<u>on</u>	
<u>Formation</u> Attack	<u>on</u> 0	



Infantry 8" 12" 6"	Auto

Infantry Unit

	0	R	DF		Ľ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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:

## 1917 M16 Reserve Rifle Squad

Description	1	Inexpe	rienced	Reg	ular	Vet	<u>eran</u>		
<u>Description</u>		<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>		Ral
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades				1	75				Age
Add Riflemen with BA rifle, grenades				0-9	12				Ter
Add Senior NCO with pistol or BA rifle, grenades				0-1#	+22				
Upgrade pistol to SA Pistol				Any	+1 ea				
Replace BA rifle with rifle grenade				0-2	+4 ea				
Replace BA rifle with FA17 Automatic				0-3&	+2 ea				

#### Morale ally 4+ ggression 5+ enacity 5+

#### Infantry Unit



# = up to 2 per platoon

& - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon)

Unit Special Rules:

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8"		12	"	6″ A	
		R	OF		2	Ħ		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst
Bolt Action Rifle	24″	RF	RF*	-	5+			
FA17 Automatic	24″	1	1*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression

AF = Accelerated Fire RF = Rapid Fire

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## 1917 M16 Reserve Machine Gun Squad

Description	Inexpe	rienced	Reg	ular	Vet	eran
<u> </u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 1 Gunner with Chauchat LMG, grenades 3 Riflemen with BA rifle, grenades			1	79		
Add Riflemen with BA rifle, grenades			0 – 3	12		
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+22		
Upgrade pistol to SA Pistol			Any	+1 ea		

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

#### Infantry Unit



# = up to 2 per platoon

Unit Special Rules:

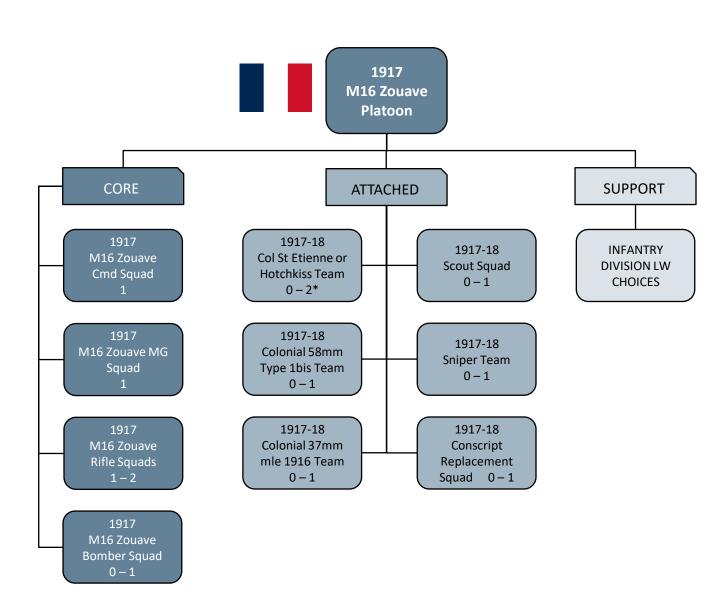
Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12″	6″	Auto

	0	R	DF		≥	t	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression

#### **1917 M16 ZOUAVE PLATOON**

National Special Rules – French Colonial only.





## 1917 M16 Zouave Command Squad

Description		rienced	Reg	ular	<u>Veteran</u>	
	No Pts		No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	26	0-1	29
Add Riflemen with BA rifle, grenades			0-4	16	0-4	19
Upgrade Officer's pistol to SA Pistol			0-1	+1 ea	0-1	+1 ea
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea

Morale	2
Rally	3+
Aggression	4+
Tenacity	5+
Formatio	on
Attack	0
Recon	0

Infantry Unit



Ferocious

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

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

	0	R	DF		Ę	t	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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
CFW	melee						+1 to Assault Checks

## 1917 M16 Zouave Rifle Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>- cconpriori</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	95	1	110
Add Riflemen with BA rifle, grenades			0-9	16	0-9	19
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+26	0-1#	+29
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade			0-2	+4	0-2	+4
Replace BA rifle with FA17 Automatic			0-3&	+2	0-3&	+2
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

#### Morale Rally 3+ Aggression 4+ Tenacity 5+

Unit

#### Infantry Unit

Maneuver Double Time Assault Agility



#### # = up to 2 per platoon

& - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon), 1918 (up to six per platoon)

Unit Special Rules:

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

Infantry				8″ 12″			6" Auto		
0	R	<b>DF</b>		t	st				
ange	ted	ve	EN	hali	Bla				
Râ	Halt	ъ		Let	뽀	S	pecial		
6″	RF	RF	-	5+		Assault			
6″	RF	RF	-	5+		Assault, E	lurst		
24″	RF	RF*	-	5+					
24″	1	1*	-	5+					
6″	1	1	+2	4+		Grenade,	Suppression		
6-24"	1	-	+2	4+			Rifle Suppression		
melee						+1 to Ass	ault Checks		
	6" 24" 24" 6" 6-24"	But with a state of the state of t	ROF           Date         Date           0"         Pate         N           6"         RF         RF           6"         RF         RF           24"         RF         RF*           24"         1         1*           6"         1         1           6"         1         1	ROF         A           99         99         90         A           6"         RF         RF         -           6"         RF         RF         -           24"         RF         RF*         -           24"         1         1*         -           6"         1         1         +2           6-24"         1         -         +2	RF         RF         C         Stress         Stre         Stress         Stres <th< th=""><th>ROF         Base of the second se</th><th>RF         RF         SF         SF         Assault           6"         RF         RF         -         5+         Assault           6"         RF         RF         -         5+         Assault           6"         RF         RF         -         5+         Assault           24"         RF         RF*         -         5+         -           6"         1         1*         -         5+         -           6"         1         1         +2         4+         Grenade,           6-24"         1         -         +2         4+         OH Fire, I</th></th<>	ROF         Base of the second se	RF         RF         SF         SF         Assault           6"         RF         RF         -         5+         Assault           6"         RF         RF         -         5+         Assault           6"         RF         RF         -         5+         Assault           24"         RF         RF*         -         5+         -           6"         1         1*         -         5+         -           6"         1         1         +2         4+         Grenade,           6-24"         1         -         +2         4+         OH Fire, I		

Ferocious

AF = Accelerated Fire RF =

Fire RF = Rapid Fire

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## 1917 M16 Zouave Machine Gun Squad

Infantry

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 1 Gunner with Chauchat LMG, grenades 3 Riflemen with BA rifle, grenades			1	99	1	114
Add Riflemen with BA rifle, grenades			0-3	16	0-3	
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+26	0-1#	+29
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

Morale Rally 3+ Aggression 4+ Tenacity 5+

Unit

Infantry Unit

Double Time

12"

Assault

6

Agility

Auto



# = up to 2 per platoon

Unit Special Rules:

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

	0	R	DF		<u>≻</u>	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

Ferocious

Maneuver

8"

#### 1917 M16 Zouave Bomber Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	<u>eran</u>	Morale		Infantry Unit
<u>- courption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	Rally	3+	
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	105	1	120	Aggression Tenacity	4+ 5+	La Ja
Add Bombers with pistol or BA rifle. grenades			0-4	18	0-4	21			A SE AND REAL
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+28	0-1#	+31			
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea			A DECEMBER OF A
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea			A Province and second and a s

# = up to 2 per platoon

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

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

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12″	6″	Auto
<b>i</b>				

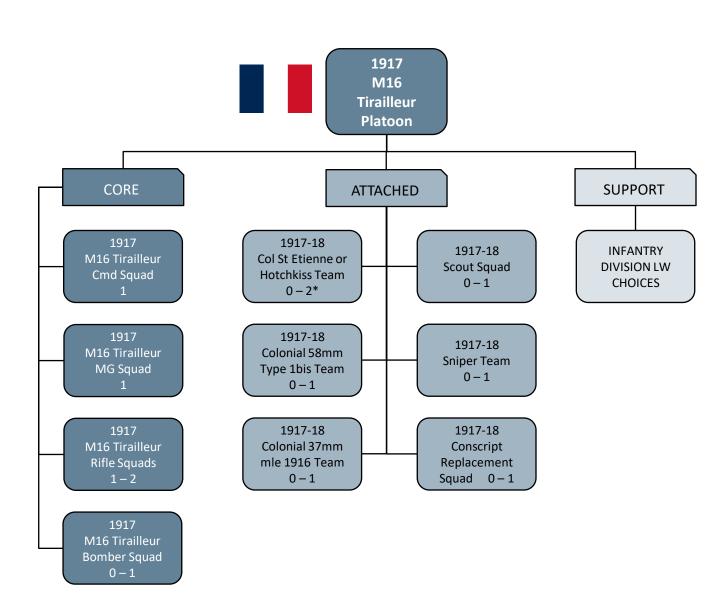
	C.	R	DF		Ľ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6″	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

AF = Accelerated Fire R

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#### **1917 M16 TIRAILLEUR PLATOON**

National Special Rules – French Colonial or Senegalese only.



## 1917 M16 Tirailleur Command Squad

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, CFW, pistol, 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, BA rifle, grenades			0-1	23	0-1	
Add Riflemen with BA rifle, grenades			0-4	13	0-4	
Upgrade Officer's pistol to SA Pistol			0-1	+1	0-1	+1
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea

<u>Morale</u>	
Rally	3+
Aggression	5+
Tenacity	5+

FormationAttack0Recon0



Infantry Unit

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

Unit	Sp	ecial	Rul	es:

	0	R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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
CFW	melee						+1 to Assault Checks

## 1917 M16 Tirailleur Rifle Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>- cccpc</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	80	1	
Add Riflemen with BA rifle, grenades			0-9	13	0-9	
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+23	0-1#	
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade			0-2	+4 ea	0-2	+4 ea
Replace BA rifle with FA17 Automatic			0-3&	+2 ea	0-3&	+2 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

#### <u>Morale</u> Rally 3+ Aggression 5+ Tenacity 5+

Infantry Unit



# = up to 2 per platoon

& - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon), 1918 (up to six per platoon)

Unit Special Rules:

Uni	t		Mane	Maneuver Double Time				Agility
Infantry			8″	8″		"	6″	Auto
	a)	RC	DF		t£. ∣	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst
Bolt Action Rifle	24″	RF	RF*	-	5+			
FA17 Automatic	24″	1	1*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Rifle Grenade	6-24″	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression
CFW	melee						+1 to Ass	ault Checks

AF = Accelerated Fire RF = I

## 1917 M16 Tirailleur Machine Gun Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 1 Gunner with Chauchat LMG, grenades 3 Riflemen with BA rifle, grenades			1	84	1	
Add Riflemen with BA rifle, grenades			0-3	13	0 – 3	16
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+23	0-1#	
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

<u>Morale</u>	
Rally	3+
Aggression	5+
Tenacity	5+

Infantry Unit



# = up to 2 per platoon

Unit Special Rules:

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

	0	R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

## 1917 M16 Tirailleur Bomber Squad

Infantry

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran	Morale
<u>Beschption</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	90	1	105	Aggression Tenacity
Add Bombers with pistol or BA rifle. grenades			0-4	15	0-4	18	
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+25	0-1#	+28	
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea	
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea	

Infantry Unit

Double Time

12"



# = up to 2 per platoon

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

		R	<b>DF</b>		₹.	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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
CFW	melee						+1 to Assault Checks

**Bombers** 

Maneuver

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

Unit

Agility

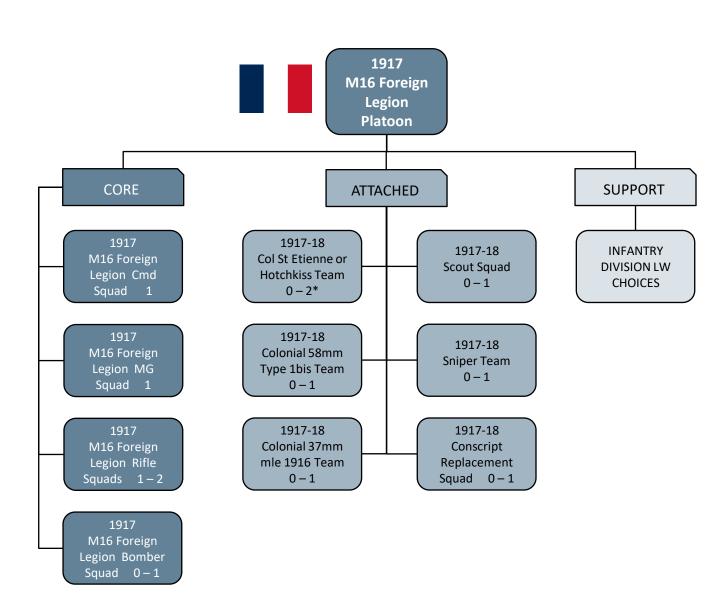
Auto

Assault

6'

#### **1917 M16 FOREIGN LEGION PLATOON**

National Special Rules – Foreign Legion only.



