

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.

Senegalese 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 re-roll 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)–

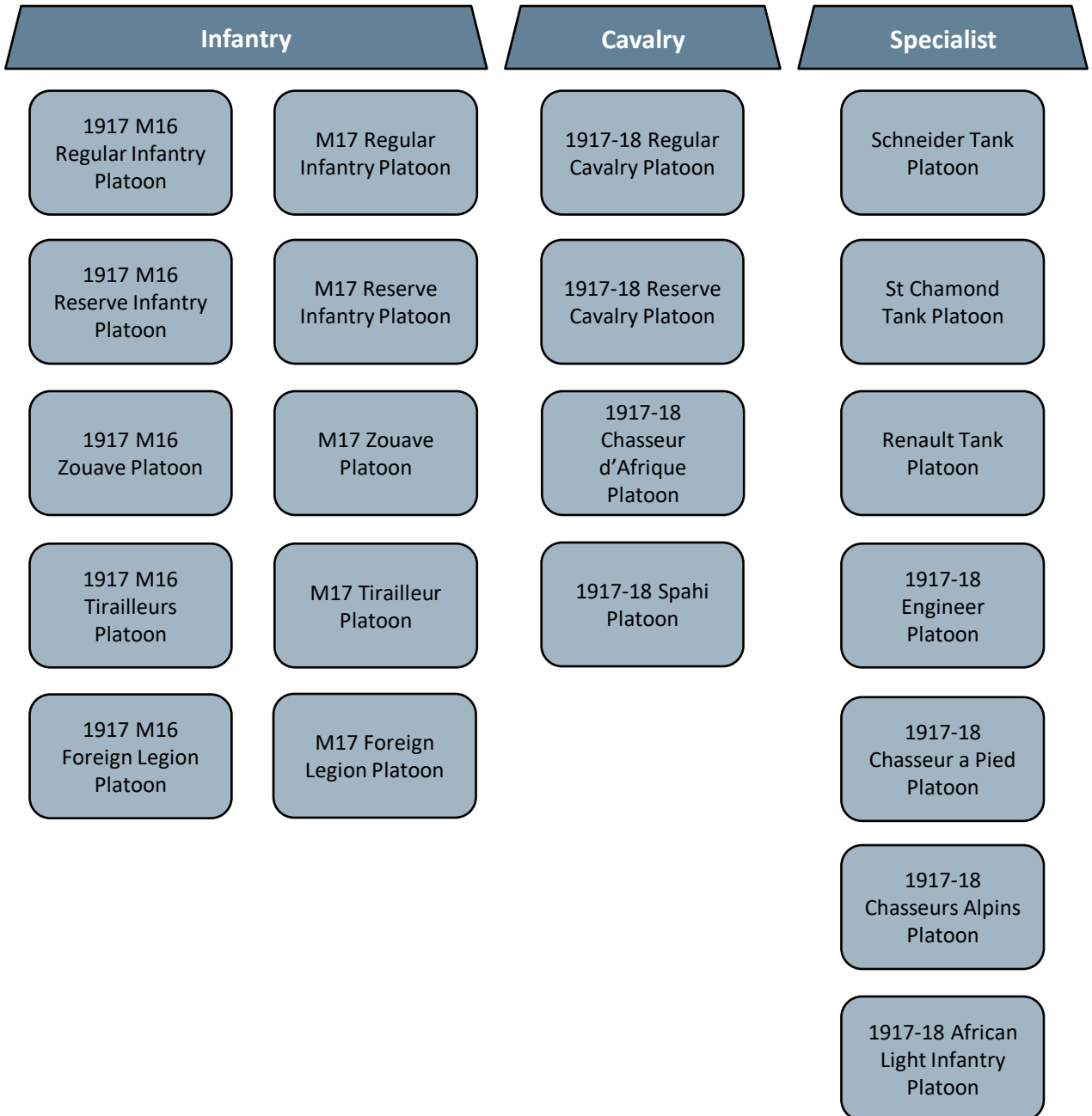
Foreign Legion units were built around a core of long service veterans, and they showed incredible tenacity throughout the Great War.

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

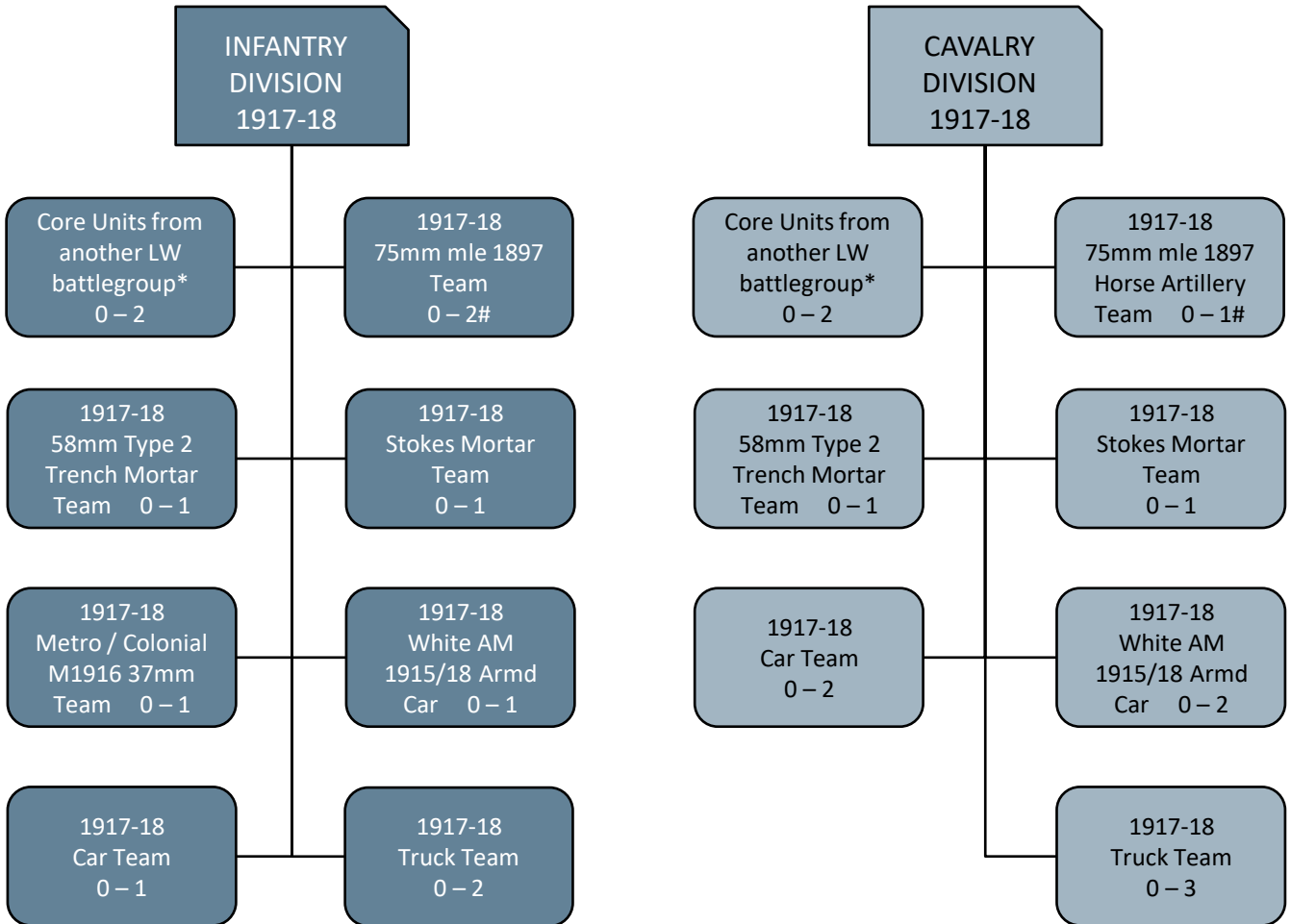


A force must include at least one Battlegroup,
but it may include more than one

Support Diagram



French Empire 1917-18



Infantry Battlegroups and Units

French Empire 1917-18



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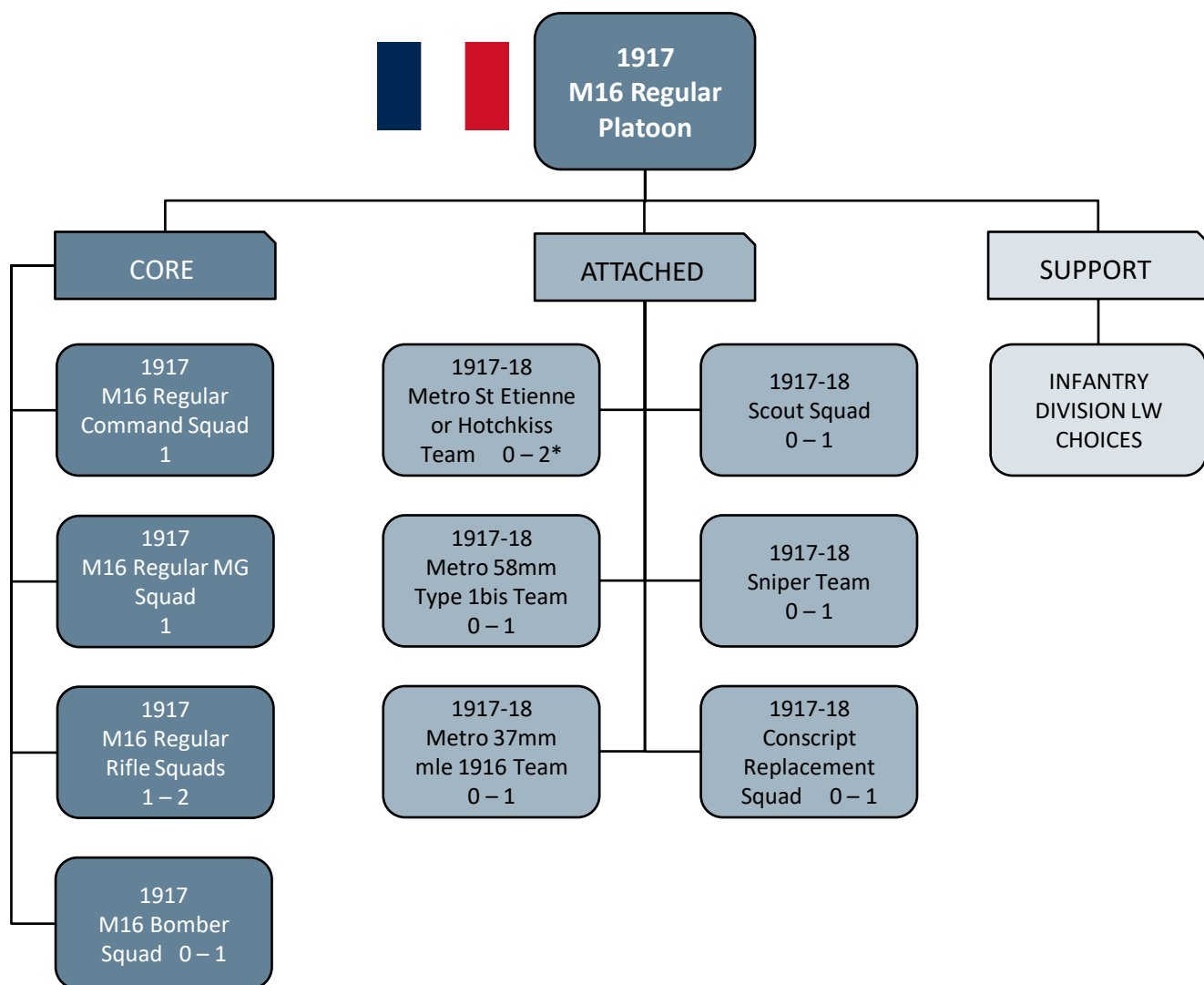
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1917 M16 REGULAR PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 M16 Regular Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack 0
Recon 0



Infantry Unit

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

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

Unit Special Rules:

1917 M16 Regular Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	80	1	95
4 Riflemen with BA rifle, grenades			0-9	13	0-9	16
Add Riflemen with BA rifle, grenades			0-1#	+23	0-1#	+26
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			0-2	+4 ea	0-2	+4 ea
Replace BA rifle with rifle grenade			0-3&	+2 ea	0-3&	+2 ea
Replace BA rifle with FA17 Automatic						

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Infantry Unit

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
FA17 Automatic	24"	1	1*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

= 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:

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

1917 M16 Regular Machine Gun Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	84	1	99
1 Gunner with Chauchat LMG, grenades						
3 Riflemen with BA rifle, grenades			0-3	13	0-3	16
Add Riflemen with BA rifle, grenades						
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+23	0-1#	+26
<i>Upgrade pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>

Morale

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

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

1917 M16 Bomber Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	90	1	105
4 Bombers with pistol or BA rifle, grenades						
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
<i>Upgrade NCO's pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Infantry Unit



= 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.