## 1917 M16 Foreign Legion Command Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, CFW, pistol, grenades					1	30
Downgrade Officer to Green						
Downgrade Officer to Difficult					0-1	-8
Upgrade Officer to Energetic					0-1	+10
Upgrade Officer to Inspiring					0-1	+22
Attached Staff Officer and Aide, pistols					0-1	28
Medic, unarmed					0-1	19
Comms Specialist (Level 1), pistol					0-1	19
Senior NCO, BA rifle, grenades					0-1	32
Add Riflemen with BA rifle, grenades					0-4	22
Upgrade Officer's pistol to SA Pistol					Any	+1 ea

<u>Morale</u>		
Rally	3+	
Aggression	3+	2
Tenacity	4+	
		1
<u>Formatio</u>	<u>n</u>	0 0 0
Formatio Attack	<u>n</u> 0	
	_	



Stubborn

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

Infantry Unit

Unit	Special	Rules:

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

	0	R	DF		≥	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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

## 1917 M16 Foreign Legion Rifle Squad

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 BA rifle, grenades 4 Riflemen with BA rifle, grenades					1	125
Add Riflemen with BA rifle, grenades						22
Add Senior NCO with pistol or BA rifle, grenades					0-1#	+32
Upgrade pistol to SA Pistol					Any	+1 ea
Replace BA rifle with rifle grenade					0-2	+4 ea
Replace BA rifle with FA17 Automatic					0-3&	+2 ea



Infantry Unit

# = up to 2 per platoon

& - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon), 1918 (up to six per platoon)

Unit Special Rules:

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

Uni		Mane	uver	Double	Time	Assault	Agility		
Infantry			8″		12	"	6″	Auto	
			<b>DF</b>		Lethality	st			
Weapon	Range	Halted	Move			HE Blast	Special		
Pistol	6″	RF	RF	-	5+		Assault		
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst	
Bolt Action Rifle	24"	RF	RF*	-	5+				
FA17 Automatic	24"	1	1*	-	5+				
Grenades	6″	1	1	+2	4+		Grenade,	Grenade, Suppression	
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression	

Stubborn

AF = Accelerated Fire RF = Rapid Fire

Storm of Fire, Wasatch Miniatures

## 1917 M16 Foreign Legion Machine Gun Squad

Infantry

Description	Inexpe	rienced	Reg	ular	Vet	<u>eran</u>
<u> </u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 1 Gunner with Chauchat LMG, grenades 3 Riflemen with BA rifle, grenades					1	129
Add Riflemen with BA rifle, grenades					0 - 3	22
Add Senior NCO with pistol or BA rifle, grenades					0-1#	+32
Upgrade pistol to SA Pistol					Any	+1 ea



Unit

Infantry Unit

Double Time

12'

Assault

Agility

Auto

# = up to 2 per platoon

Unit Special Rules:

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

	e		<b>DF</b>	-	lity	Blast	
	Range	Halted	Move	PEN	Lethality	HE BI	
Weapon	ш. 	На	Σ		2	Ξ	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression

Stubborn Maneuver

8"

#### 1917 M16 Foreign Legion Bomber Squad

Description	Inexpe	Inexperienced		<u>Regular</u>		<u>eran</u>	Morale	
Description	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>	Rally 3+	
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades					1	140	Aggression 3+ Tenacity 4+	
Add Bombers with pistol or BA rifle. grenades					0-4	25		9
Add Senior NCO with pistol or BA rifle, grenades					0-1#	+35		0
Upgrade NCO's pistol to SA Pistol					Any	+1 ea		F

Infantry Unit

# = up to 2 per platoon

Unit Special Rules:

Bombers - all figures may throw grenades and gain +1 die during Assault combat.

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

<u>Morale</u> ession city	3+ 3+ 4+	
		<u>S</u>

6"

1

#### Bombers, Stubborn

Uni	Unit					Time	Assault	Agility	
Infantry		8″		12	"	6″	Auto		
		R	DF		2	tt			
	Range	pa	e	PEN	alit	Blast			
	Rai	Halted	Move	∎	Lethality	포			
Weapon		Ξ	~				S	pecial	
Pistol	6″	RF	RF	-	5+		Assault	Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	Assault, Burst	
Bolt Action Rifle	24"	RF	RF*		5+				

1

+2

4+

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

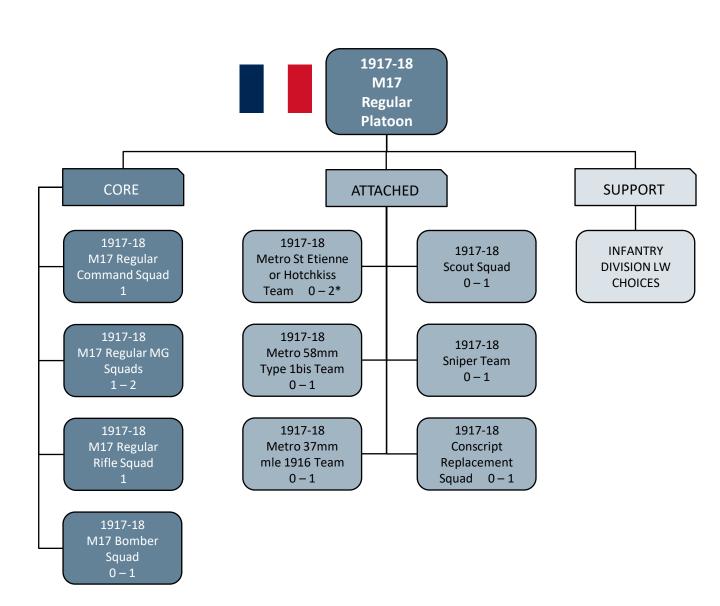
\* = Slow Firing

Grenades

Grenade, Suppression

#### MODEL 1917 (M17) REGULAR PLATOON

National Special Rules - French Metropolitan only.



## M17 Regular Command Squad

<u>Morale</u>

Formation

0

0

Aggression

Attack

Recon

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Beschption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18		+22
Attached Staff Officer and Aide, pistols			0-1	23		28
Medic, unarmed			0-1	17		19
Comms Specialist (Level 1), pistol			0-1	17		19
Senior NCO, BA rifle, grenades			0-1	23		26
Add Riflemen with BA rifle, grenades			0-4	13		16
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea

#### Infantry Unit

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

	0	R	DF		Ľ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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:

## M17 Regular Rifle Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
Description	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	80	1	95	
Add Riflemen with BA rifle, grenades			0-3	13			
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+23	0-1#	+26	
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea	
Replace BA rifle with FA17 Automatic			0-6&	+2 ea	0-6&	+2 ea	

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

#### Infantry Unit



# = up to 2 per platoon

& - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon), 1918 (up to six per platoon)

Unit Special Rules:

			Iviance	uvei	Double	mile	Aginty	
Infantry			8″	8″		"	6″	Auto
		P	<b>DF</b>					
	e			_	Ξ	ast		
	Range	Halted	Move	PEN	Lethality	HE Blast		
Weapon		Ï	2			-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst
Bolt Action Rifle	24"	RF	RF*	-	5+			
FA17 Automatic	24"	1	1*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

## M17 Regular Machine Gun Squad

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>	
NCO with pistol or BA rifle, grenades 1 Gunner with Chauchat LMG, grenades 3 Riflemen with BA rifle, grenades			1	84	1	99	
Add Riflemen with BA rifle, grenades			0 - 3	13	0 – 3	16	
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+23	0-1#	+26	
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea	
Replace BA rifle with rifle arenade			0-3	+4 ea	0-3	+4 ea	

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

#### Infantry Unit



# = up to 2 per platoon

Unit Special Rules:

9// 12//		
Infantry 8" 12"	6"	Auto

	0	R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

## M17 Bomber Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	<u>eran</u>	1	Morale		Infantry Unit
<u>Beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>		Rally	4+	http://www.
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	90		105		Aggression Tenacity	4+ 5+	La Groir Vouziers
Add Bombers with pistol or BA rifle. grenades			0 – 3	15	0 – 3	18				STATE 0384
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+25	0-1#	+28				
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea				

Infantry

# = up to 2 per platoon

Unit Special Rules:

Bombers - all figures may throw grenades and gain +1 die during Assault combat.

		R	DF		Ę	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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

**Bombers** 

Maneuver

8"

-

Double Time

12″

AF = Accelerated Fire

Storm of Fire, Wasatch Miniatures

SS = Single Shot

Unit

\* = Slow Firing

Agility

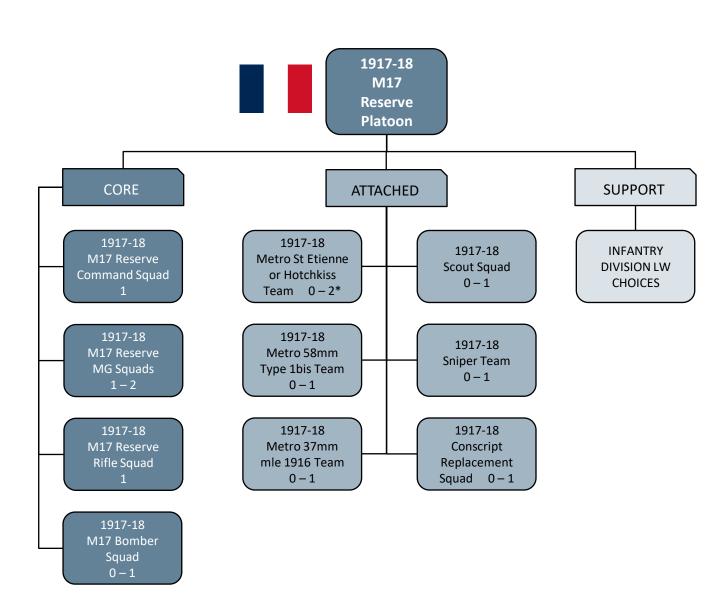
Auto

Assault

6″

#### MODEL 1917 (M17) RESERVE PLATOON

National Special Rules - French Metropolitan only.



## M17-18 Reserve Command Squad

Infantry	Unit
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Description	Inexpe	Inexperienced		<u>Regular</u>		eran
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	22	0-1	24
Add Riflemen with BA rifle, grenades			0-4	12	0-4	14
Upgrade Officer's pistol to SA Pistol			0-1	+1 ea	0-1	+1 ea

Morale	2	
Rally	4+	
Aggression	5+	
Tenacity	5+	É
Formatio	<u>on</u>	
Formatio Attack	<u>on</u> 0	



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

	0	R	DF		₹	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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:

## M17 Reserve Rifle Squad

Description	Inexpe	rienced	<u>Regular</u>		<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 BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	75	1	85
Add Riflemen with BA rifle, grenades			0-3	12		14
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+22	0-1#	+24
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with FA17 Automatic			0-6&	+2 ea	0-6&	+2 ea

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

#### Infantry Unit



# = up to 2 per platoon

& - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon), 1918 (up to six per platoon)

Unit Special Rules:

011	•		iviance	aver	Doubic	THILE	Assuur	Aginty
Infantry			8″		12	"	6" Auto	
	a)	R	<b>DF</b>		L.	st		
	Range	Halted	Move	PEN	Lethality	HE Blast		
Weapon		Ï	2		-	-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst
Bolt Action Rifle	24″	RF	RF*	-	5+			
FA17 Automatic	24″	1	1*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

Do

Storm of Fire, Wasatch Miniatures

## M17 Reserve Machine Gun Squad

Description	Inexpe	Inexperienced		<u>Regular</u>		<u>Veteran</u>	
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
NCO with pistol or BA rifle, grenades 1 Gunner with Chauchat LMG, grenades 3 Riflemen with BA rifle, grenades			1	79	1	89	
Add Riflemen with BA rifle, grenades			0-3	12		14	
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+22	0-1#	+24	
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea	
Replace BA rifle with rifle arenade			0 - 3	+4 ea	0-3	+4 ea	

#### Morale Rally 4+ Aggression 5+ Tenacity 5+

#### Infantry Unit



# = up to 2 per platoon

Unit Special Rules:

Unit Ma	neuver Double Time	Assault	Agility
ntry	8″ 12″	6″	Auto

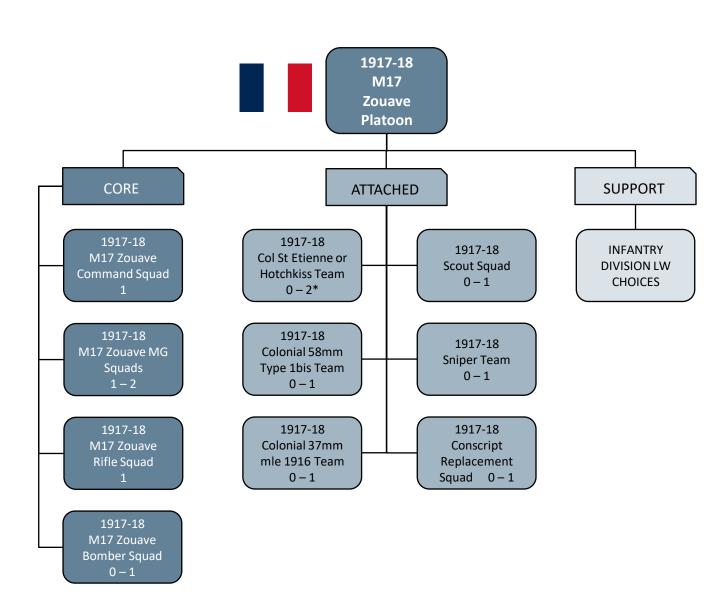
	0	R	DF		₹	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

Storm of Fire, Wasatch Miniatures

#### MODEL 1917 (M17) ZOUAVE PLATOON

National Special Rules – French Colonial only.





#### M17 Zouave Command Squad

Description	<u>Inexperienced</u>		Regular		<u>Veteran</u>	
Beschption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, CFW, pistol, 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	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	26	0-1	29
Add Riflemen with BA rifle, grenades			0-4	16	0-4	19
Upgrade Officer's pistol to SA Pistol			0-1	+1	0-1	+1
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea

Moral	<u>e</u>	
Rally	3+	
Aggression	4+	
Tenacity	5+	
Formati	on	
Attack	0	
Recon	0	



Infantry Unit

Ferocious

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

Unit Special Rules:

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

	au ROF			Ę	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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
CFW	melee						+1 to Assault Checks

#### M17 Zouave Rifle Squad

Description	<u>Inexperienced</u>		<u>Regular</u>		<u>Veteran</u>		Morale		Infantry Unit
<u>Beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	3+	1.1
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	95	1	110	Aggression	4+	
Add Riflemen with BA rifle, grenades			0-3	16	0-3	19	Tenacity	5+	A A A A A A A A A A A A A A A A A A A
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+26	0-1#	+29			19 - Berthy Care of
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea			
Replace BA rifle with FA17 Automatic			0-6&	+2 ea	0-6&	+2 ea			A MER BALLAR
Add Close Fighting Weapon (CFW)			All/none	+1	All/none	+1			and the second second

#### Ferocious

#### Unit Maneuver Double Time Agility Assault Infantry 8' 12" 6' Auto ROF Range Lethality HE Blast Halted Move PEN Weapon Special Pistol 6" RF RF 5+ Assault SA Pistol 6" RF RF -5+ Assault, Burst 24" RF\* **Bolt Action Rifle** RF -5+ FA17 Automatic 24" 1\* 5+ 1 Grenades 6" 1 1 +2 4+ Grenade, Suppression CFW melee +1 to Assault Checks

# = up to 2 per platoon

& - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon), 1918 (up to six per platoon)

Unit Special Rules:

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

> AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

Storm of Fire, Wasatch Miniatures

## M17 Zouave Machine Gun Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u></u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 1 Gunner with Chauchat LMG, grenades 3 Riflemen with BA rifle, grenades			1	99	1	114
Add Riflemen with BA rifle, grenades			0-3	16		
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+19	0-1#	+24
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade			0-3	+4 ea	0-3	+4 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

Morale Rally 3+ Aggression 4+ Tenacity 5+ Infantry Unit



Ferocious

 Unit
 Maneuver
 Double Time
 Assault
 Agility

 Infantry
 8"
 12"
 6"
 Auto

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

		ROF			Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
CFW	melee						+1 to Assault Checks

#### M17 Zouave Bomber Squad

Description	Inexpe	rienced	Reg	ular	Vet	<u>eran</u>	Morale		Infantry Unit
<u>- courprion</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	3+	
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	105	1	120	Aggression Tenacity	4+ 5+	La Tar
Add Bombers with pistol or BA rifle. grenades			0 - 3	18	0-3	21			14 THE SHOWLER
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+28		+31			
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea			A PART AND AND A PART
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea			La restance and south and the second se

Pistol

SA Pistol

Grenades

CFW

Storm of Fire, Wasatch Miniatures

**Bolt Action Rifle** 

# = up to 2 per platoon

# = up to 2 per platoon

Unit Special Rules:

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

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

#### **Bombers**, Ferocious

Un	Mane	uver	Double	Time	Assault	Agility		
Infantry	8″	,	12	"	6"	Auto		
		R	DF		τ	st		
	Range	ed	é	E	Lethality	Blast		
	Ra	Halted	é		et	뽀		
Weapon		I	~			_	SI SI	pecial

5+

5+

5+

4+

-

-

+2

RF

RF

RF\*

1

AF - Accelerateu File RF - Rapiu File	AF = Accelerated Fire	RF = Rapid Fire
---------------------------------------	-----------------------	-----------------

\* = Slow Firing

6"

6"

24"

6"

melee

RF

RF

RF

1

Assault

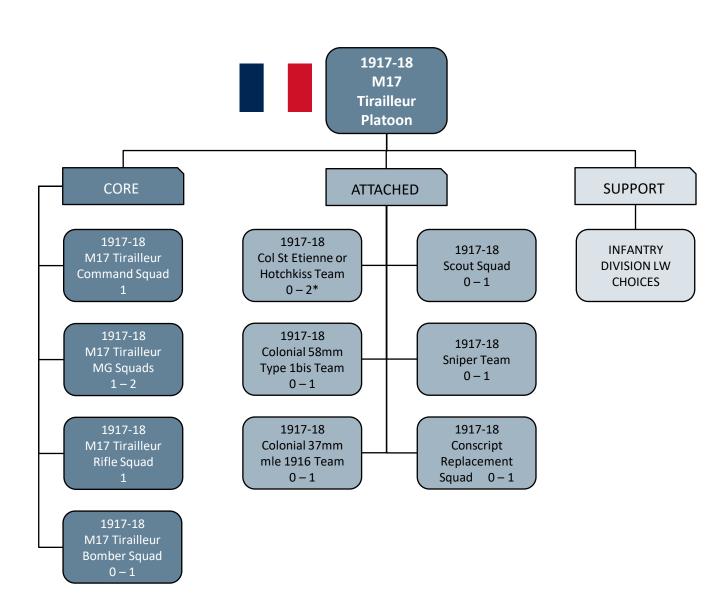
Assault, Burst

Grenade, Suppression

+1 to Assault Checks

#### MODEL 1917 (M17) TIRAILLEUR PLATOON

National Special Rules – French Colonial only.



## M17 Tirailleur Command Squad

Description	Inexpe	rienced	Reg	ular	Vete	eran
Besenption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, CFW, pistol, 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	+10
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, BA rifle, grenades			0-1	23	0-1	
Add Riflemen with BA rifle, grenades			0-4	13	0-4	16
Upgrade Officer's pistol to SA Pistol			0-1	+1 ea	0-1	+1 ea
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea

#### Morale Rally 3+ Aggression 5+ Tenacity 5+ <u>Formation</u>

Attack 0 Recon 0



		e Assault	
Infantry 8"	12"	6″	Auto

Unit Special Rules:

	0	R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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
CFW	melee						+1 to Assault Checks

## M17 Tirailleur Rifle Squad

Description	Inexpe	Inexperienced		<u>Regular</u>		<u>Veteran</u>		Morale		Infantry Unit
<u></u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>		Rally	3+	
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	80	1	95		Aggression	5+	
Add Riflemen with BA rifle, grenades			0-3	13	0-3	16		Tenacity	5+	A A A A A A A A A A A A A A A A A A A
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+23	0-1#	+26				19 - Be the Care
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea				
Replace BA rifle with FA17 Automatic			0-6&	+2 ea	0-6&	+2 ea				A MER AND
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea				addition to the second s

# = up to 2 per platoon

& - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon), 1918 (up to six per platoon)

Unit Special Rules:

Unit			Ivialieuvei		Double	Time	Assault	Aginty
Infantry			8"		12	"	6″	Auto
		-				-		
		RC	DF		≥	t		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Si	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst
Bolt Action Rifle	24"	RF	RF*	-	5+			
FA17 Automatic	24"	1	1*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
CFW	melee						+1 to Ass	ault Checks

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

## M17 Tirailleur Machine Gun Squad

1 Gunner with Chauchat LMG, grenades 3 Riflemen with BA rifle, grenades Add Riflemen with BA rifle, grenades Add Senior NCO with pistol or BA rifle, grenades Upgrade pistol to SA Pistol	Inexpe	rienced	Reg	ular	Veteran	
Description	No	Pts	No	Pts	No	<u>Pts</u>
NCO with pistol or BA rifle, grenades 1 Gunner with Chauchat LMG, grenades 3 Riflemen with BA rifle, grenades			1	84	1	99
Add Riflemen with BA rifle, grenades			0-3	13	0-3	
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+23	0-1#	+26
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade			0-3	+4 ea	0-3	+4 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

#### Morale Rally 3+ Aggression 5+

Infantry Unit



# = up to 2 per platoon

Unit Special Rules:

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

	-	К	JF		<u></u>	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
CFW	melee						+1 to Assault Checks

## M17 Tirailleur Bomber Squad

Infantry

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>Description</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	90	1	
Add Bombers with pistol or BA rifle. grenades			0 - 3	15	0-3	
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+25	0-1#	
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

Morale Rally 3+ Aggression 5+ Tenacity 5+

Unit

#### Infantry Unit

Double Time

12"

Agility

Auto

Assault

6'



# = up to 2 per platoon

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

		R	<b>DF</b>		≥	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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
CFW	melee						+1 to Assault Checks

**Bombers** 

Maneuver

AF = Accelerated Fire

Storm of Fire, Wasatch Miniatures

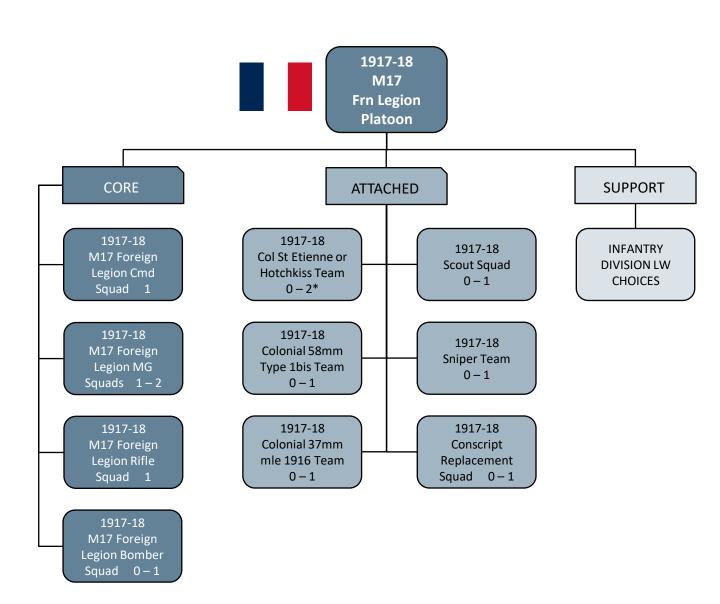
SS = Single Shot

\* = Slow Firing

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#### **MODEL 1917 (M17) FOREIGN LEGION PLATOON**

National Special Rules – French Colonial only.



## M17 Foreign Legion Command Squad

Inf

Description	Inexpe	rienced	<u>Regular</u>		<u>Veteran</u>	
Besenption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, CFW, pistol, grenades					1	30
Downgrade Officer to Green						
Downgrade Officer to Difficult					0-1	-8
Upgrade Officer to Energetic					0-1	+10
Upgrade Officer to Inspiring					0-1	+22
Attached Staff Officer and Aide, pistols					0-1	28
Medic, unarmed					0-1	19
Comms Specialist (Level 1), pistol					0-1	19
Senior NCO, BA rifle, grenades					0-1	32
Add Riflemen with BA rifle, grenades					0-4	22
Upgrade Officer's pistol to SA Pistol					Any	+1 ea

<u>Morale</u>		
Rally	3+	
Aggression	3+	1
Tenacity	4+	1
Formatio	<u>on</u>	
Attack	0	1
Recon	0	



Stubborn

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

Unit	Special	Rules <sup>.</sup>
Unit	Special	nuies.