Bombers

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

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

AF = Accelerated Fire

RF = Rapid Fire

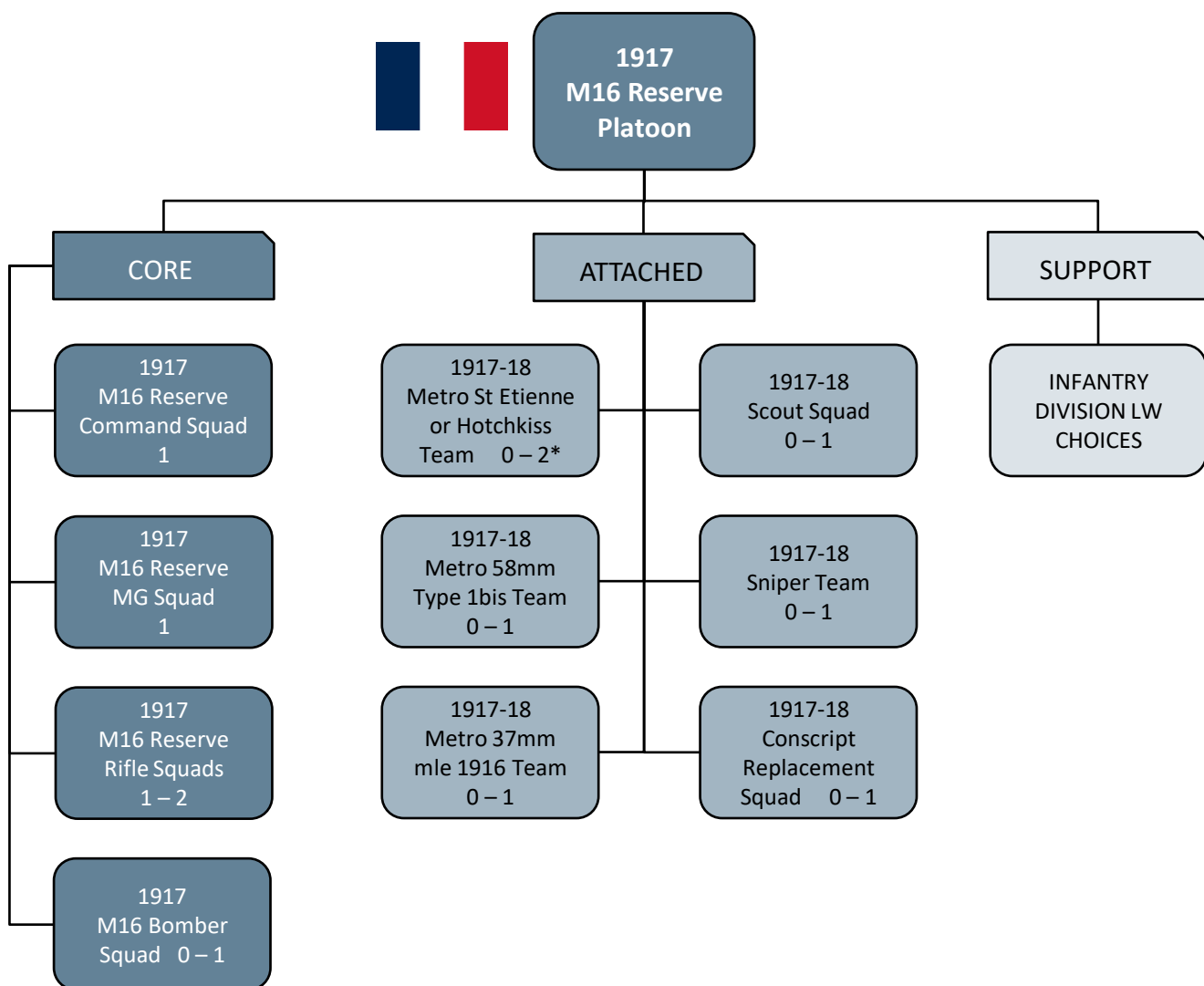
SS = Single Shot

* = Slow Firing

1917 M16 RESERVE PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 M16 Reserve Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

Rally 4+
Aggression 5+
Tenacity 5+

Formation

Attack 0
Recon 0



Infantry Unit

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

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

Unit Special Rules:

1917 M16 Reserve Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	75		
4 Riflemen with BA rifle, grenades			0-9	12		
Add Riflemen with BA rifle, grenades			0-1#	+22		
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea		
Upgrade pistol to SA Pistol			0-2	+4 ea		
Replace BA rifle with rifle grenade			0-3&	+2 ea		
Replace BA rifle with FA17 Automatic						

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Infantry Unit

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
FA17 Automatic	24"	1	1*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

= 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:

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

1917 M16 Reserve Machine Gun Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	79		
1 Gunner with Chauchat LMG, grenades						
3 Riflemen with BA rifle, grenades			0 - 3	12		
Add Riflemen with BA rifle, grenades			0 - 1#	+22		
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea		
<i>Upgrade pistol to SA Pistol</i>						

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

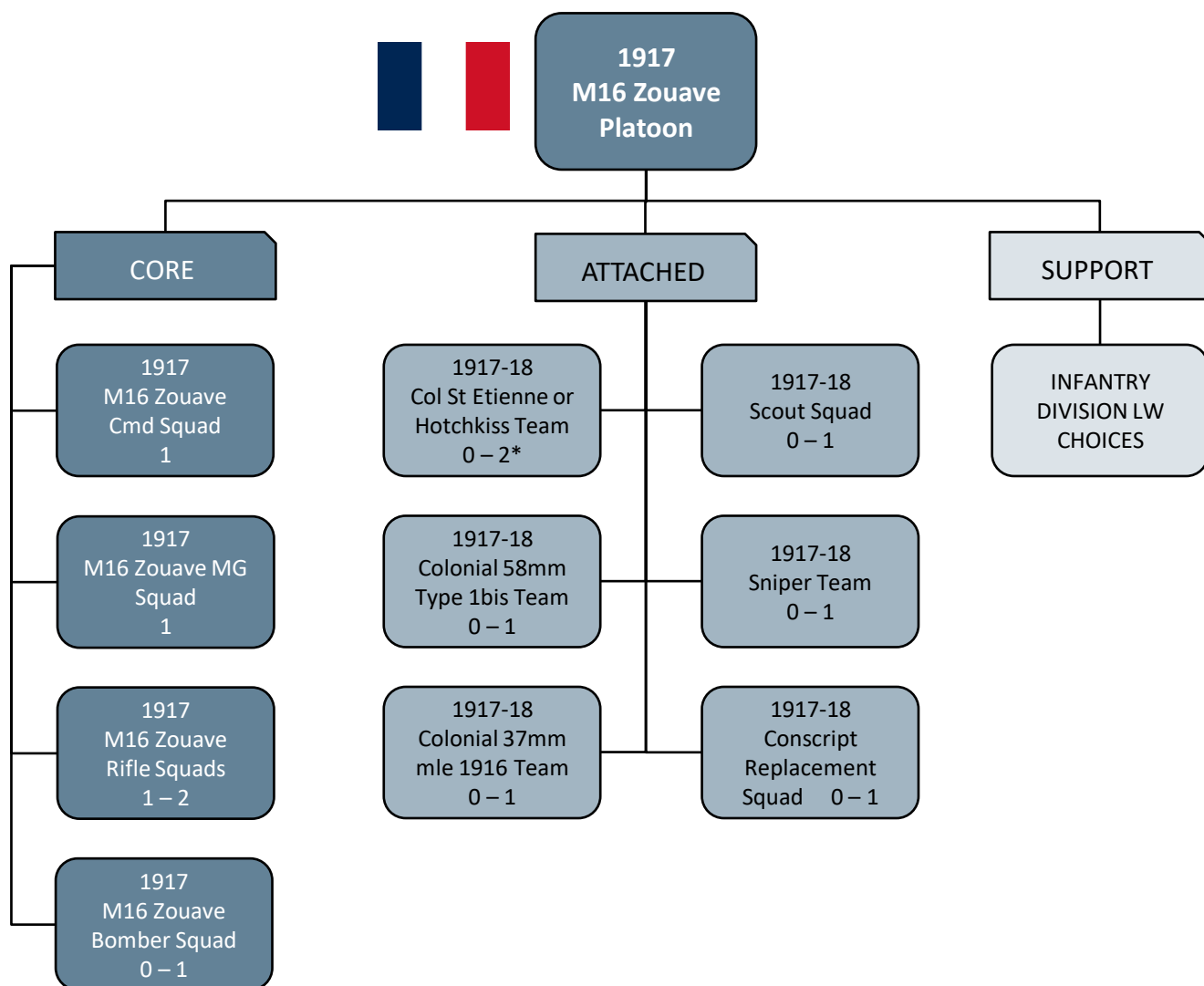
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

1917 M16 ZOUAVE PLATOON

National Special Rules – French Colonial only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 M16 Zouave Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

Rally 3+
Aggression 4+
Tenacity 5+

Formation

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.

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

1917 M16 Zouave Rifle Squad



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

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Infantry Unit



Ferocious

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

= 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.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
FA17 Automatic	24"	1	1*	-	5+		
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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917 M16 Zouave Machine Gun Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	99	1	114
1 Gunner with Chauchat LMG, grenades						
3 Riflemen with BA rifle, grenades			0-3	16	0-3	19
Add Riflemen with BA rifle, grenades						
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+26	0-1#	+29
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Add Close Fighting Weapon (CFW)</i>			All/none	+1 ea	All/none	+1 ea

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Infantry Unit



= 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.