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

	0	R	DF		۲.	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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

## M17 Foreign Legion Rifle Squad

Description	Inexpe	Inexperienced		<u>Regular</u>		eran
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades					1	125
Add Riflemen with BA rifle, grenades						22
Add Senior NCO with pistol or BA rifle, grenades					0-1#	+32
Upgrade pistol to SA Pistol					Any	+1 ea
Replace BA rifle with FA17 Automatic					0-6&	+2 ea



Infantry Unit

# = up to 2 per platoon

& - a maximum number is allowed for the entire platoon as follows: 1917 (up to three per platoon), 1918 (up to six per platoon)

Unit Special Rules:

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

Uni	Maneuver		Double	Time	Assault	Agility				
Infantry	8″		12"		6″	Auto				
	0	R	<u>DF</u>		₹	st				
	Range	ed	ě	PEN	hali	HE Blast				
Weapon	Ra	Halted	Move	<u> </u>	Lethality	뽀	S	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst		
Bolt Action Rifle	24″	RF	RF*	-	5+					
FA17 Automatic	24″	1	1*	-	5+					
Grenades	6″	1	1	+2	4+		Grenade, Suppression			

Stubborn

AF = Accelerated Fire R

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

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## M17 Foreign Legion Machine Gun Squad

Infantry

Description	Inexperienced			Reg	ular	<u>Veteran</u>	
<u>- comption</u>		<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 1 Gunner with Chauchat LMG, grenades 3 Riflemen with BA rifle, grenades						1	129
Add Riflemen with BA rifle, grenades						0 - 3	22
Add Senior NCO with pistol or BA rifle, grenades						0-1#	+32
Upgrade pistol to SA Pistol						Any	+1 ea
Replace BA rifle with rifle grenade						0-3	+4 ea

Morale Rally 3+ Aggression 3+ Tenacity 4+

Unit

Infantry Unit

Double Time

12'

Assault

Agility

Auto

# = up to 2 per platoon

Unit Special Rules:

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

		R	DF		2	tt.	
Weapon	Range	Halted	Move	PEN		HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

Stubborn Maneuver

8"

#### M17 Foreign Legion Bomber Squad

Description	Inexperienced		<u>Regular</u>		<u>Veteran</u>		Morale	
<u>Description</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	3+
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades						140	Aggression Tenacity	3+ 4+
Add Bombers with pistol or BA rifle. grenades					0-3	25		
Add Senior NCO with pistol or BA rifle, grenades					0-1#	+35		
Upgrade NCO's pistol to SA Pistol					Any	+1 ea		

#### Infantry Unit

Maneuver Double Time Assault Agility

# = up to 2 per platoon

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

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

Infantry				8″		12"		Auto
		R	<b>DF</b>		tv	st		
	Range	ted	Åe.	PEN	Lethality	Blast		
Weapon	ä	Halted	Move		Let	뽀	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst
Bolt Action Rifle	24″	RF	RF*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

Bombers, Stubborn

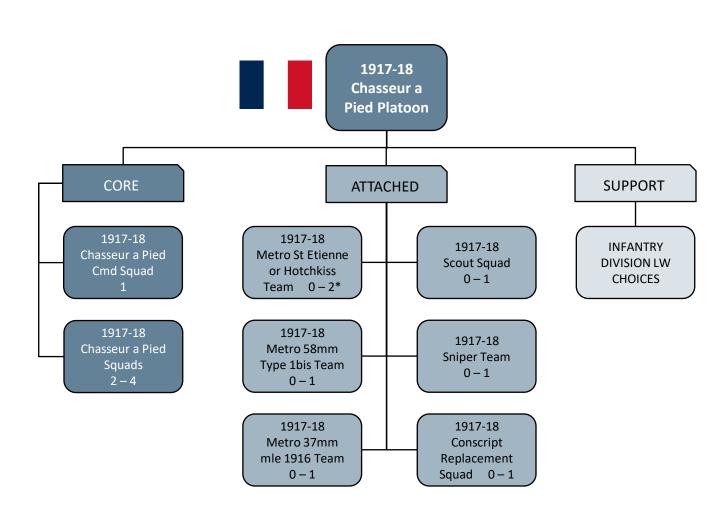
AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

#### **1917-18 CHASSEUR A PIED PLATOON**

National Special Rules - French Metropolitan only.



# 1917-18 Chasseur a Pied Command Squad

Infa

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>Description</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	24	0-1	27
Add Chasseur with BA rifle, grenades			0-4	14	0-4	17
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea

### Morale Rally 4+ Aggression 4+ Tenacity 5+ Formation Attack 0 Recon 1

Infantry Unit



### **Extended Order**

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

Unit Special Rules:

Extended Order - the unit may operate in extended order.

	0	R	DF		₹	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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

# 1917-18 Chasseur a Pied Squad

Aggression

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u>Description</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Chasseurs with BA rifle, grenades			1	85	1	100
Add Chasseur with BA rifle, grenades			0-6	14		17
Add Senior NCO with pistol or BA rifle, grenades			0-1&	+24	0-1&	+27
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace BA rifle with Chauchat			0-1#	+4	0-1#	+4

### Morale 4+



Infantry Unit

& - a maximum of 2 per platoon

\$ - a maximum number is allowed for the entire platoon as follows: 1917 (up to four per platoon), 1918 (up to six per platoon)

# - a maximum number is allowed for the entire platoon as follows: 1917 (up to one per platoon), 1918 (up to two per platoon)

Unit Special Rules:

Extended Order – the unit may operate in extended order.

### **Extended Order**

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

		R	DF		≥	st		
Weapon	Range	Halted Move		PEN	Lethality	HE Blast	Special	
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, Burst	
Bolt Action Rifle	24"	RF	RF*	-	5+			
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe	
Grenades	6″	1	1	+2	4+		Grenade, Suppression	
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression	

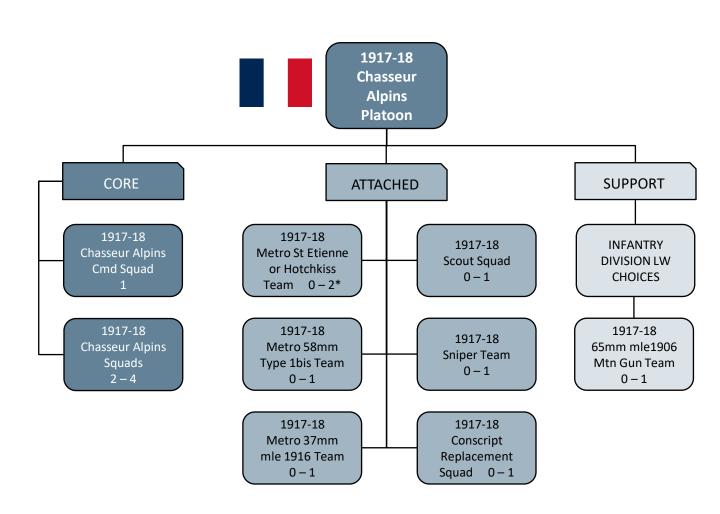
AF = Accelerated Fire RF

Storm of Fire. Wasatch Miniatures

\* = Slow Firing

# **1917-18 CHASSEUR ALPINS PLATOON**

National Special Rules – French Metropolitan only.



# 1917-18 Chasseur Alpins Command Squad

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>
Competent Officer, CFW, pistol, 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, BA rifle, grenades			0-1	27	0-1	
Add Chasseur with BA rifle, grenades			0-4	17	0-4	
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Moral	<u>e</u>	Infantry Unit
Rally	4+	
Aggression	4+	-23 - 2 2 30
Tenacity	5+	
Formati	on	
Attack	0	
Recon	1	

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

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

Unit Special Rules:

N C S

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

Weapon	Range	Halted Wove H		PEN	Lethality	HE Blast	Special
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

# 1917-18 Chasseur Alpins Squad

Description	lr	nexper	ienced	Reg	<u>ular</u>	<u>Veteran</u>	
		<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Chasseurs with BA rifle, grenades				1	100	1	110
Add Chasseur with BA rifle, grenades				0-6	17	0-6	19
Add Senior NCO with pistol or BA rifle, grenades				0-1&	+27	0-1&	+29
Upgrade pistol to SA Pistol				Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade				0-2\$	+4 ea	0-2\$	+4 ea
Replace BA rifle with Chauchat				0-1#	+4	0-1#	
Uparade entire unit with steel helmets				For unit	+1 ea	For unit	+1 ea

### <u>ran Morale</u> <u>Pts</u> Rally 4+

Aggression Tenacity Infantry Unit

### & - a maximum of 2 per platoon

 $\ensuremath{\$}$  - a maximum number is allowed for the entire platoon as follows: 1917 (up to four per platoon), 1918 (up to six per platoon)

# - a maximum number is allowed for the entire platoon as follows: 1917 (up to one per platoon), 1918 (up to two per platoon)

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

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

Protection									
Ur	nit		Mane	uver	Double	Time	Assault	Agility	
Infantry			8"	,	12	"	6″ A		
	0	R	<b>DF</b>		ty	st			
	Range	Halted	Move	PEN	Lethality	Blast			
Weapon	~	Hal	ž		Lei	뽀	S	pecial	
Pistol	6″	RF	RF	-	5+		Assault		
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst	
Bolt Action Rifle	24″	RF	RF*	-	5+				
Chauchat	30"	3	2	-	5+		Jams, Loa	ider, Scythe	
Grenades	6″	1	1	+2	4+		Grenade,	Grenade, Suppression	
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression	

### AF = Accelerated Fire RF = Rapid Fire

### SS = Single Shot

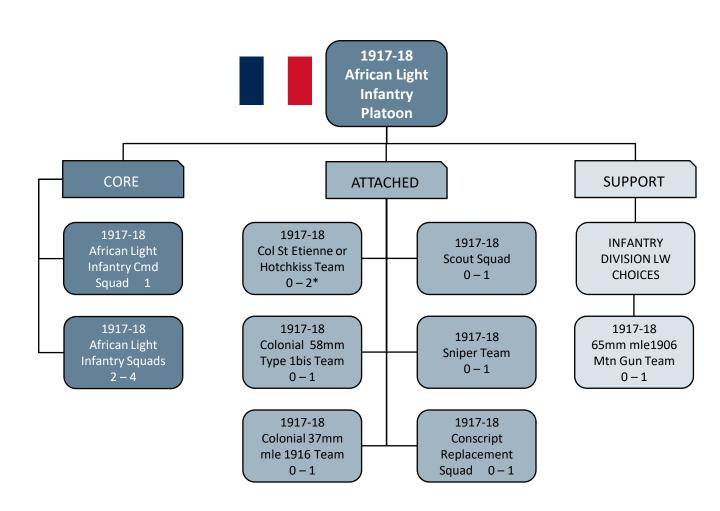
Storm of Fire. Wasatch Miniatures

\* = Slow Firing

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# **1917-18 AFRICAN LIGHT INFANTRY PLATOON**

National Special Rules – French Colonial only.



# 1917-18 African Light Infantry Command Squad

Infa

Description	Inexpe	rienced	<u>Regular</u>		<u>Veteran</u>	
Besenption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, CFW, pistol, 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	+10
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	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	
Senior NCO, BA rifle, grenades			0-1	22	0-1	
Add Chasseur with BA rifle, grenades			0-4	12	0-4	15
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea

<u>Morale</u> Rally	4+	
Aggression	5+	1.12
Tenacity	5+	
Formatio	<u>n</u>	18.38
Attack	0	51
Recon	1	
		1- to



Infantry Unit

### **Extended Order**

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

Unit Special Rules:

Extended Order – the unit may operate in extended order.

	0	R	DF		₹.	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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

# 1917-18 African Light Infantry Squad

Description	Inexpe	Inexperienced		ular	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Chasseurs with BA rifle, grenades			1	75	1	90
Add Chasseur with BA rifle, grenades			0-6	12		15
Add Senior NCO with pistol or BA rifle, grenades			0-1&	+22	0-1&	+25
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace BA rifle with Chauchat			0-1#	+4	0-1#	+4

### Morale Rally 4+ Aggression 5+

# Infantry Unit



& - a maximum of 2 per platoon

\$ - a maximum number is allowed for the entire platoon as follows: 1917 (up to four per platoon), 1918 (up to six per platoon)

# - a maximum number is allowed for the entire platoon as follows: 1917 (up to one per platoon), 1918 (up to two per platoon)

Unit Special Rules:

Extended Order – the unit may operate in extended order.

### **Extended Order**

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

		ROF			Ę	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24″	RF	RF*	-	5+		
Chauchat	30″	3	2	-	5+		Jams, Loader, Scythe
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire

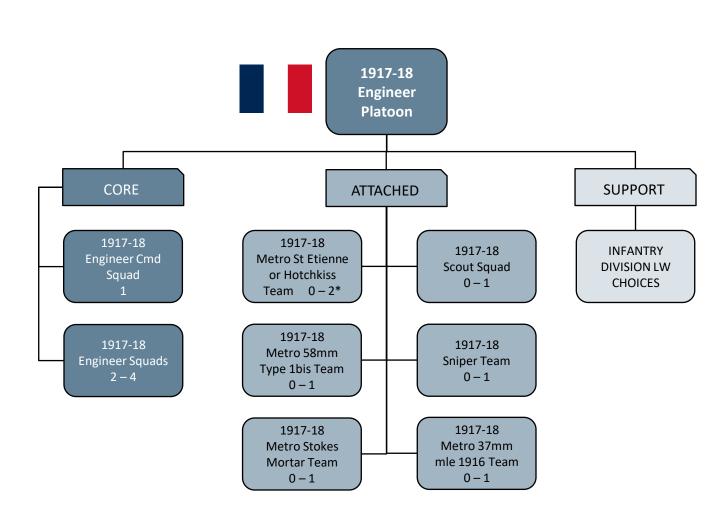
ire RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# **1917-18 ENGINEER PLATOON**

National Special Rules – French Metropolitan only.