Ferocious

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

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

1917 M16 Zouave Bomber Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	105	1	120
4 Bombers with pistol or BA rifle, grenades						
Add Bombers with pistol or BA rifle, grenades			0-4	18	0-4	21
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+28	0-1#	+31
<i>Upgrade NCO's pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Add Close Fighting Weapon (CFW)</i>			All/none	+1 ea	All/none	+1 ea

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Infantry Unit



= 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.

Bombers, Ferocious

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

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

AF = Accelerated Fire

RF = Rapid Fire

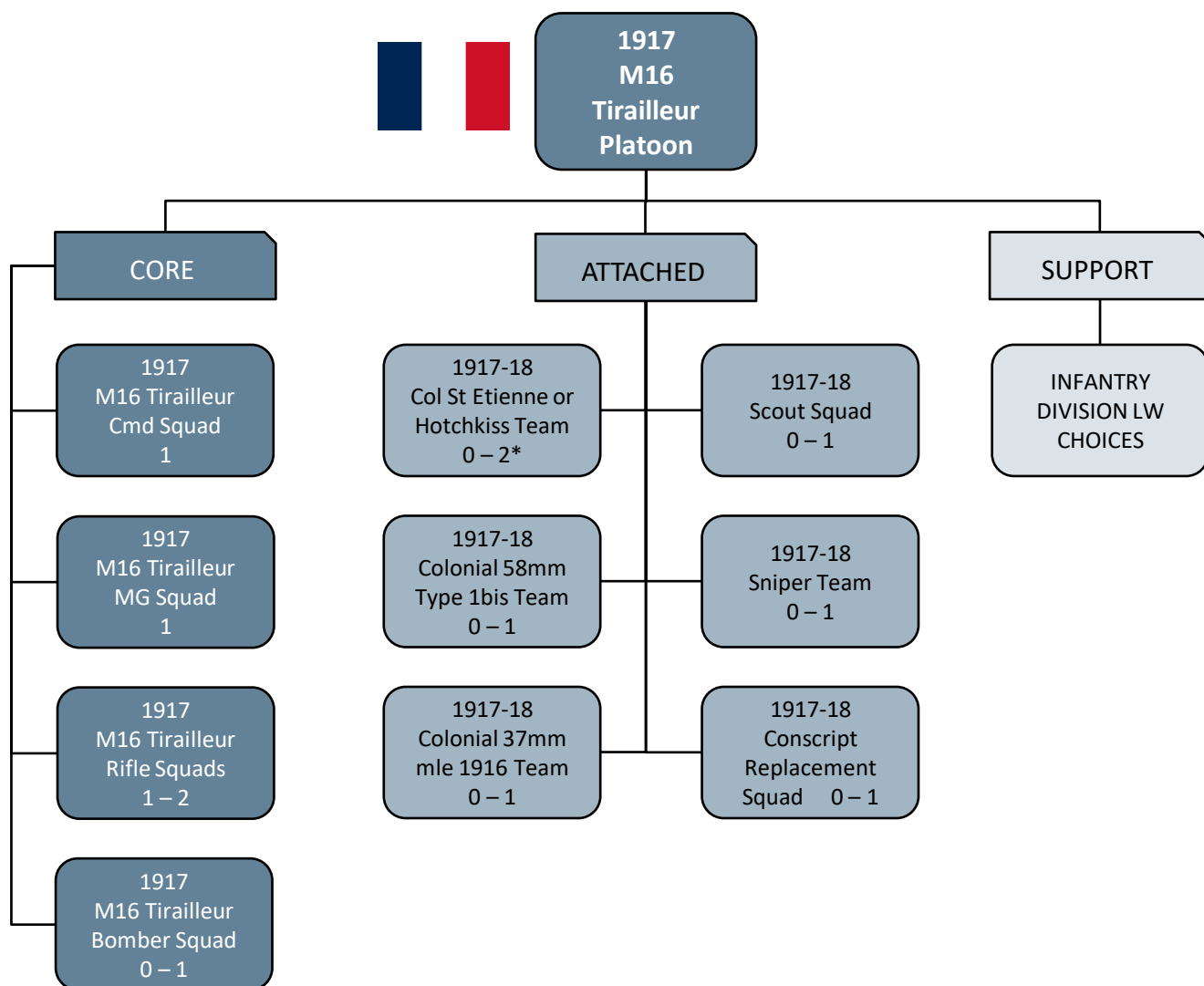
SS = Single Shot

* = Slow Firing

1917 M16 TIRAILLEUR PLATOON

National Special Rules – French Colonial or Senegalese only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 M16 Tirailleur Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22	1	30
<i>Downgrade Officer to Green</i>			0-1	-10		
<i>Downgrade Officer to Difficult</i>			0-1	-5	0-1	-8
<i>Upgrade Officer to Energetic</i>			0-1	+8	0-1	+10
<i>Upgrade Officer to Inspiring</i>			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
<i>Upgrade Officer's pistol to SA Pistol</i>			0-1	+1	0-1	+1
<i>Add Close Fighting Weapon (CFW) for NCO and riflemen</i>			All/none	+1 ea	All/none	+1 ea

Morale

Rally 3+
Aggression 5+
Tenacity 5+

Formation

Attack 0
Recon 0

Infantry Unit



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

Unit Special Rules:

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

1917 M16 Tirailleur Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	80	1	95
4 Riflemen with BA rifle, grenades			0-9	13	0-9	16
Add Riflemen with BA rifle, grenades			0-1#	+23	0-1#	+26
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea	Any	+1 ea
<i>Upgrade pistol to SA Pistol</i>			0-2	+4 ea	0-2	+4 ea
<i>Replace BA rifle with rifle grenade</i>			0-3&	+2 ea	0-3&	+2 ea
<i>Replace BA rifle with FA17 Automatic</i>			All/none	+1 ea	All/none	+1 ea
<i>Add Close Fighting Weapon (CFW)</i>						

Morale

Rally 3+
Aggression 5+
Tenacity 5+

Infantry Unit



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

= 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:

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
FA17 Automatic	24"	1	1*	-	5+		
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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917 M16 Tirailleur Machine Gun Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	84	1	99
1 Gunner with Chauchat LMG, grenades						
3 Riflemen with BA rifle, grenades			0-3	13	0-3	16
Add Riflemen with BA rifle, grenades						
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+23	0-1#	+26
<i>Upgrade pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Add Close Fighting Weapon (CFW)</i>			<i>All/none</i>	<i>+1 ea</i>	<i>All/none</i>	<i>+1 ea</i>

Morale

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

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



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	90	1	105
4 Bombers with pistol or BA rifle, grenades						
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
<i>Upgrade NCO's pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Add Close Fighting Weapon (CFW)</i>			<i>All/none</i>	<i>+1 ea</i>	<i>All/none</i>	<i>+1 ea</i>

Morale

Rally 3+
Aggression 5+
Tenacity 5+

Infantry Unit



= up to 2 per platoon

Unit Special Rules:

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

Bombers

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

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

AF = Accelerated Fire

RF = Rapid Fire

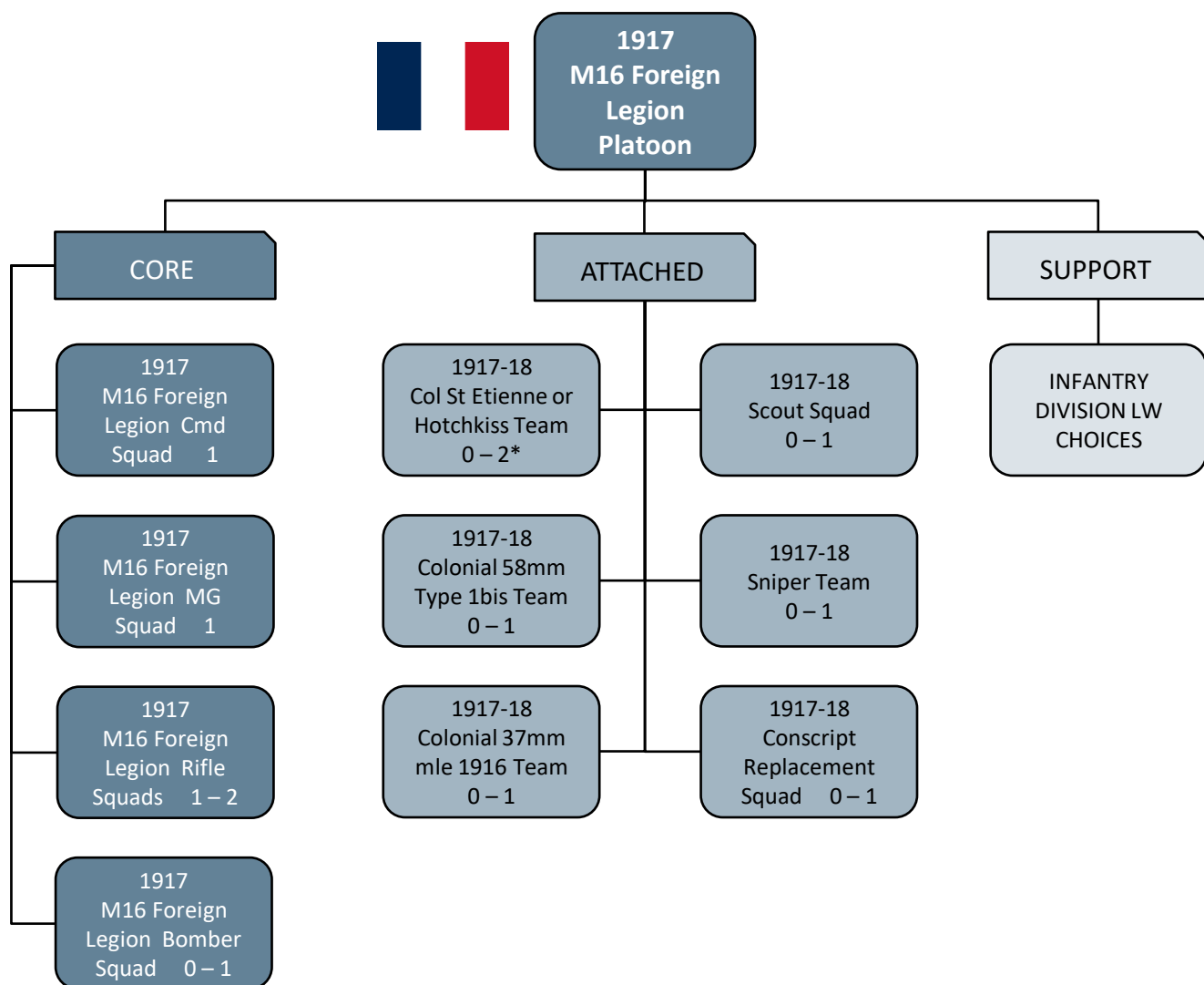
SS = Single Shot

* = Slow Firing

1917 M16 FOREIGN LEGION PLATOON

National Special Rules – Foreign Legion only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 M16 Foreign Legion Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades					1	30
<i>Downgrade Officer to Green</i>						
<i>Downgrade Officer to Difficult</i>					0-1	-8
<i>Upgrade Officer to Energetic</i>					0-1	+10
<i>Upgrade Officer to Inspiring</i>					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
<i>Upgrade Officer's pistol to SA Pistol</i>					Any	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+

Formation

Attack 0
Recon 0



Infantry Unit

Stubborn

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

Unit Special Rules:

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

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

1917 M16 Foreign Legion Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades					1	125
4 Riflemen with BA rifle, grenades					0-9	22
Add Riflemen with BA rifle, grenades					0-1#	+32
Add Senior NCO with pistol or BA rifle, grenades					Any	+1 ea
<i>Upgrade pistol to SA Pistol</i>					0-2	+4 ea
<i>Replace BA rifle with rifle grenade</i>					0-3&	+2 ea
<i>Replace BA rifle with FA17 Automatic</i>						

Morale

Rally 3+
Aggression 3+
Tenacity 4+



Infantry Unit

Stubborn

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

= 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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
FA17 Automatic	24"	1	1*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917 M16 Foreign Legion Machine Gun Squad



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

Morale	
Rally	3+
Aggression	3+
Tenacity	4+



Infantry Unit

= up to 2 per platoon

Unit Special Rules:

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

Stubborn

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

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

1917 M16 Foreign Legion Bomber Squad



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

Morale	
Rally	3+
Aggression	3+
Tenacity	4+



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

Bombers, Stubborn

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

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

AF = Accelerated Fire

RF = Rapid Fire

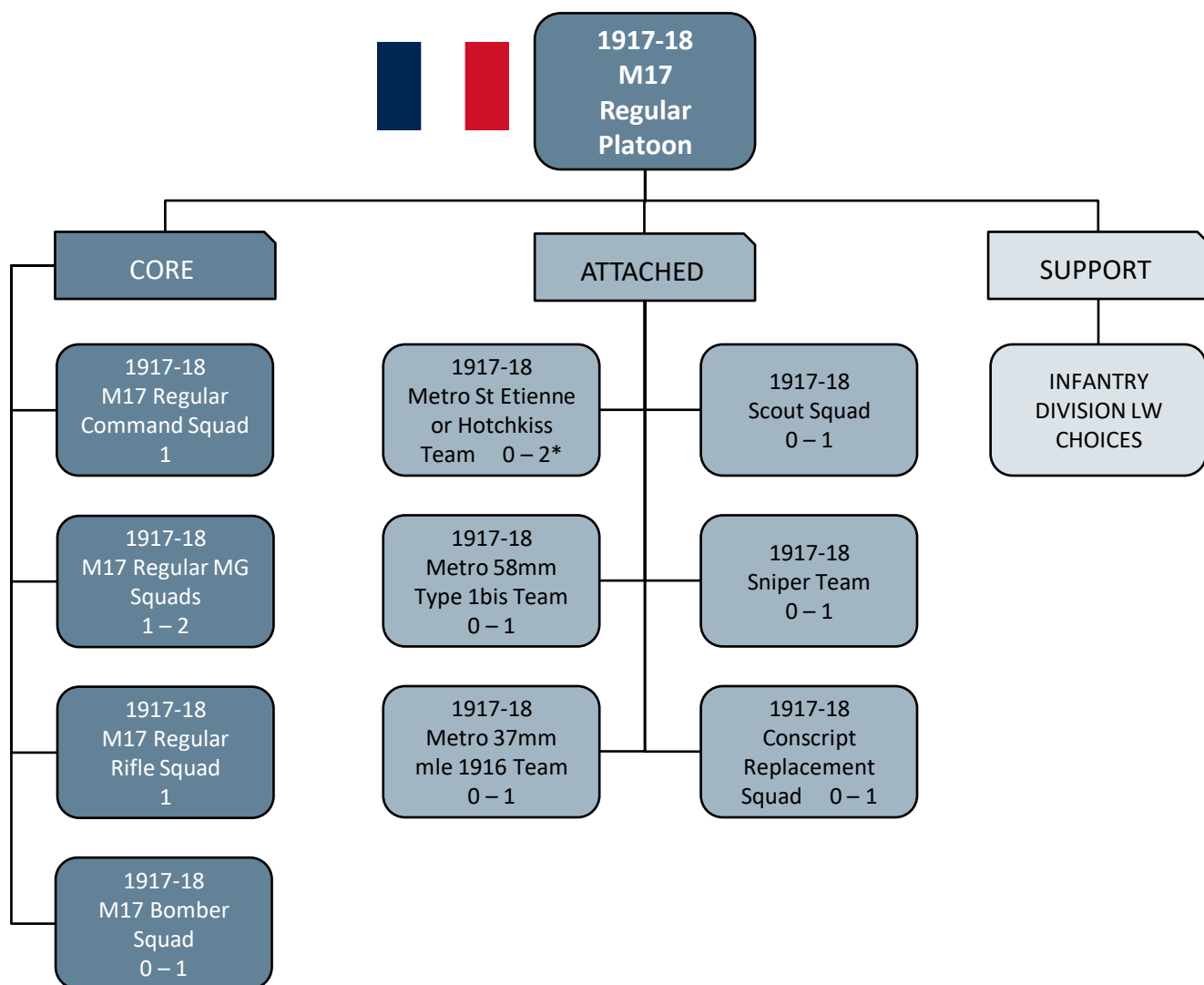
SS = Single Shot

* = Slow Firing

MODEL 1917 (M17) REGULAR PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

M17 Regular Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

Morale

Rally 4+

Aggression 4+

Tenacity 5+

Formation

Attack 0

Recon 0



Infantry Unit

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

Unit Special Rules:

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

M17 Regular Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	80	1	95
4 Riflemen with BA rifle, grenades			0-3	13	0-3	16
Add Riflemen with BA rifle, grenades			0-1#	+23	0-1#	+26
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			0-6&	+2 ea	0-6&	+2 ea
Replace BA rifle with FA17 Automatic						

Morale

Rally 4+

Aggression 4+

Tenacity 5+



Infantry Unit

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

= 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:

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
FA17 Automatic	24"	1	1*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

M17 Regular Machine Gun Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	84	1	99
1 Gunner with Chauchat LMG, grenades						
3 Riflemen with BA rifle, grenades			0-3	13	0-3	16
Add Riflemen with BA rifle, grenades						
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+23	0-1#	+26
<i>Upgrade pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Replace BA rifle with rifle grenade</i>			<i>0-3</i>	<i>+4 ea</i>	<i>0-3</i>	<i>+4 ea</i>

Morale

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
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	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	90	1	105
4 Bombers with pistol or BA rifle, grenades						
Add Bombers with pistol or BA rifle, grenades			0-3	15	0-3	18
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+25	0-1#	+28
<i>Upgrade NCO's pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Infantry Unit



= up to 2 per platoon

Unit Special Rules:

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

Bombers

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

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

AF = Accelerated Fire

RF = Rapid Fire

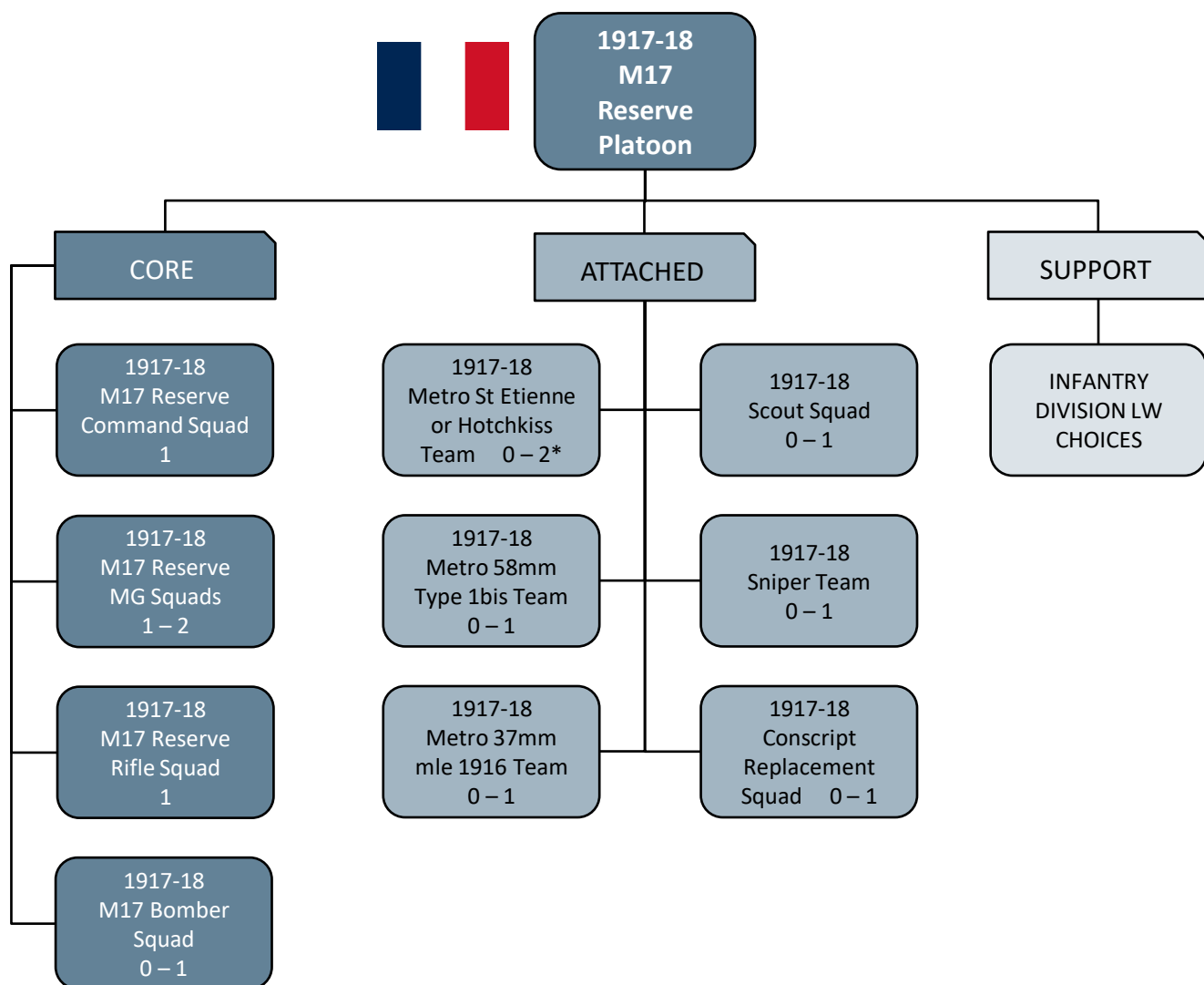
SS = Single Shot

* = Slow Firing

MODEL 1917 (M17) RESERVE PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

M17-18 Reserve Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

Rally 4+
Aggression 5+
Tenacity 5+

Formation

Attack 0
Recon 0



Infantry Unit

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

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

Unit Special Rules:

M17 Reserve Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	75	1	85
4 Riflemen with BA rifle, grenades			0-3	12	0-3	14
Add Riflemen with BA rifle, grenades			0-1#	+22	0-1#	+24
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			0-6&	+2 ea	0-6&	+2 ea
Replace BA rifle with FA17 Automatic						

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Infantry Unit

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
FA17 Automatic	24"	1	1*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

= 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:

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

M17 Reserve Machine Gun Squad



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

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

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

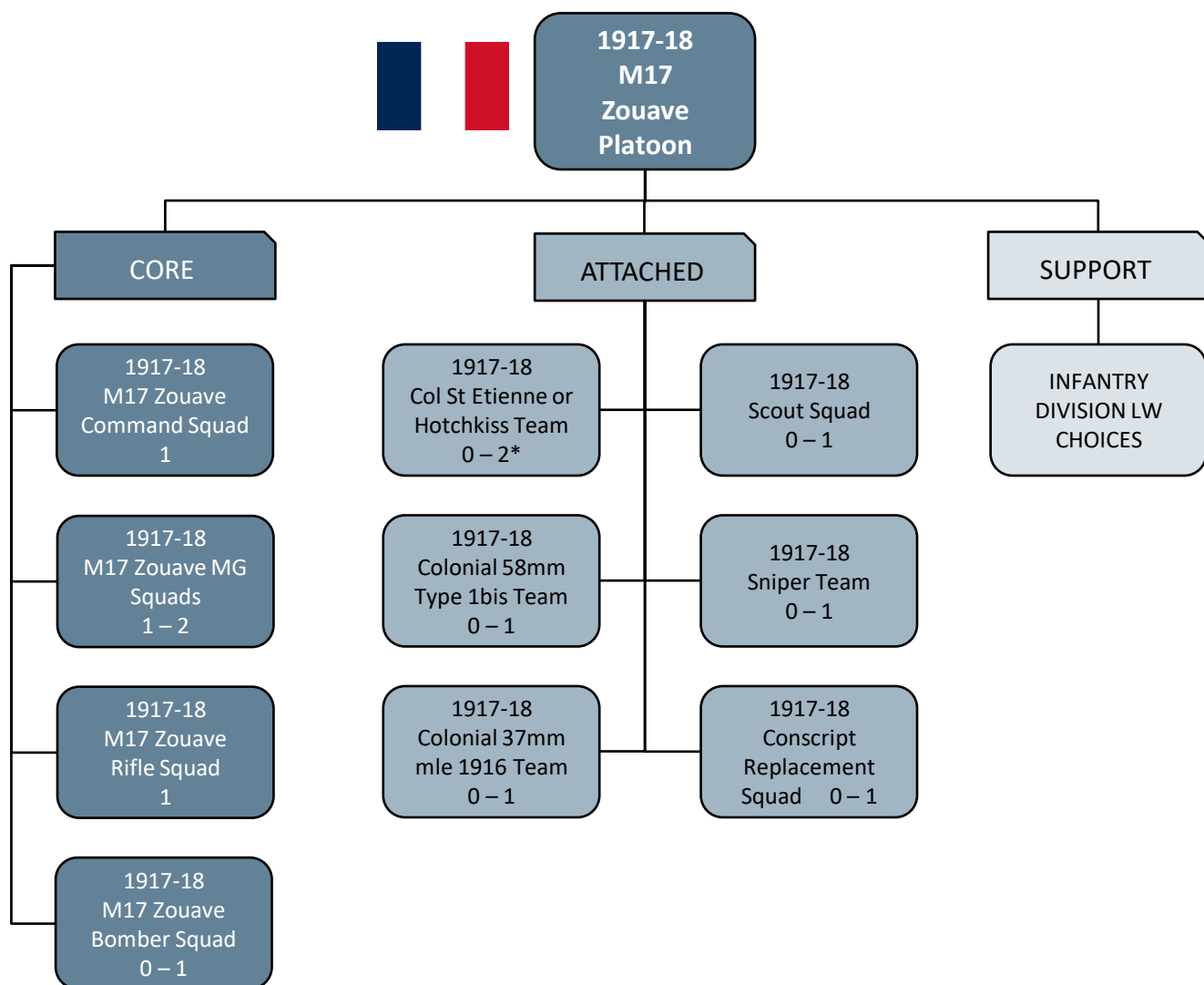
SS = Single Shot

* = Slow Firing

MODEL 1917 (M17) ZOUAVE PLATOON

National Special Rules – French Colonial only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

M17 Zouave Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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	0-1	+1
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Formation

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.

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

M17 Zouave Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	95	1	110
4 Riflemen with BA rifle, grenades			0-3	16	0-3	19
Add Riflemen with BA rifle, grenades			0-1#	+26	0-1#	+29
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			0-6&	+2 ea	0-6&	+2 ea
Replace BA rifle with FA17 Automatic			All/none	+1	All/none	+1
Add Close Fighting Weapon (CFW)						

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Infantry Unit



Ferocious

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

= 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.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
FA17 Automatic	24"	1	1*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

M17 Zouave Machine Gun Squad



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

= 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.

Morale	
Rally	3+
Aggression	4+
Tenacity	5+

Infantry Unit



Ferocious

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
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	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	105	1	120
4 Bombers with pistol or BA rifle, grenades						
Add Bombers with pistol or BA rifle, grenades			0-3	18	0-3	21
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+28	0-1#	+31
<i>Upgrade NCO's pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Add Close Fighting Weapon (CFW)</i>			<i>All/none</i>	<i>+1 ea</i>	<i>All/none</i>	<i>+1 ea</i>

= 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.

Morale	
Rally	3+
Aggression	4+
Tenacity	5+

Infantry Unit



Bombers, Ferocious

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

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

AF = Accelerated Fire

RF = Rapid Fire

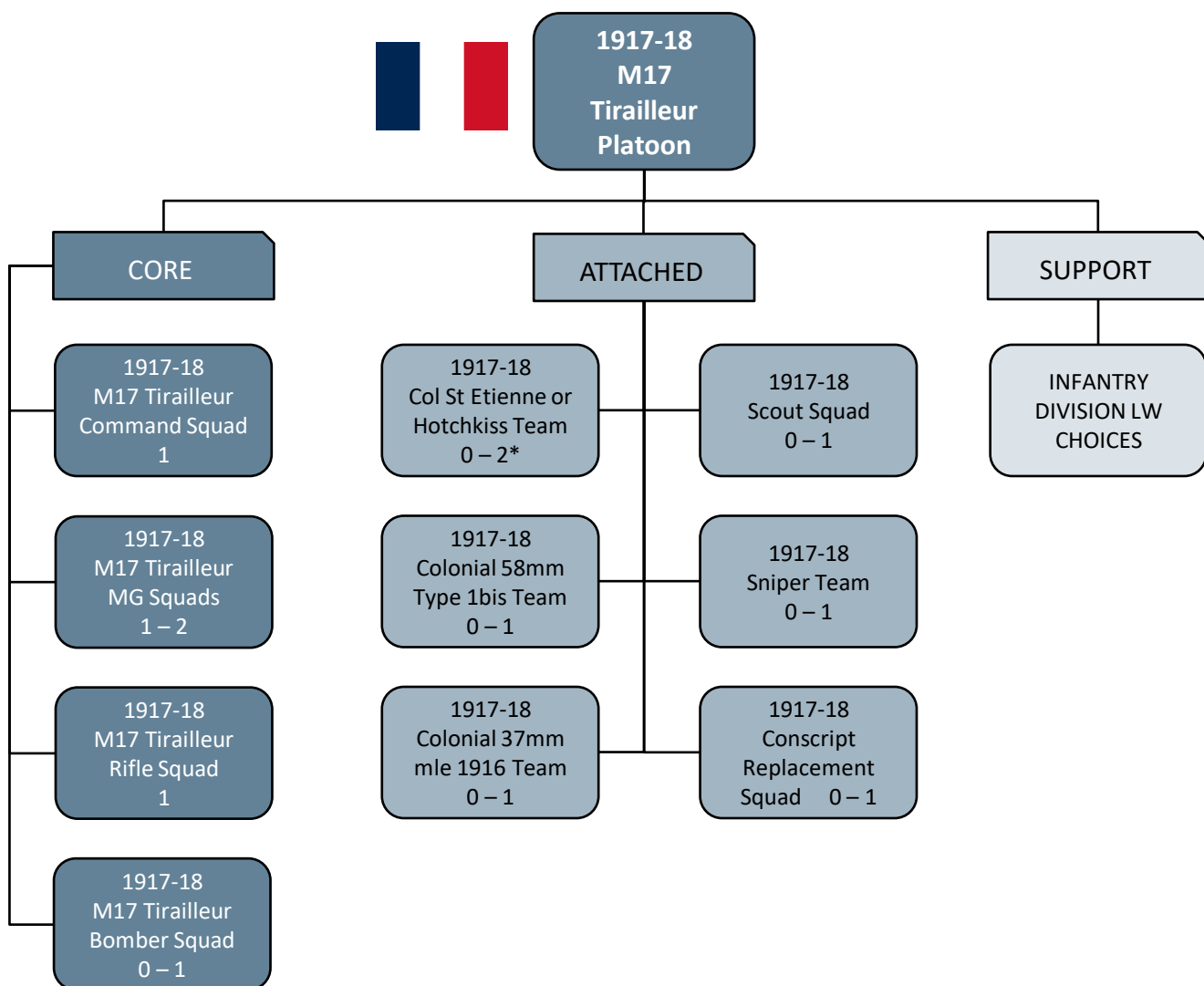
SS = Single Shot

* = Slow Firing

MODEL 1917 (M17) TIRAILLEUR PLATOON

National Special Rules – French Colonial only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

M17 Tirailleur Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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			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+

Formation

Attack 0
Recon 0

Infantry Unit



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

Unit Special Rules:

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

M17 Tirailleur Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	80	1	95
4 Riflemen with BA rifle, grenades			0-3	13	0-3	16
Add Riflemen with BA rifle, grenades			0-1#	+23	0-1#	+26
Add Senior NCO with pistol or BA rifle, grenades			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			0-6&	+2 ea	0-6&	+2 ea
Replace BA rifle with FA17 Automatic			All/none	+1 ea	All/none	+1 ea
Add Close Fighting Weapon (CFW)						

Morale

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:

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
FA17 Automatic	24"	1	1*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

M17 Tirailleur Machine Gun Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	84	1	99
1 Gunner with Chauchat LMG, grenades						
3 Riflemen with BA rifle, grenades			0-3	13	0-3	16
Add Riflemen with BA rifle, grenades						
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+23	0-1#	+26
<i>Upgrade pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Replace BA rifle with rifle grenade</i>			<i>0-3</i>	<i>+4 ea</i>	<i>0-3</i>	<i>+4 ea</i>
<i>Add Close Fighting Weapon (CFW)</i>			<i>All/none</i>	<i>+1 ea</i>	<i>All/none</i>	<i>+1 ea</i>

= up to 2 per platoon

Unit Special Rules:

Morale

Rally 3+
Aggression 5+
Tenacity 5+

Infantry Unit



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

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



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	90	1	105
4 Bombers with pistol or BA rifle, grenades						
Add Bombers with pistol or BA rifle, grenades			0-3	15	0-3	18
Add Senior NCO with pistol or BA rifle, grenades			0-1#	+25	0-1#	+28
<i>Upgrade NCO's pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Add Close Fighting Weapon (CFW)</i>			<i>All/none</i>	<i>+1 ea</i>	<i>All/none</i>	<i>+1 ea</i>

= up to 2 per platoon

Unit Special Rules:

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

Morale

Rally 3+
Aggression 5+
Tenacity 5+

Infantry Unit



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

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

AF = Accelerated Fire

RF = Rapid Fire

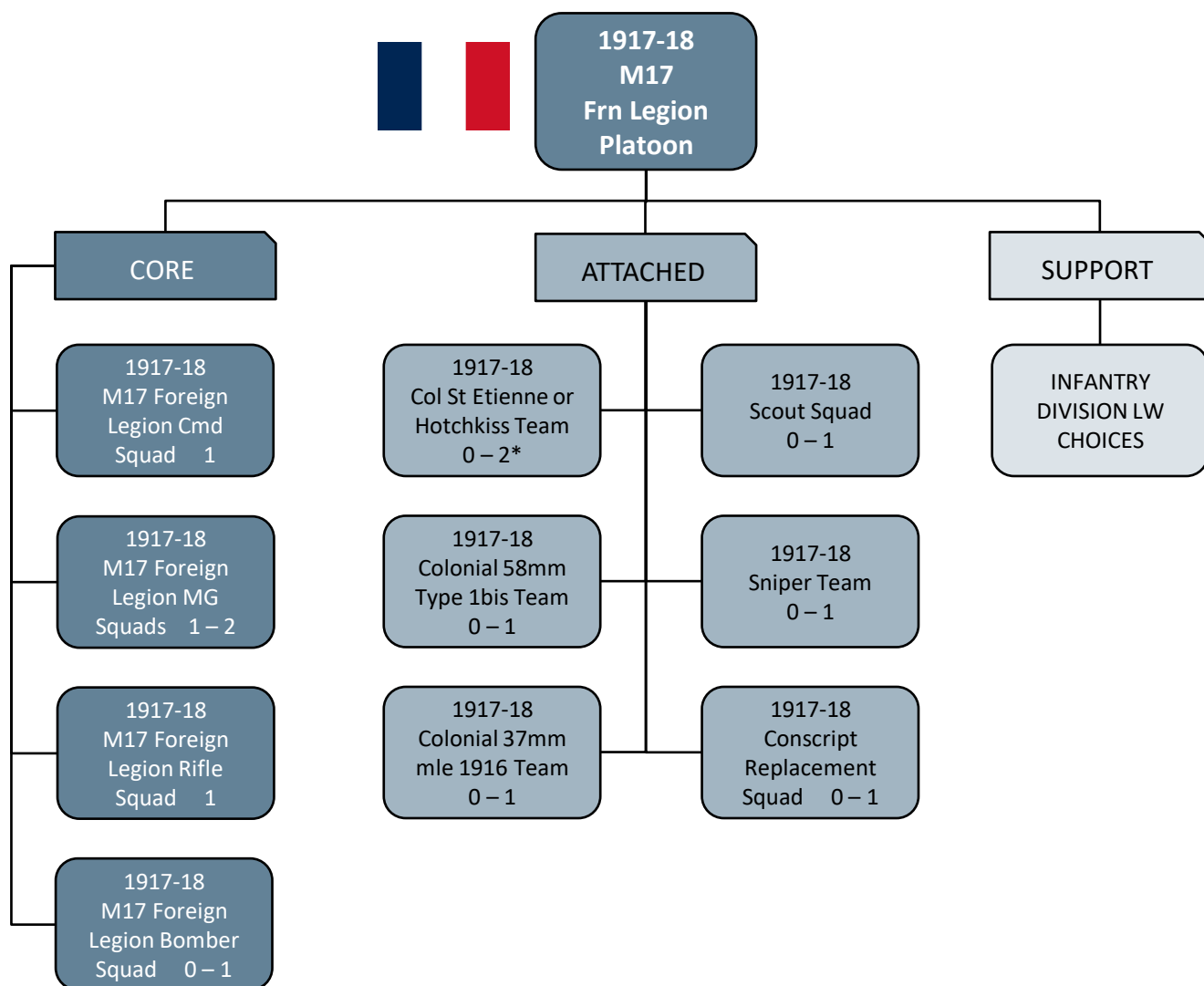
SS = Single Shot

* = Slow Firing

MODEL 1917 (M17) FOREIGN LEGION PLATOON

National Special Rules – French Colonial only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

M17 Foreign Legion Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades					1	30
<i>Downgrade Officer to Green</i>						
<i>Downgrade Officer to Difficult</i>					0-1	-8
<i>Upgrade Officer to Energetic</i>					0-1	+10
<i>Upgrade Officer to Inspiring</i>					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
<i>Upgrade Officer's pistol to SA Pistol</i>					Any	+1 ea

Morale

Rally 3+

Aggression 3+

Tenacity 4+

Formation

Attack 0

Recon 0



Infantry Unit

Stubborn

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

Unit Special Rules:

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

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

M17 Foreign Legion Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades					1	125
4 Riflemen with BA rifle, grenades					0-3	22
Add Riflemen with BA rifle, grenades					0-1#	+32
Add Senior NCO with pistol or BA rifle, grenades					Any	+1 ea
<i>Upgrade pistol to SA Pistol</i>					Any	+1 ea
<i>Replace BA rifle with FA17 Automatic</i>					0-6&	+2 ea

Morale

Rally 3+

Aggression 3+

Tenacity 4+



Infantry Unit

Stubborn

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

= 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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
FA17 Automatic	24"	1	1*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

M17 Foreign Legion Machine Gun Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades					1	129
1 Gunner with Chauchat LMG, grenades						
3 Riflemen with BA rifle, grenades					0-3	22
Add Riflemen with BA rifle, grenades						
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

= up to 2 per platoon

Unit Special Rules:

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

Morale

Rally 3+
Aggression 3+
Tenacity 4+



Infantry Unit

Stubborn

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

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



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades					1	140
4 Bombers with pistol or BA rifle, grenades						
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

= 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

Morale

Rally 3+
Aggression 3+
Tenacity 4+



Infantry Unit

Bombers, Stubborn

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

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

AF = Accelerated Fire

RF = Rapid Fire

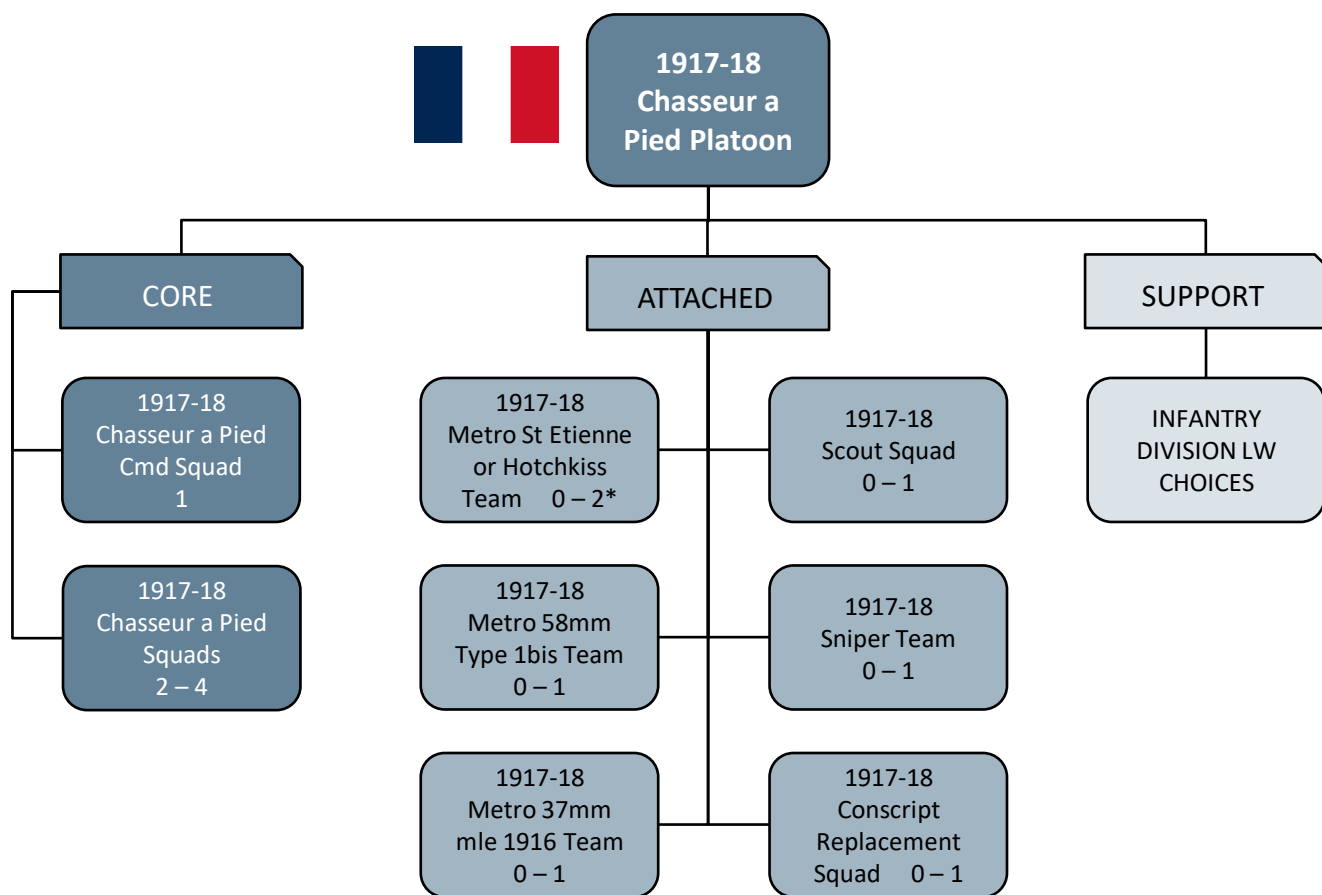
SS = Single Shot

* = Slow Firing

1917-18 CHASSEUR A PIED PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Chasseur a Pied Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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
Infantry	8"	12"	6"	Auto

Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

1917-18 Chasseur a Pied Squad



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

Morale

Rally 4+

Aggression 4+

Tenacity 5+



Infantry Unit

Extended Order

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

& - 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.