# 1917-18 Engineer Command Squad

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u>Beschption</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	25	0-1	28
Add Genie with BA rifle, grenades			0-4	15	0-4	18
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea

<u>Morale</u>		
Rally	4+ 4+	
Aggression	4+	
Tenacity	5+	
Formatio	n	
Attack	0	
Recon	0	
		ji

### Infantry Unit

Pioneers

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

Unit Special Rules:

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

	0	R	DF		₹	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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

## 1917-18 Engineer Squad

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>Description</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Genie with BA rifle, grenades			1	90	1	105
Add Genie with BA rifle, grenades			0-6	15		18
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add smoke grenades (for unit)			For unit	+5	For unit	+5
Upgrade grenades to grenade bundles			Any	+4 ea	Any	+4 ea
Replace BA rifle with rifle grenade			0-2\$	+4 ea	0-2\$	+4 ea
Replace 2 BA riflemen with Flamethrower team			0-1	+14	0-1	+14
Equip unit with Bangalore Torpedoes			For unit	+15	For unit	+15

\$ - a maximum number is allowed for the entire platoon as follows: 1917 (up to four per platoon), 1918 (up to six per platoon)

Unit Special Rules:

Bangalore Torpedoes – a unit equipped with these weapons may deploy and activate them using a special action. The unit may target a single enemy unit or fortification within 6". For every 4 figures in the unit a torpedo attack may be made. Each attack succeeds on a skill check, and each success destroys a wire or mine section or inflicts a 2d6 blast or a +5 PEN hit on an enemy unit. Any successes also create a 1" by 6" smoke section, centered on the aiming point.

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



### Infantry Unit

### **Pioneers**

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8″	'	12	"	6″	Auto
Infantry with Flameth	rower		7"	·	11	"	5″	Auto
		R	DF	st t		tt.		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst
Bolt Action Rifle	24″	RF	RF*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Grenade Bundles	4"	1	1	+3	3+	d3	Grenade Suppress	,
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression
Flamethrower	6"	d6	d6	+3	3+		Bulky, Fla Suppress	methrower, on

AF = Accelerated Fire RF = Rapid Fire

pid Fire SS = Single Shot

\* = Slow Firing

## 1917-18 Scout Squad

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 with pistol or BA rifle, grenades 4 Scouts with BA rifle, grenades			1	80	1	90
Add Scouts with BA rifle, grenades			0-6	13	0-6	15
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Extended Order - the unit may operate in extended order

formation commander without an activation die penalty. **Recon** – the unit contributes 1 recon point to the force.

It may also make a Scout move in missions which allow it.

Independent - the unit may activate outside of the influence range of the

Scouts - unit counts as having Hit the Dirt unless it fired during its last activation.

4+
5+
6+



### Extended Order, Independent, Recon 1, Scouts

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

	0	R	DF		ť	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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

# 1917-18 Conscript Replacement Squad

Description	Inexpe	Inexperienced		Regular		<u>Veteran</u>		Morale	
<u>- comption</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>		Rally	5+
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades	1	45						Aggression	5+
Add Riflemen with BA rifle, grenades	0-7	6						Tenacity	5+



### **Close Order, Conscripts**

Uni	it		Mane	Maneuver Double Time				Agility
Infantry			8″	8" 12"			6″	Auto
	ROF				≥	t		
	Range	ba	'e	PEN	Lethality	HE Blast		
	5	<u>ت</u>	2	<u> </u>				
	<u> </u>	<del>.</del>	€	_	e	<u>۳</u>		
Weapon	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	Halted	Move		Let	Ξ	Sp	pecial
Weapon Pistol	6″	RF	RF	-	5+	Ξ	Assault	pecial
•						Ŧ		pecial

### Unit Special Rules:

Unit Special Rules:

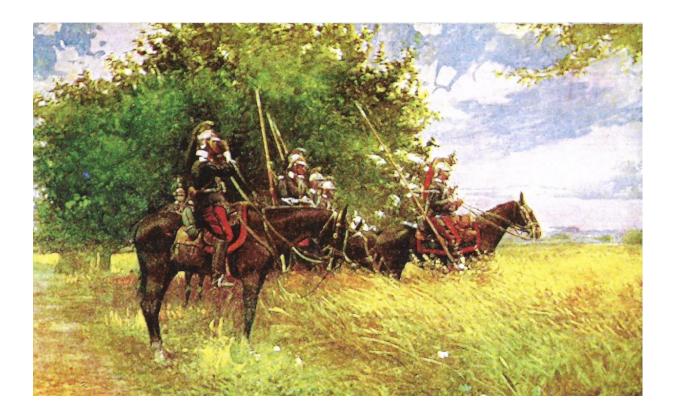
Close Order – the unit may only operate in Close Order.

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

Storm of Fire. Wasatch Miniatures

# Cavalry Battlegroups and Units

# French Empire 1917-18





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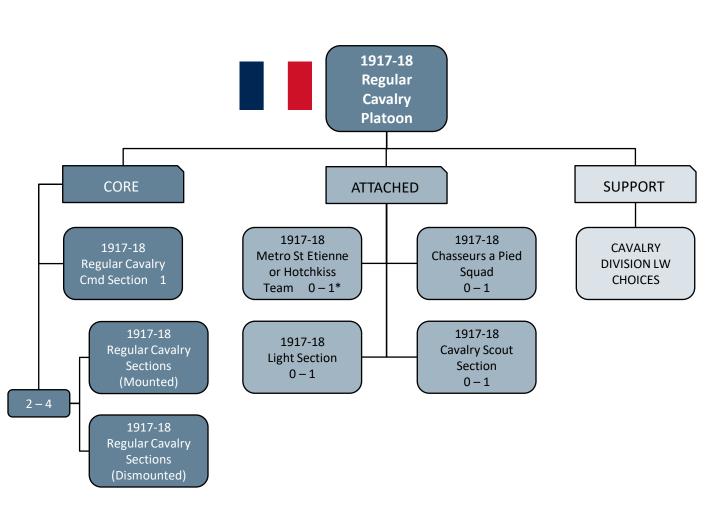
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# **1917-18 REGULAR CAVALRY PLATOON**

National Special Rules - French Metropolitan only.



# 1917-18 Regular Cavalry Command Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>Beschption</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
Farrier, pistol, sabre, grenades, horse			0-1	18	0-1	20
Musician, pistol, sabre, grenades, horse			0-1	13	0-1	15
Senior NCO, BA carbine, sabre, grenades, horse			0-1	25	0-1	28
Add Trooper, BA carbine, sabre, grenades, horse			0 – 2	15	0 – 2	18
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

### Morale Rally 4+ Aggression Formation Attack +2 Recon 2



Mounted Unit

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

Uni	t		Mane	uver	Doubl	e Time	Assault	Agility	
Mounted			10	"	1	6″	8″	3+	
Dismounted			8″		1	2″	6″ Auto		
	υ	RC	DF		t, ∣	st			
	Range	ba	é	PEN	ali	Bla			
	Ra	Halted	Move	<u>م</u>	Lethality	HE Blast			
Weapon		T	~				S	pecial	
Pistol	6″	RF	RF	-	5+		Assault		
BA carbine	18″	RF	RF*	-	5+		Handy		
Grenades	6″	1	1	+2	4+		Grenade,	Suppression	
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).

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.

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

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Description	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol, sabre, grenades, horse 4 Troopers, BA carbine, sabre, grenades, horse			1	90	1	
Add Trooper, BA carbine, sabre, grenades, horse			0 - 3	15	0 – 3	
Add lance (Dragoons)			All	+1 ea	Any	+1 ea
Add lance (Chasseurs)			Any	+1 ea	Any	+1 ea
Add Cuirass (Cuirassiers)			All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Rally

Aggression Tenacity

Morale

Mounted Unit 4+ 5+

### 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.

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

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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mounted			10	10" 16"			8″	3+
Dismounted			8″	8″ 1			6"	Auto
	a)	RC	DF		£.	st		
	Range	ed	é	PEN	Lethality	Blast		
	Ra	Halted	Move		et	뽀		
Weapon		Ŧ	2			-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks It move
Lance	melee						Re-roll As on Assau	sault Checks It move

# 1917-18 Regular Cavalry Section

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# 1917-18 Regular Dismounted Cavalry Section

	Description		Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
			<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
	NCO, pistol or BA carbine, grenades 4 Troopers, BA carbine, grenades				0-1	80	0-1	95
	Add Trooper, BA carbine, grenades				0-3	13	0-3	16
	Replace BA carbine with Chauchat				0-1	+4	0-1	+4
	Equip the entire unit with cycles				For unit	+5	For unit	+5
	Upgrade entire unit with steel helmets				For unit	+1 ea	For unit	+1 ea

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



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.

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.

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

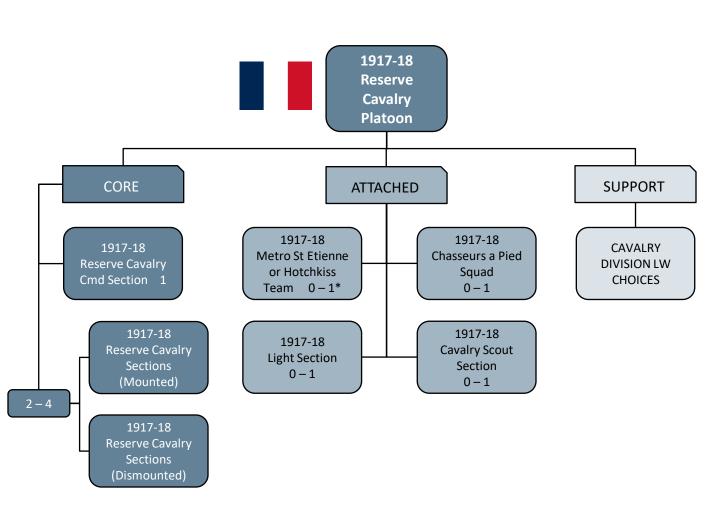
Uni	t		Mane	uver	Double	Time	Assault	Agility		
Dismounted	Dismounted				12	"	6″	Auto		
		RC	OF		2	Ħ				
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast		pecial		
Pistol	6″	RF	RF	-	5+		Assault	Jecial		
BA carbine	18"	RF	RF*	-	5+		Handy	Handy		
Chauchat	30″	3	2	-	5+		Jams, Loa	ider, Scythe		
Grenades	6″	1	1	+2	4+		Grenade,	Suppression		

\* = Slow Firing

Storm of Fire, Wasatch Miniatures

# **1917-18 RESERVE CAVALRY PLATOON**

National Special Rules – French Metropolitan only.



# 1917-18 Reserve Cavalry Command Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u> <u>No Pts</u>	
Besenption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer, pistol, sabre, grenades, 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, grenades, horse			0-1	18		
Musician, pistol, sabre, grenades, horse			0-1	13		
Senior NCO, BA carbine, sabre, grenades, horse			0-1	23		
Add Trooper, BA carbine, sabre, grenades, horse			0 – 2	13		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Unit Special Rules:

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

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (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. This rule does not apply if the unit has been upgraded to steel helmets.

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, grenades, horse 4 Troopers, BA carbine, sabre, grenades, horse			1	80			
Add Trooper, BA carbine, sabre, grenades, horse			0 - 3	13			
Add lance (Dragoons)			All	+1 ea			
Add lance (Chasseurs)			Any	+1 ea			
Add Cuirass (Cuirassiers)			All/none	+1 ea			
Upgrade entire unit with steel helmets			For unit	+1 ea			

Unit Special Rules:

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

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (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. This rule does not apply if the unit has been upgraded to steel helmets.

<u>iviorale</u>	2	
Rally	4+	
Aggression	5+	1980
Tenacity	5+	4.1
Formatio	on	
Attack	+2	Name of Street, or other
Recon	2	- Martin
		in designed



Mounted Unit

### Cavalry, Extended 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		
	υ	RC	<b>DF</b>		t£	st				
	n 8	ed	é	PEN	ille	Blast				
Weapon	a Range Halted		Move	4	Lethality	H	Special			
Pistol	6″	RF	RF	-	5+		Assault			
BA carbine	18″	RF	RF*	-	5+		Handy	Handy		
Grenades	6″	1	1	+2	4+		Grenade,	Suppression		
Sabre	melee						+1 to Ass on Assau	ault Checks It move		

### 1917-18 Reserve Cavalry Section

Rally

Aggression

Tenacity

Morale



### Cavalry, Extended 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		
HH Ka ted ng ted			DF avoM	PEN		HE Blast				
Weapon		Ï	2	2		-	Special			
Pistol	6″	RF	RF	-	5+		Assault	Assault		
BA carbine	18″	RF	RF*	-	5+		Handy			
Grenades	6″	1	1	+2	4+		Grenade,	Grenade, Suppression		
Sabre	melee							+1 to Assault Checks on Assault move		
Lance	melee						Re-roll As on Assau	ssault Checks It move		

### AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

Storm of Fire. Wasatch Miniatures

\* = Slow Firing

# 1917-18 Reserve Dismounted Cavalry Section

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	<u>eran</u>
<u>Beschkion</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol or BA carbine, grenades 4 Troopers, BA carbine, grenades			0-1	75		
Add Trooper, BA carbine, grenades			0 - 3	12		
Replace BA carbine with Chauchat			0-1	+4		
Equip the entire unit with cycles			For unit	+5		
Upgrade entire unit with steel helmets			For unit	+1 ea		

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



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.

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.