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

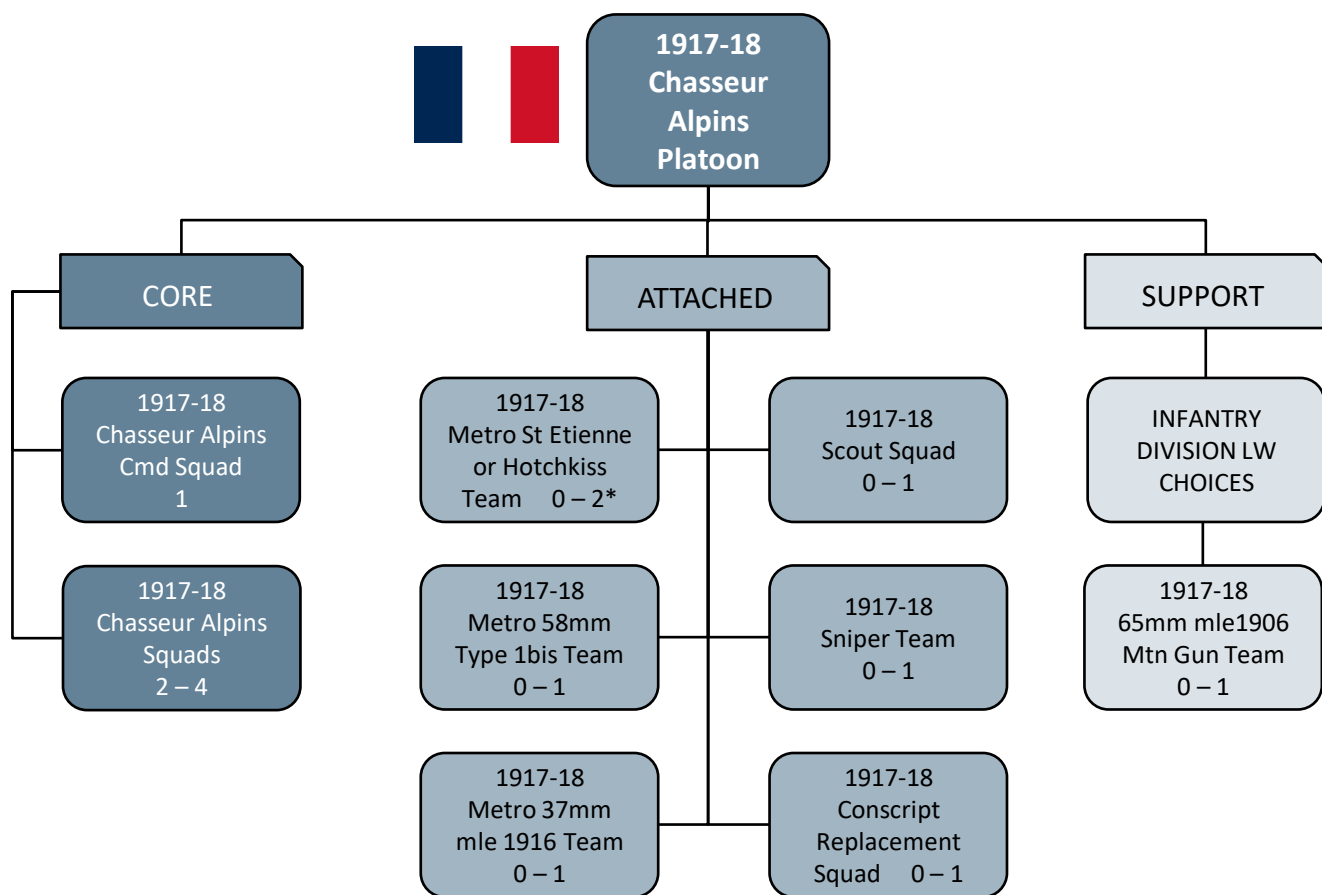
SS = Single Shot

* = Slow Firing

1917-18 CHASSEUR ALPINS PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Chasseur Alpins Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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	27	0-1	29
Add Chasseur with BA rifle, grenades			0-4	17	0-4	19
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

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

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:

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

1917-18 Chasseur Alpins Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	100	1	110
4 Chasseurs with BA rifle, grenades						
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#	+4
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 5+



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

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

& - 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:

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.

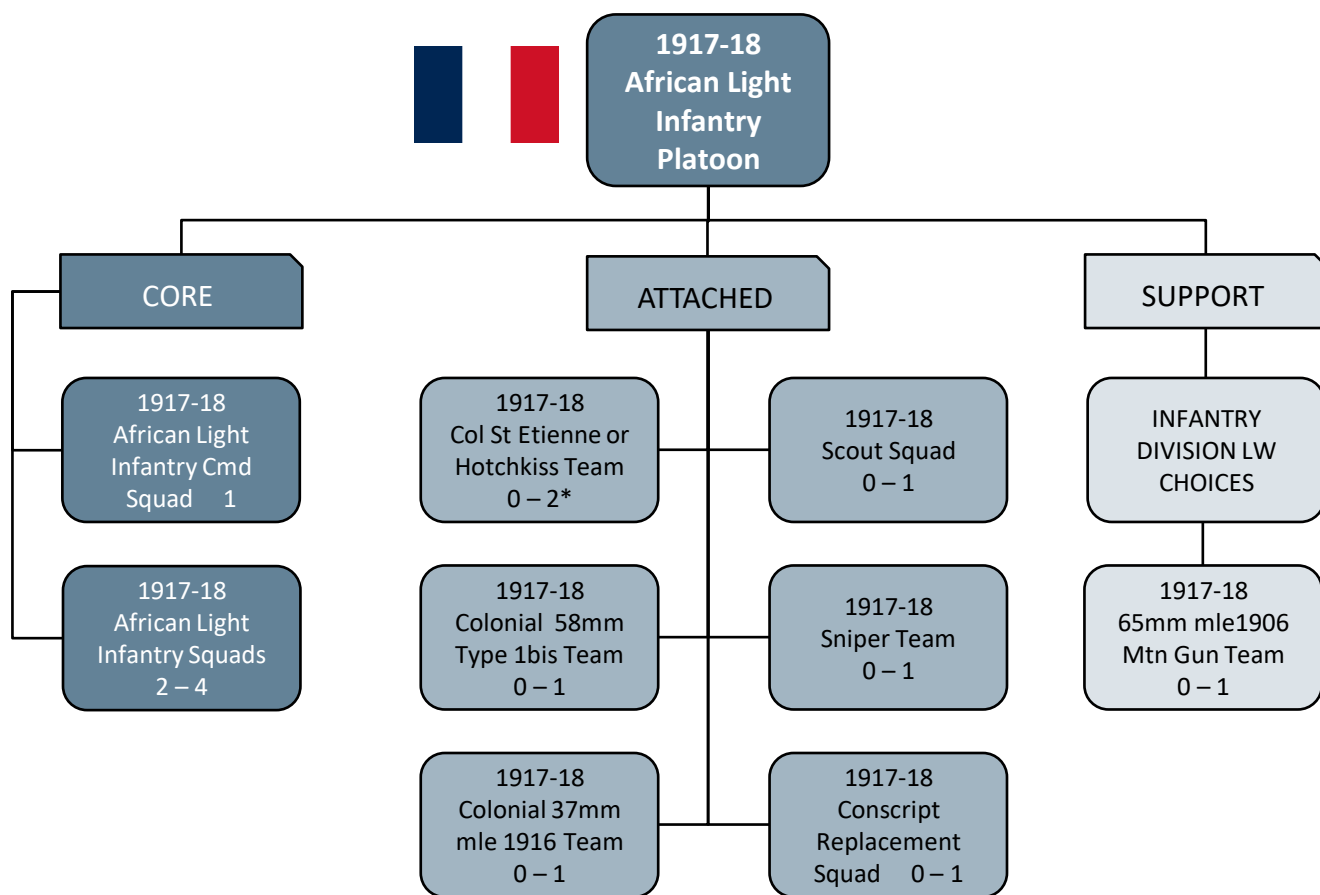
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire,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

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

1917-18 AFRICAN LIGHT INFANTRY PLATOON

National Special Rules – French Colonial only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 African Light Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22	1	30
<i>Downgrade Officer to Green</i>			0-1	-10		
<i>Downgrade Officer to Difficult</i>			0-1	-5	0-1	-8
<i>Upgrade Officer to Energetic</i>			0-1	+8	0-1	+10
<i>Upgrade Officer to Inspiring</i>			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	25
Add Chasseur with BA rifle, grenades			0-4	12	0-4	15
<i>Upgrade Officer's pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea

Morale

Rally	4+
Aggression	5+
Tenacity	5+

Formation

Attack	0
Recon	1

Infantry Unit



Extended Order

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

Unit Special Rules:

Extended Order – the unit may operate in extended order.

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

1917-18 African Light Infantry Squad



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

Morale

Rally	4+
Aggression	5+
Tenacity	5+

Infantry Unit



Extended Order

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

& - 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.

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

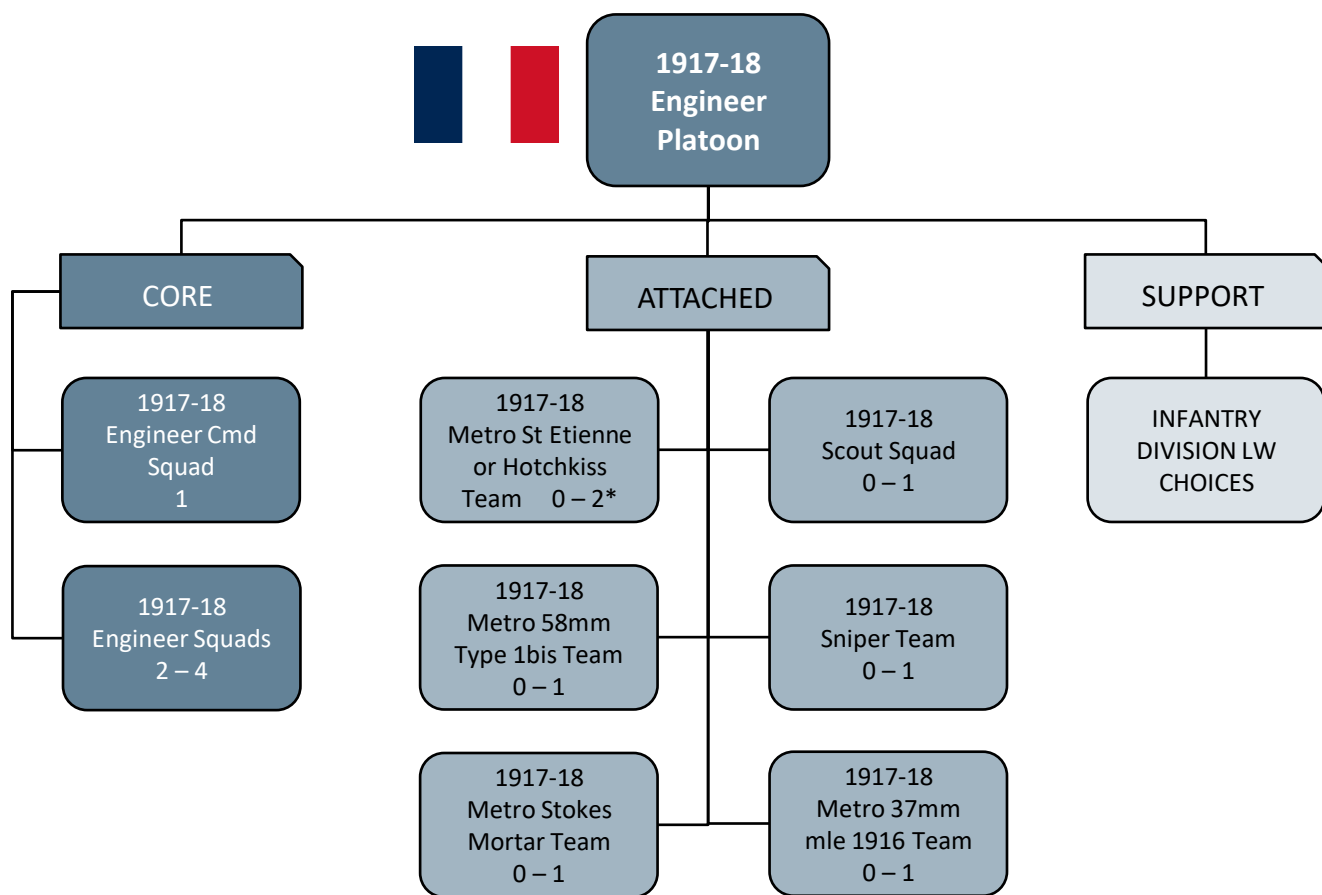
SS = Single Shot

* = Slow Firing

1917-18 ENGINEER PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Engineer Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

Morale

Rally 4+

Aggression 4+

Tenacity 5+

Formation

Attack 0

Recon 0



Infantry Unit

Unit Special Rules:

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

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

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

1917-18 Engineer Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	90	1	105
4 Genie with BA rifle, grenades						
Add Genie with BA rifle, grenades			0-6	15	0-6	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

Morale

Rally 4+

Aggression 4+

Tenacity 5+



Infantry Unit

\$ - 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.