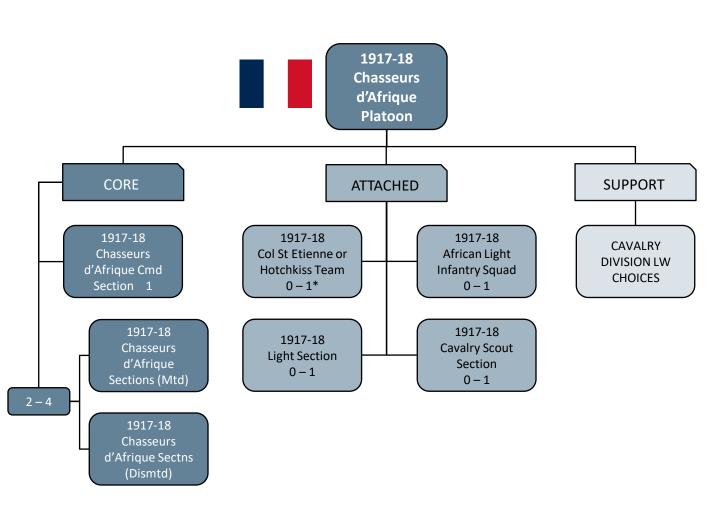
### **Extended Order, No Head Protection**

Uni	t		Mane	uver	Double	Time	Assault	Assault Agility		
Dismounted			8″		12	"	6″	Auto		
		B	) DF							
	e.			-	Ē	ast				
	Range	eq	e e	PEN	Lethality	B				
Weapon	Ra	Halted	Move	Ň		HE Blast	Special			
Pistol	6″	RF	RF	-	5+		Assault			
BA carbine	18″	RF	RF*	-	5+		Handy	Handy		
Chauchat	30″	3	2	-	5+		Jams, Loa	Jams, Loader, Scythe		

Storm of Fire, Wasatch Miniatures

# **1917-18 CHASSEUR d'AFRIQUE PLATOON**

National Special Rules – French Colonials only.



# 1917-18 Chasseurs d'Afrique Command Section

Description		Inexpe	rienced	Reg	ular	<u>Veteran</u>		
Description		No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>	
Competent Officer, pistol, sabre, grenades, 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		
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		
Farrier, pistol, sabre, grenades, horse				0-1	18	0-1	20	
Musician, pistol, sabre, grenades, horse				0-1	13	0-1	15	
Senior NCO, BA carbine, sabre, grenades, horse				0-1	28	0-1	31	
Add Trooper, BA carbine, sabre, grenades, horse				0 – 2	18	0 – 2	21	
Upgrade entire unit with steel helmets				For unit	+1 ea	For unit	+1 ea	

# MoraleRally4+Aggression3+Tenacity4+FormationAttack+2Recon2



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

Unit			Mane	uver	Double	Time	Assault	Agility	
Mounted			10	"	16	"	8" 3+		
Dismounted	smounted				12	<i>n</i>	6″	Auto	
	a)	R	DF		1 2	st			
	Range	g	e	PEN	Lethality	HE Blast			
	Rai	Halted	Move	<u> </u>	et				
Weapon		Ĩ	2		1 2	-	S	pecial	
Pistol	6″	RF	RF	-	5+		Assault		
BA carbine	18″	RF	RF*	-	5+		Handy		
Grenades	6″	1	1	+2	4+		Grenade,	Suppression	
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).

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.

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

Description	Inexpe	rienced	Regular		<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol, sabre, grenades, horse 4 Troopers, BA carbine, sabre, grenades, horse			1	105	1	120
Add Trooper, BA carbine, sabre, grenades, horse			0 - 3	18	0 – 3	21
Add lance			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

## 1917-18 Chasseurs d'Afrique Section

# Morale 4+ ession 3+ city 4+

### Mounted Unit



Unit Special Rules:

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

Extended Order - the unit may operate in extended order.

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

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

Unit		Mane	uver	Double Time		Assault	Agility	
Mounted				10" 16"		8″	3+	
Dismounted			8″		12		6″	Auto
	a)	RC	DF		£.	st		
	Range	ed	é	PEN	Lethality	Blast		
	Ra	Halted	Move		et	뽀		
Weapon		I	2			-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks t move
Lance	melee						Re-roll As on Assau	sault Checks t move

# No Pts No Pts Rally 4+ 1 105 1 120 Aggression 3+ Tenacity 4+

### AF = Accelerated Fire

ed Fire RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

53

Mounted Unit

# 1917-18 Dismounted Chasseurs d'Afrique Section

Grenades

6"

1

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

Description		Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Beschption	<u>bescription</u>		<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol or BA carbine, grenades 4 Troopers, BA carbine, grenades				0-1	95	0-1	110
Add Trooper, BA carbine, grenades				0 - 3	16	0-3	19
Replace BA rifle with Chauchat				0-1	+4	0-1	+4
Equip the entire unit with cycles				For unit	+5	For unit	+5
Upgrade entire unit with steel helmets				For unit	+1 ea	For unit	+1 ea

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

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

Uni	t		Mane	uver	Double	Time	Assault Agility		
Dismounted			8″		12	"	6″	Auto	
	0	R	DF		≥	st			
	Range	pa	e	PEN	Lethality	HE Blast			
	Ra	Halted	Move		et	- <del>-</del>			
Weapon		I	~			-	S	pecial	
Pistol	6″	RF	RF	-	5+		Assault		
BA carbine	18″	RF	RF*	-	5+		Handy		
Chauchat	30″	3	2	-	5+		Jams, Loa	ider, Scythe	

1

\* = Slow Firing

+2

4+

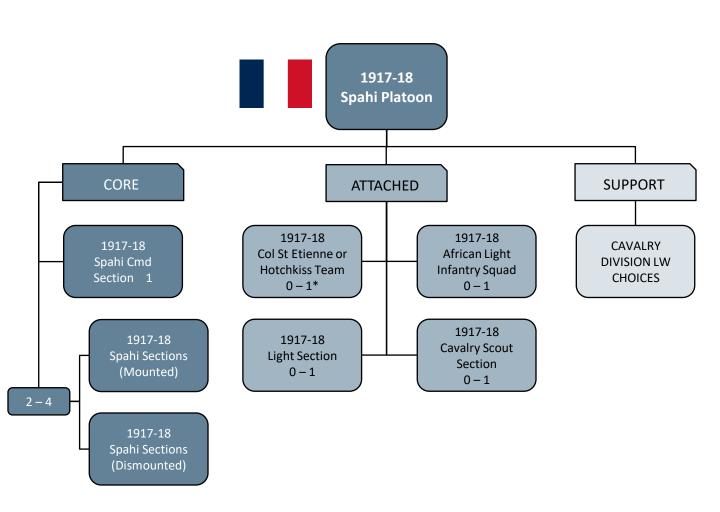
Grenade, Suppression

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# **1917-18 SPAHI PLATOON**

National Special Rules – French Colonials only.





### 1917-18 Spahi Command Section

Description	Inexpe	Inexperienced		<u>Regular</u>		eran
Description	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, pistol, sabre, grenades, 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, grenades, horse			0-1	18		
Musician, pistol, sabre, grenades, horse			0-1	13		
Senior NCO, BA carbine, sabre, grenades, horse			0-1	22		
Add Trooper, BA carbine, sabre, grenades, horse			0 - 2	12		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Unit Special Rules:

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

Extended Order - the unit may operate in extended order.

Horse Mastership/HM (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. This rule does not apply if the unit has been upgraded to steel helmets.

Rally Aggression Tenacity	5+ 5+ 5+						
Formation							
Attack	+2						
Recon	2	L .					

Morale



Mounted Unit

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

Uni	Mane	uver	Double	Time	Assault	Agility		
Mounted				"	16	,"	8″	3+
Dismounted	nounted		8″		12		6"	Auto
		R	٦F					
	e e			-	E I	Blast		
	Range	teo	ve	PEN	Lethality	8		
Weapon	ä	Halted	Move		Let	Ħ	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks It move

### 1917-18 Spahi Section

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u>Description</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol, sabre, grenades, horse 4 Troopers, BA carbine, sabre, grenades, horse			1	75		
Add Trooper, BA carbine, sabre, grenades, horse			0 - 3	12		
Add lance			Any	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

# Morale

Tenacity



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.

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

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

Uni	Unit			uver	Double Time		Assault	Agility
Mounted			10	"	16	"	8″	3+
Dismounted			8″		12	"	6"	Auto
		RC	DF		2	t.		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks It move
Lance	melee						Re-roll As on Assau	sault Checks t move

Rally Aggression 5+

5+

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\* = Slow Firing

## 1917-18 Dismounted Spahi Section

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

Description	<u>In</u>	exper	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>
NCO, pistol or BA carbine, grenades 4 Troopers, BA carbine, grenades				0-1	65		
Add Trooper, BA carbine, grenades				0 - 3	10		
Replace BA rifle with Chauchat				0-1	+4		
Equip the entire unit with cycles				For unit	+5		
Upgrade entire unit with steel helmets				For unit	+1 ea		

<u>Morale</u>	
Rally	5+
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.

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.

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

Uni	t		Mane	uver	Double	Time	Assault	Agility	
Dismounted			8" 12"			6″	Auto		
		-							
	പ	R	<b>DF</b>		l ≩	st			
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial	
Pistol	6″	RF	RF	-	5+		Assault		
BA carbine	18"	RF	RF*	-	5+		Handy		
Chauchat	30″	3	2	-	5+		Jams, Loa	der, Scythe	

\* = Slow Firing

Storm of Fire, Wasatch Miniatures

# 1917-18 Cavalry Scout Section

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u></u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol, sabre, grenades, horse 4 Troopers, BA carbine, sabre, grenades, horse			0-1	85	0-1	95
Add Trooper, BA carbine, sabre, grenades, horse			0 - 3	14	0 - 3	16
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
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

<u>Morale</u> Rally 4+ Aggression 5+ Tenacity 6+ Mounted Unit



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

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

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

Unit	t		Mane	uver	Double	Time	Assault Agility			
Mounted			10	"	16	"	8″	3+		
Dismounted			8″		12"		6″	Auto		
	0		DF		£.	st				
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	5	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
BA carbine	18″	RF	RF*	-	5+		Handy			
Grenades	6″	1	1	+2	4+		Grenade,	Suppression		
Sabre	melee						+1 to Ass on Assau	ault Checks It move		
Lance	melee						Re-roll As on Assau	sault Checks It move		

### 1917-18 Light Section

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, pistol or BA carbine, grenades, horse 4 Troopers, BA carbine, grenades, horse			1	85	1	100
Add Trooper, BA carbine, grenades, horse			0-3	14	0-3	17
Replace all BA carbines with BA rifles			All/none	-	All/none	-
Replace BA carbine or BA rifle with Chauchat			0-1	+4	0-1	+4
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

ts Rally 4+ Aggression 4+ Tenacity 5+

Unit

### Mounted Unit

Maneuver Double Time Assault Agility



### **Extended Order, Mounted, Poor Shots**

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.

**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.

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

Mounted			10" 16"				8″	3+
Dismounted			8"		12	"	6"	Auto
	a R(		)F		LT I	st		
	Range	ed	e v	PEN	hall	Blast		
Weapon	Ra	Halted	Move		Lethality	뽀		pecial
•		-			-			Jecial
Pistol	6″	RF	RF	-	5+		Assault	
BA carbine	18″	RF	RF*	-	5+		Handy	
Bolt Action Rifle	24"	RF	RF*	-	5+			
Chauchat	30″	3	2	-	5+		Jams, Loa	ider, Scythe
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

Storm of Fire. Wasatch Miniatures

# Vehicle Battlegroups and Units

# French Empire 1917-18





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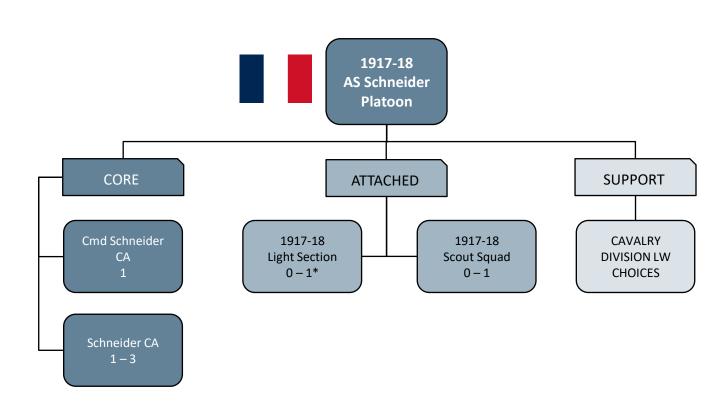
http://www.gajominis.com

gajominis@aol.com



# **1917-18 ARTILLERIE SPECIALE (AS) SCHNEIDER PLATOON**

National Special Rules – French Metropolitan only.



# Command Char Schneider CA

Unit

Schneider CA

Description	Inexpe	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	1	16	1	22	1	30
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5	0-1	
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Schneider CA1	1	79	1	98	1	118
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13
Upgrade to CA2	0-1	+3	0-1	+4	0-1	+5

Morale		Vehicle Unit	Resilience	3
Rally Aggression Tenacity	4+ 4+ 4+		<u>Armor</u> Front* Side*	7
Formatio	_		Тор	
Attack Recon	+3 0		* . 6 ( 6 4 2	
Recon	0		* = 8 for CA2	

### Defensive MGs (3), Large Crew, Tank Terror, Unstable

Maneuver Double Time Assault

11"

Agility

3+

# - 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.

Large Crew – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.

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.

**Unstable** – the vehicle suffers an additional -1 to any Accuracy Checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

	0	ROF			ty	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Front Schneider 75mm	30"	2	1*	+4	4+	d6	Arc
Front MG	24"	3	2	w	5+		Arc, Scythe, Suppression
Right MG	24"	3	2	w	5+		Arc, Scythe, Suppression
Left MG	24"	3	2	w	5+		Arc, Scythe, Suppression

Char Schneider CA													
Description	Description Inexperienced Re		Reg	gular V		eran	Morale		Vehicle Unit	Resilience	3		
<u></u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+	MW/MILITARYEACTORY.CO				
Schneider CA1	1	79	1	98	1	118	Aggression	4+	P 4597 Eb	Armor			
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9	Tenacity	4+		Front*	7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7			Gundaria	Side*	7		
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13				Тор	7		
Upgrade to CA2	0-1	+3	0-1	+4	0-1					Тор			
										* = 8 for CA2	-		

Storm of Fire. Wasatch Miniatures

# - 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.

Large Crew – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.

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.

**Unstable** – the vehicle suffers an additional -1 to any Accuracy Checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

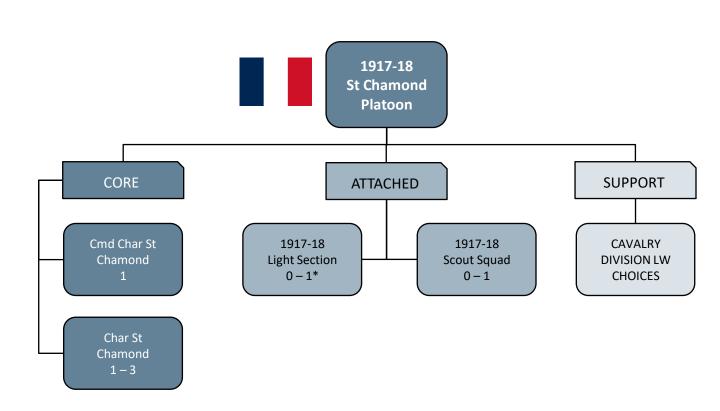
### Defensive MGs (3), Large Crew, Tank Terror, Unstable

Uni	Mane	uver	Double	Time	Assault	Agility		
Schneider CA	7"		11	"	5″	3+		
	R				2	tt .		
	Range	pa	e	PEN	Lethality	Blast		
	Rai	Halted	Move	∎	eth	포		
Weapon		Ï	2			-	S	pecial
Front Schneider	30″	2	1*	+4	4+	d6	Arc	
75mm	50	-	-	.4		40	7410	
Front MG	24"	3	2	w	5+		Arc, Scyth	ne,
	24	5	2		5		Suppress	on
Right MG	24"	3	2	w	5+		Arc, Scyth	ne,
Right WG	24	3	2	~~~	5+		Suppress	on
Left MG	24"	3	2	w	5+		Arc, Scyth	ie,
Leit WG	24	3	2	~~~	5+		Suppress	on

AF = Accelerated Fire

# 1917-18 ARTILLERIE SPECIALE (AS) ST CHAMOND PLATOON

National Special Rules – French Metropolitan only.



# Command Char St Chamond

Chi

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>- compilon</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer	1	16	1	22	1	30
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5	0-1	
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Char St Chamond	1	85	1	107	1	128
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale Rally Aggression Formation



Resilience <u>Armor</u> Side

Top

Attack +3Recon 0

Defensive MGs (3), Large Crew, Tank Terror, Unreliable, Unstable

Unit	Maneuver	Double Time	Assault	Agility
nar St Chamond	8″	12"	6″	5+

	ROF		≥	st			
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Front 75mm mle1897	36″	2	1*	+7	3+	d6	Arc
Front MG	24"	3	2	w	5+		Arc, Scythe, Suppression
Right MG	24"	3	2	w	5+		Arc, Scythe, Suppression
Left MG	24"	3	2	w	5+		Arc, Scythe, Suppression
Rear MG	24"	3	2	w	5+		Arc, Scythe, Suppression

# - 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.

Large Crew – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.

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.

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

Unstable - the vehicle suffers an additional -1 to any Accuracy Checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

Char St Chamond											
Description Inexperienced Regular Veteran Morale Vehicle Unit Resilience											3
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+	4		
Char St Chamond	1	85	1	107	1	128	, Aggression	4+		Armor	
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9	Tenacity	4+		Front	8
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7			- All All All All All All All All All Al	Side	8
Upgrade 1 crewman to Expert Gunner			0-1#	+10		+13			and the second second	Ton	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.

Large Crew – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.

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.

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

Unstable - the vehicle suffers an additional -1 to any Accuracy Checks if it moves. Pivoting in place (on a maneuver order) does not count as movement for the purposes of this rule.

Defensive MGs (3), Large Crew, Tank Terror, Unreliable, Unstable

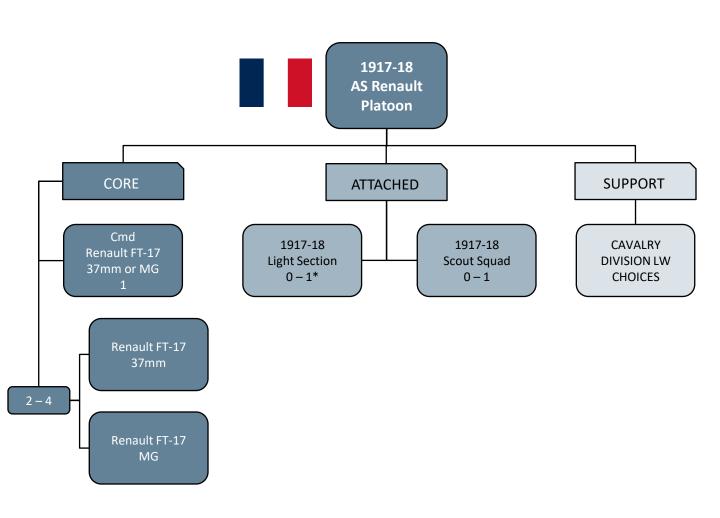
Uni	Maneuver		Double Time		Assault	Agility			
Char St Chamond			8″		12″		6″	5+	
		-		-		-			
		RC	DF		2	Ħ			
Weapon	Range			PEN	Lethality	HE Blast	S	Special	
Front 75mm mle1897	36″	2	1*	+7	3+	d6	Arc		
Front MG	24"	3	2	w	5+		Arc, Scyth Suppress		
Right MG	24"	3	2	w	5+			Arc, Scythe, Suppression	
Left MG	24"	3	2	w	5+		Arc, Scyth Suppress		
Rear MG	24"	3	2	w	5+		Arc, Scyth Suppress		

AF = Accelerated Fire

Storm of Fire. Wasatch Miniatures

# **1917-18 ARTILLERIE SPECIALE (AS) RENAULT PLATOON**

National Special Rules – French Metropolitan only.



# Command Renault FT-17 37mm

Re

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Beschption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer	1	16	1	22	1	30
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5	0-1	
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Renault FT-17 37mm	1	50	1	62	1	
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale	
Rally	4+
Aggression	4+
Tenacity	4+
Formatic	<u>on</u>
Attack	+3
 Recon	0

### Vehicle Uni

Unit	Resilie
	Front Side Top

ce	
<u>Armor</u>	
	8
	8

**Tank Terror** 

Unit	Maneuver	Double Time	Assault	Agility
tenault FT-17	8″	12″	6″	4+

# - 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.

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.

				-			
a		R	OF		ť	st	
	ange	Halted	Åe.	PEN	hality	Bla	
Weapon	Ra	Hali	Mo	-	Let	HE	Special
Turret 37mm SA18	24″	2	1*	+3	4+	d3	

# Renault FT-17 37mm

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran	Morale		Vehicle Unit	Resilience	3
<u> </u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+			
Renault FT-17 37mm	1	50	1	62			Aggression	4+		Armor	
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9	Tenacity	4+		Front	8
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7	· cildicity		and the second s	Side	Q
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13					7
Opgrade 1 crewman to Expert Gamer			0-1#	+10	0-1#	715			i and in the second sec	Тор	7

Storm of Fire. Wasatch Miniatures

# - 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.

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.

Uni	t		Mane	uver	Double Time Assault Agil				
Renault FT-17			8″		12	"	6″	4+	
Weapon	Range	Halted	DF Move	PEN	Lethality	HE Blast	SI	pecial	
	24"	2	1*	+3	4+	d3			

NAMES OF A DESCRIPTION OF

### AF = Accelerated Fire

# Command Renault FT-17 MG

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
<u>- courption</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer	1	16	1	22	1	30
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5	0-1	
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Renault FT-17 37mm	1	48	1	60	1	72
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

### Morale Rally 4+ Aggression 4+ Tenacity 4+ <u>Formation</u> Attack +3 Recon 0

Unit



	Resilien	ice
A	Front	<u>Armo</u>
Activ	Side Top	
100		

Maneuver Double Time Assault Agility

### Defensive MGs (2), Tank Terror

# - 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.

Į	Renault FT-17			8″		12	"	6″	4+
		0	R	DF		Ę	st		
		nge	ed	e v	PEN	ethality	Blast		
	Weapon	Rai	Halted	Mov		Let	뽀	S	pecial
l	Turret MG	24"	3	2	w	5+			uppression
			5	-	••	1 .		beyenc, b	appression

### Renault FT-17 MG

Description	Inexperienced Regular Veteran		Morale		Vehicle Unit	Resilience	3				
<u> </u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	Rally	4+			
Renault FT-17 37mm	1	48	1	60	1	72	Aggression	4+		Armor	
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9	Tenacity	4+		Front	8
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7	renderty		the second secon	Side	Q
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13			<b>•</b>	Τορ	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.

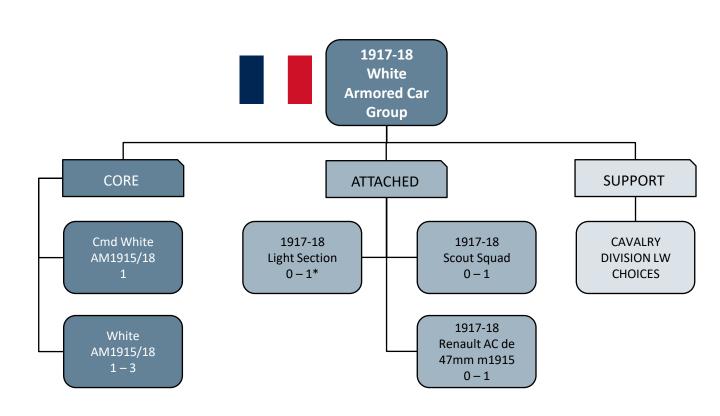
### Defensive MGs (2), Tank Terror

Uni	t		Mane	uver	Double	Time	Assault	Agility	
Renault FT-17			8"		12" 6"				
	R		<b>DF</b>		£	ಕ			
	l ag	ō	e.	PEN	ali	Blast			
	Range	Halted	Mov	<b>–</b>	ethality.	뽀			
Weapon	_	Ë	Σ		۳	Ŧ	S	Special	
Turret MG	24"	3	2	w	5+		Scythe, S	uppression	

### AF = Accelerated Fire

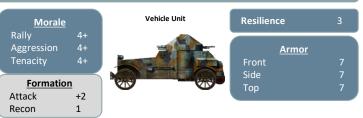
# **1917-18 WHITE ARMORED CAR GROUP**

National Special Rules – French Metropolitan only.



# Command White AM1915/18 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>
Competent Officer	1	16	1	22	1	30
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5	0-1	
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	
White AM1915/18 Armored Car	1	44	1	55	1	65
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13



# - 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.

**Reverse Drive** – the vehicle may make a reverse move using its full movement rate.

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

Tank Terror - the vehicle causes Tank Terror.

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

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

Uni	t		Mane	uver	Double	Time	Assault	Agility
White AM1915/18			6"	'	9'	,	4"	5+
	0	R	DF		Ę	st		
	Range	pa	e/	PEN	ethality	Bla	Blast	
Weapon	Ra	Halted	Mov	<b>_</b>	Let	뽀	s.	pecial
weapon		-						
Turret 37mm SA18	24"	2	1*	+3	4+	d3		
Turret MG	24″	3	2	w	5+		Scythe, S	uppression

	White AM1915/18 Armored Car												
Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	<u>eran</u>	Morale		Vehicle Unit	Resilience	3		
<u>- comption</u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+					
White AM1915/18 Armored Car	1	44	1	55	1	65	, Aggression	4+		Armor			
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9	Tenacity	4+		Front	7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7				Side	7		
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13				Тор	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.

 $\ensuremath{\textbf{Reverse}}$   $\ensuremath{\textbf{Drive}}$  – the vehicle may make a reverse move using its full movement rate.

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

Tank Terror - the vehicle causes Tank Terror.

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

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

Uni	t		Mane	uver	Double	Time	Assault	Agility
White AM1915/18			6" 9" 4"				5+	
		R	DF		~	t		
	Range	p	e	PEN	alit	Blast		
	Rai	Halted	ЧЧ <del>Ч</del> 9					
Weapon			~				S	pecial
Turret 37mm SA18	24"	2	1*	+3	4+	d3		
Turret MG	24"	3	2	w	5+		Scythe, S	uppression

AF = Accelerated Fire

# 1917-18 Renault AC de 47mm m1915

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>
Renault AC de 47mm m1915 Armored Car	1	18	1	23	1	28
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10

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



Resilience	3
<u>Armoi</u> Front Side Top	7 7 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.

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.

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

Uni	C C		iviane	uver	Double	Time	Assault	Agility
Renault de 47mm			5″		8'	,	4″	6+
	0	RC	DF		L 2	t d		
	38	Ð	e	PEN	ali	Blast		
	Range	Halted	Move	2	ethality	Ξ		
Weapon	-	Ha	Σ		<u> </u>	<b>_</b>	S	pecial
Rear Arc 47mm QF	24"	2	1*	+5	4+	d3	Anti-Airci	aft
Hotchkiss	24	2	Τ.	+5	4+	us	Anti-Airci	ait

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## 1917-18 French Car Team

Description	Inexpe	<u>rienced</u>	Reg	<u>ular</u>	<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	13	1	16	1		

Morale Rally 2 Aggression 5 Tenacity 6 Vehicle Unit



Unit Special Rules:

**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.

### Unarmed Transport (6), Wheeled

Uni	t		Mane	uver	Double	Time	Assault	Agility
Car Team			6"		12	"	-	5+
	0	R	DF		ty	st		
	Range	Ited	ve	PEN	Lethality	Blast		
Weapon	Rŝ	Halt	Mo	-	Let	Ħ	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	

# 1917-18 French Truck Team

Description	<u>Inexpe</u>	rienced	Reg	<u>gular</u>	<u>Vet</u>	<u>eran</u>	Morale		Vehicle Unit
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+	the second s
Great War Era Truck, 2 crew with pistols	1	17	1	21	1	26	Aggression	5+	
							Tenacity	6+	
									AND
									/((.3/3)=L

Unit Special Rules:

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.

### Tow (H), Unarmed Transport (12), Wheeled

Uni		Maneuver		Double Time		Assault	Agility			
Truck Team			6" 10"			"	-	5+		
	DF		Ę	st						
	Range	ed	ve.			hality Blast				
Weapon	Ra	Halted	Move	-	Let	HE	Special			

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# **Weapons Units**

# French Empire 1917-18





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# 1917-18 Metropolitan St. Etienne MG Team

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>		
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
St Etienne MG, NCO + 2 crew			1	31	1		
Add Indirect Fire Training			For unit	+3	For unit	+3	

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





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.

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

		R	DF		Ŀ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
St Etienne MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Jams, Scythe, Suppression
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

# 1917-18 Metropolitan Hotchkiss MG Team

Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	<u>eran</u>	Morale		Weapon Unit
<u>Beschption</u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>	Rally	4+	
Hotchkiss MG, NCO + 2 crew			1	34	1	41	, Aggression	5+	
Add Indirect Fire Training			For unit	+3	For unit	+3	Tenacity	5+	
							renacity		Constant of the second se
									19

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 Team			-		8'	,	-	4+
	0	R	<b>DF</b>		£	st		
	Range	ed	ě	PEN	ethality.	Blast		
Weapon	Ra	Halted	Mov	<b>–</b>	Let	뽀	s	pecial
· · · · · · · · · · · · · · · · · · ·								one, Crew 2,
Hotchkiss MG	36″	5	2	-	4+			uppression
Firing Indirect	12-48"	1	-	_	5+	d3	Crew 2, I	ndirect,
Thing maneet	12-40	1	-	-	51	45	Suppress	ion

Fixed

Maneuver Double Time

AF = Accelerated Fire R

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Unit

Agility

Assault

# 1917-18 Colonial St. Etienne MG Team

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>	
St Etienne MG, NCO + 2 crew			1	35	1		
Add Indirect Fire Training			For unit	+3	For unit	+3	

**Morale** Aggression





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.

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

	0	R	ROF		₹	st	
Weapon	Range	Halted	Move	Move PEN Lethalit		HE Blast	Special
St Etienne MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Jams, Scythe, Suppression
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

# 1917-18 Colonial Hotchkiss MG Team

<u>Description</u>	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran	Morale		Weapon Unit
<u>Description</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	Rally	3+	
Hotchkiss MG, NCO + 2 crew			1	38	1	46	Aggression	5+	
Add Indirect Fire Training			For unit	+3	For unit	+3	Tenacity	5+	

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 Team			-		8′	,	-	4+
		R	DF		≥	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	s.	pecial
Hotchkiss MG	36″	5	2		4+			one, Crew 2,
Eiring Indirect	12.49"	1	2	-		42	Scythe, S Crew 2, II	uppression ndirect,

Fixed

Maneuver Double Time Assault Agility

d3

5+

AF = Accelerated Fire

SS = Single Shot RF = Rapid Fire

\* = Slow Firing

12-48"

1

Unit

Firing Indirect

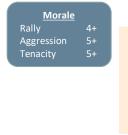
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Suppression

# 1917-18 Metropolitan 58mm Type 1bis Trench Mortar Team







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.

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

	0	R	<b>DF</b>		ť	st	
Weapon	Range	Halted	Move	PEN	Lethalit	HE Bla:	Special
58mm Type 1bis Mortar	12-36″	1	-	+2	4+	d6	Crew 2, Indirect Only, Smoke, Suppression

# 1917-18 Colonial 58mm Type 1bis Trench Mortar Team

No     Pts     No     Pts     No     Pts       58mm Type 1bis Mortar, NCO and 2 crew     1     32     1     41	<b>Description</b>	Inexpe	rienced	Reg	<u>ular</u>	Vete	<u>eran</u>	Morale		Weapon U
ABBLOSION 31		<u>No</u>	<u>Pts</u>	<u>No</u>		<u>No</u>		Rally	3+	
Tenacity 5+	58mm Type 1bis Mortar, NCO and 2 crew			1	32	1	41	Aggression	5+	
								Tenacity	5+	
										10 million 10
Va										
										12

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.

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

	a ROF Z		ť	st			
Weener	Range	Halted	Move	PEN	Lethali	HE Bla:	Special
Weapon 58mm Type 1bis		-					Crew 2, Indirect Only,
Mortar	12-36"	1	-	+2	4+	d6	Smoke, Suppression

AF = Accelerated Fire RF

RF = Rapid Fire

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SS = Single Shot

\* = Slow Firing

# 1917-18 Stokes Mortar Team



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

# Morale Rally 4+ Aggression 5+ Tenacity 5+



Fixed

Weapon Unit

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	6″	-	3+
Guirream	-	0	-	57

	0	R	DF		ť	st	
Weapon	Range	Halted	Move	PEN	Lethalit	HE Bla	Special
Stokes 3" Mortar	12-36"	1	-	+2	4+	d6	Crew 2, Indirect Only, Smoke, Suppression

### 1917-18 Sniper Team

Description	Inexpe	rienced	Reg	ular	<u>Vet</u>	<u>eran</u>	(	Morale		Weapon Unit
Sniper Team – Sniper with sniper rifle, Spotter with pistol	<u>No</u>	<u>Pts</u>	<u>No</u> 1	<u>Pts</u> 27	<u>No</u> 1	<u>Pts</u> 32		Rally Aggression	4+ 5+	
								Tenacity	5+	

Unit Special Rules:

Unit Special Rules:

their moving ROF if they then use a fire action.

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

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

### Camouflage, Yield Ground

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

	0	R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Sniper Rifle	36″	1	-	-	4+		Sniper Rifle, Suppression

AF = Accelerated Fire RF = Rapid Fire

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\* = Slow Firing

# 1917-18 Metropolitan M1916 37mm Gun Team

Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	eran
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
37mm M1916 gun, NCO + 4 crew			1	39	1	51

Added Crew – the weapon's movement ratings reflect a large crew. Reduce the weapon's Double Time move by 2" and increase its Cross number by one once

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

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



### Added Crew, Fixed

 Unit
 Maneuver
 Double Time
 Assault
 Agility

 Gun Team
 2"
 8"
 3+

	a	R	DF		₽	st	
	Range	ang ited		PEN	ethalit	HE Bla:	
Weapon	-	Hal	Σ		Ľ	<b>–</b>	Special
37mm M1916 Gun	30″	2	1*	+3	4+	d3	Crew 2

# 1917-18 Colonial M1916 37mm Gun Team

<u>Description</u>	Inexpe	rienced	Reg	<u>gular</u>	<u>Vet</u>	<u>eran</u>	Morale		Gun Unit
<u>Description</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	Rally	3+	
37mm M1916 gun, NCO + 4 crew			1	44	1	58	Aggression	5+	
							Tenacity	5+	

Unit Special Rules:

Unit Special Rules:

more than 2 crew figures are casualties.

their moving ROF if they then use a fire action.

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

**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.

### Added Crew, Fixed

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2″	8″	-	3+

		a	R	DF		ť	st	
		Range	alted	Aove	PEN	ethalit	HE Bla	
- 1	Weapon		I	~			-	Special
- 1								

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# **Gun Units**

# French Empire 1917-18





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## 1917-18 75mm mle1897 Field Gun Team

Description	Inexpe	<u>rienced</u>	Regular		Vet	eran	
<u>- courption</u>	No	<u>Pts</u>	No	<u>Pts</u>		<u>Pts</u>	
75mm mle1897 Gun, NCO and 3 crew			1	80	1		

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Indirect: HE

24-84"

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.

Fixed	l, Gun	Shield
-------	--------	--------

Uni	t		Mane	uver	Double	Time	Assault	Agility
Gun Team			- 4		4'	,	-	5+
	0	RC	DF		<u>₹</u>	ਸ਼		
	Range	b	e/	PEN	Lethality	Blast		
	Ra	Halted	Move	<u>م</u>	et	포		
Weapon		Ĩ	2			-	S	pecial
							Crew 3, C	uick Firing,
75mm mle1897	54"	2	1	+7	3+	d6	Scythe, S	uppression,
							Trajector	y
Indirect: Shrapnel	24-84"	1			3+	d6+1	Crew 3, li	ndirect,
munett: Shrapher	24-84	1	-	-	3+	u0+1	Shrapnel,	Suppression

+2

4+

Gun Unit

d6+1

## 1917-18 75mm mle1897 Horse Artillery Team

Description	Inexpe	rienced	Reg	ular	Vet	<u>eran</u>	Morale		
<u>- comption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	Rally	4+	
75mm mle1897 Gun, NCO and 3 crew, Limber			1	87	1	113	Aggression	5+	
Add dedicated truck team			0-1	+19	0-1	+25	Tenacity	5+	and a



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.

 ${\bf Limber}$  – the model may rotate and shoot with its full rate of fire, suffering an additional -1 to hit.

### Fixed, Gun Shield, Limber

Unit	Maneuver	Double Time	Accoult	Agility
Unit	Ivialleuvei	Double Time	Assault	Aginty
Gun Team	-	8″	-	4+

	0	R	DF		ť	st	
Weapon	Range		Move	PEN	Lethality	HE Blast	Special
75mm mle1897	54″	2	1	+7	3+	d6	Crew 3, Quick Firing, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-84"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
Indirect: HE	24-84"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

AF = Accelerated Fire

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\* = Slow Firing

Crew 3, Indirect,

Suppression

# 1917-18 65mm mle1906 Mountain Gun Team

Gun l	Jnit
-------	------

Description	Inexper	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
<u> </u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	
65mm mle1906 Gun, NCO and 3 crew, pack animal			1	56	1	73	

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



Fixed

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2″	6″	-	3+

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.

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

			ROF		τ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
65mm mle1906	48"	2	1	+2	3+	d6	Crew 3, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
Indirect: HE	24-54"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

# 1917-18 58mm Type 2 Trench Mortar Team

<u>Description</u>	Inexpe	rienced	Reg	ular	Vet	<u>eran</u>		Morale		Morale		Morale		Gun Unit
<u></u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>		Rally	4+					
58mm Type 2 Mortar, NCO and 3 crew			1	60	1	77		Aggression	5+					
								Tenacity	5+					

Fixed

Unit	Unit					Time	Assault	Agility
Gun Team			-		4'	,	-	5+
					_			
	a	R	DF		L	ast		
	8	_	d)		ality	i iii		

se			R	OF		≥	st	
	Weapon	Range	Halted	Move	PEN	Lethali	HE Bla	Special
	58mm Type 2 Mortar	12-48"	1	-	+3	3+	2d6	Crew 3, Indirect Only, Salvo, Smoke, 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.

AF = Accelerated Fire RF = Rapid Fire

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