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
Infantry with Flamethrower	7"	11"	5"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Grenade Bundles	4"	1	1	+3	3+	d3	Grenade bundle, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Flamethrower	6"	d6	d6	+3	3+		Bulky, Flamethrower, Suppression

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

1917-18 Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	80	1	90
4 Scouts with BA rifle, grenades						
Add Scouts with BA rifle, grenades			0-6	13	0-6	15
<i>Upgrade pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>

Morale

Rally 4+
 Aggression 5+
 Tenacity 6+



Infantry Unit

Unit Special Rules:

Extended Order – the unit may operate in extended order

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

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

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

Extended Order, Independent, Recon 1, Scouts

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

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

1917-18 Conscript Replacement Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades	1	45				
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades	0-7	6				

Morale

Rally 5+
 Aggression 5+
 Tenacity 5+



Infantry Unit

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.

Close Order, Conscripts

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

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

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

Cavalry Battlegroups and Units

French Empire 1917-18



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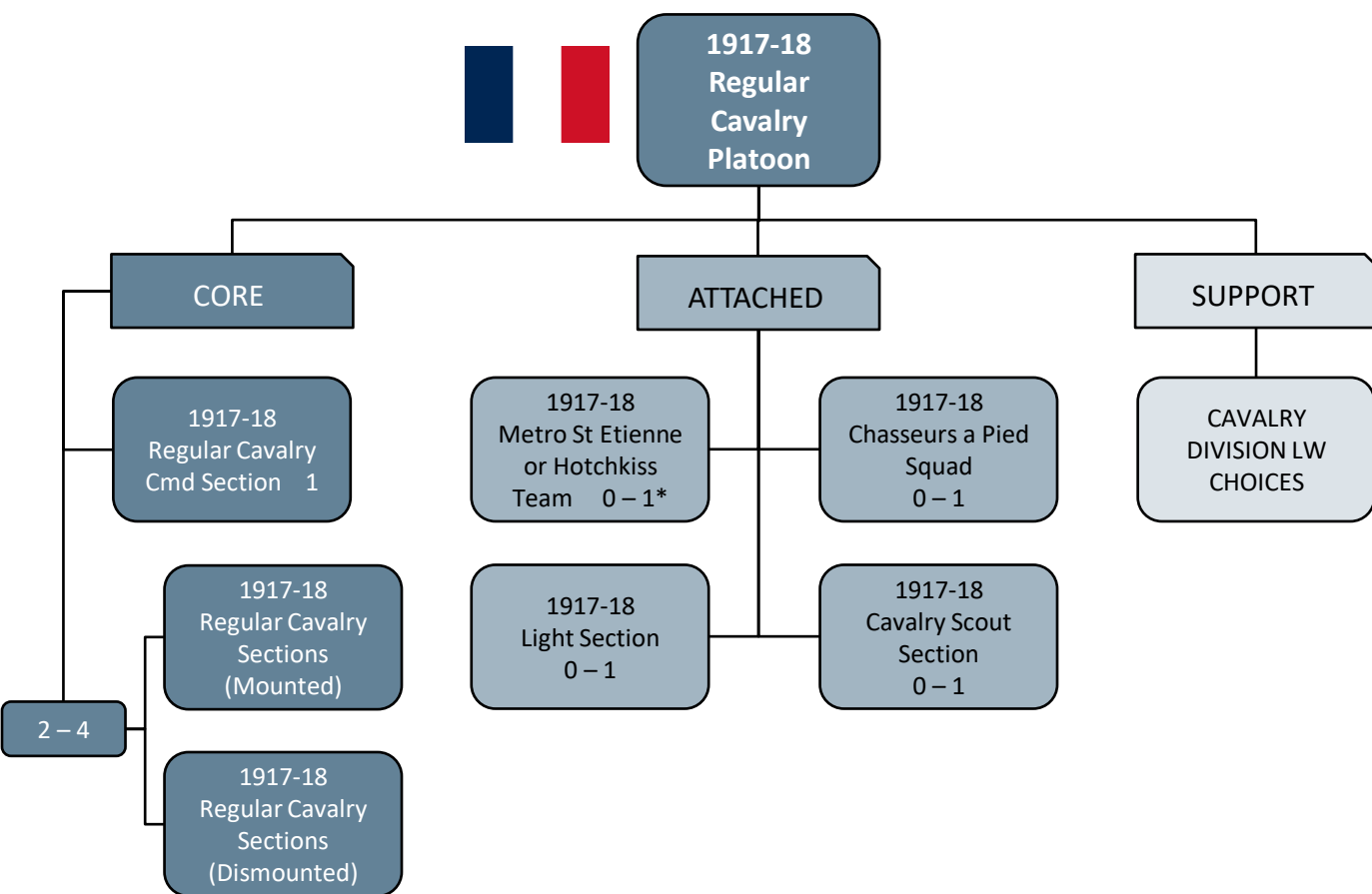
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1917-18 REGULAR CAVALRY PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Regular Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
<i>Downgrade Officer to Green</i>			0-1	-10		
<i>Downgrade Officer to Difficult</i>			0-1	-5	0-1	-8
<i>Upgrade Officer to Energetic</i>			0-1	+8	0-1	+10
<i>Upgrade Officer to Inspiring</i>			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
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>

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.

Morale	
Rally	4+
Aggression	4+
Tenacity	5+

Formation	
Attack	+2
Recon	2

Mounted Unit



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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1917-18 Regular Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse			1	90	1	105
4 Troopers, BA carbine, sabre, grenades, horse			0-3	15	0-3	18
Add Trooper, BA carbine, sabre, grenades, horse						
<i>Add lance (Dragoons)</i>			<i>All</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Add lance (Chasseurs)</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Add Cuirass (Cuirassiers)</i>			<i>All/none</i>	<i>+1 ea</i>	<i>All/none</i>	<i>+1 ea</i>
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>

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.

Morale	
Rally	4+
Aggression	4+
Tenacity	5+

Mounted Unit



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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917-18 Regular Dismounted Cavalry Section



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

Morale	
Rally	4+
Aggression	4+
Tenacity	5+

Infantry Unit



Unit Special Rules:

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

Extended Order – the unit may operate in extended order.

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

Extended Order, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

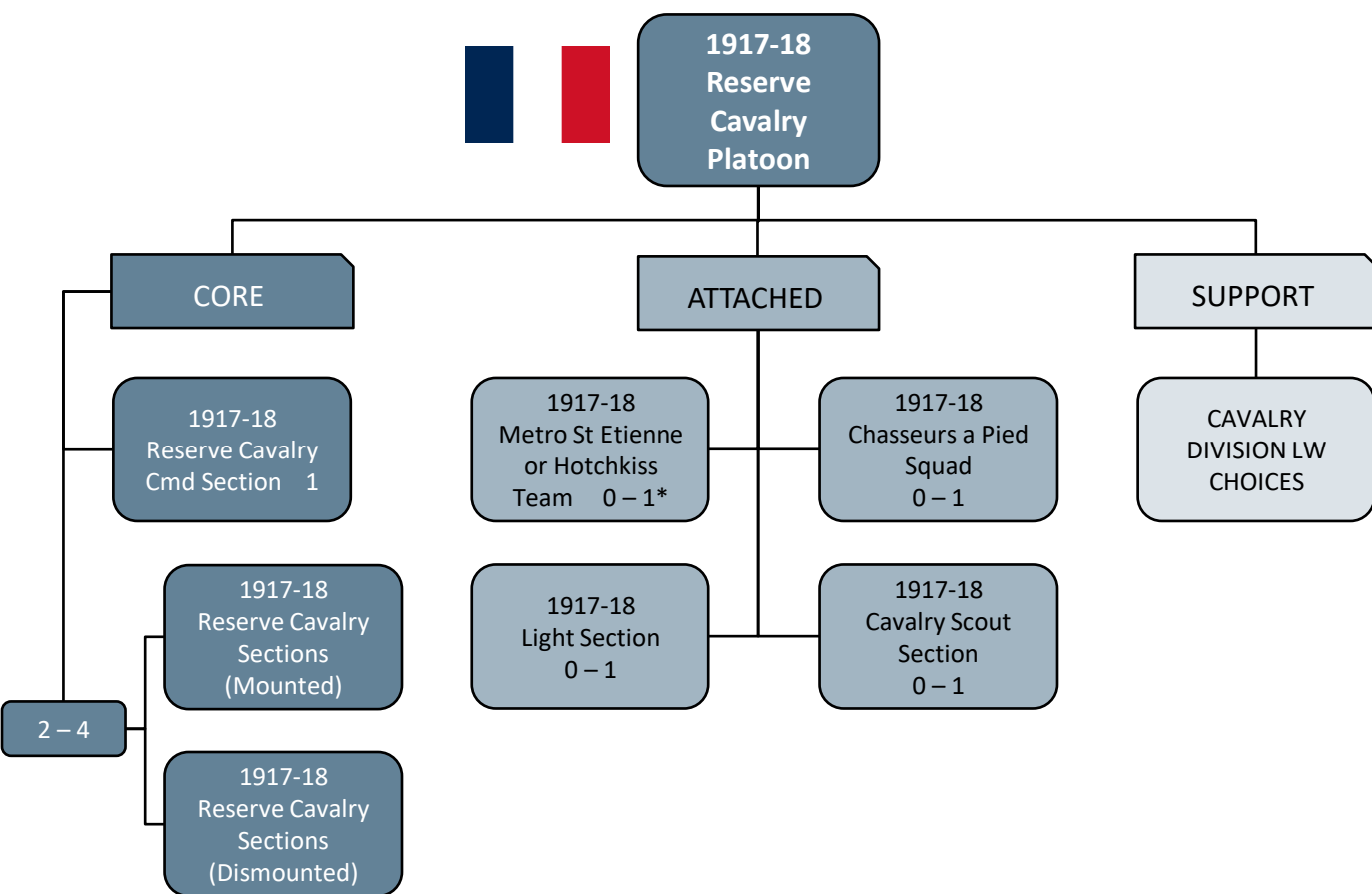
SS = Single Shot

* = Slow Firing

1917-18 RESERVE CAVALRY PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Reserve Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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.

Morale

Rally 4+

Aggression 5+

Tenacity 5+

Formation

Attack +2

Recon 2

Mounted Unit



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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1917-18 Reserve Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse			1	80		
4 Troopers, BA carbine, sabre, grenades, horse			0 - 3	13		
Add Trooper, BA carbine, sabre, grenades, horse						
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.

Morale

Rally 4+

Aggression 5+

Tenacity 5+

Mounted Unit



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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

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

1917-18 Reserve Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine, grenades			0 - 1	75		
4 Troopers, BA carbine, grenades						
Add Trooper, BA carbine, grenades			0 - 3	12		
<i>Replace BA carbine with Chauchat</i>			0 - 1	+4		
<i>Equip the entire unit with cycles</i>			For unit	+5		
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea		

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Infantry Unit



Unit Special Rules:

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

Extended Order – the unit may operate in extended order.

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

Extended Order, No Head Protection

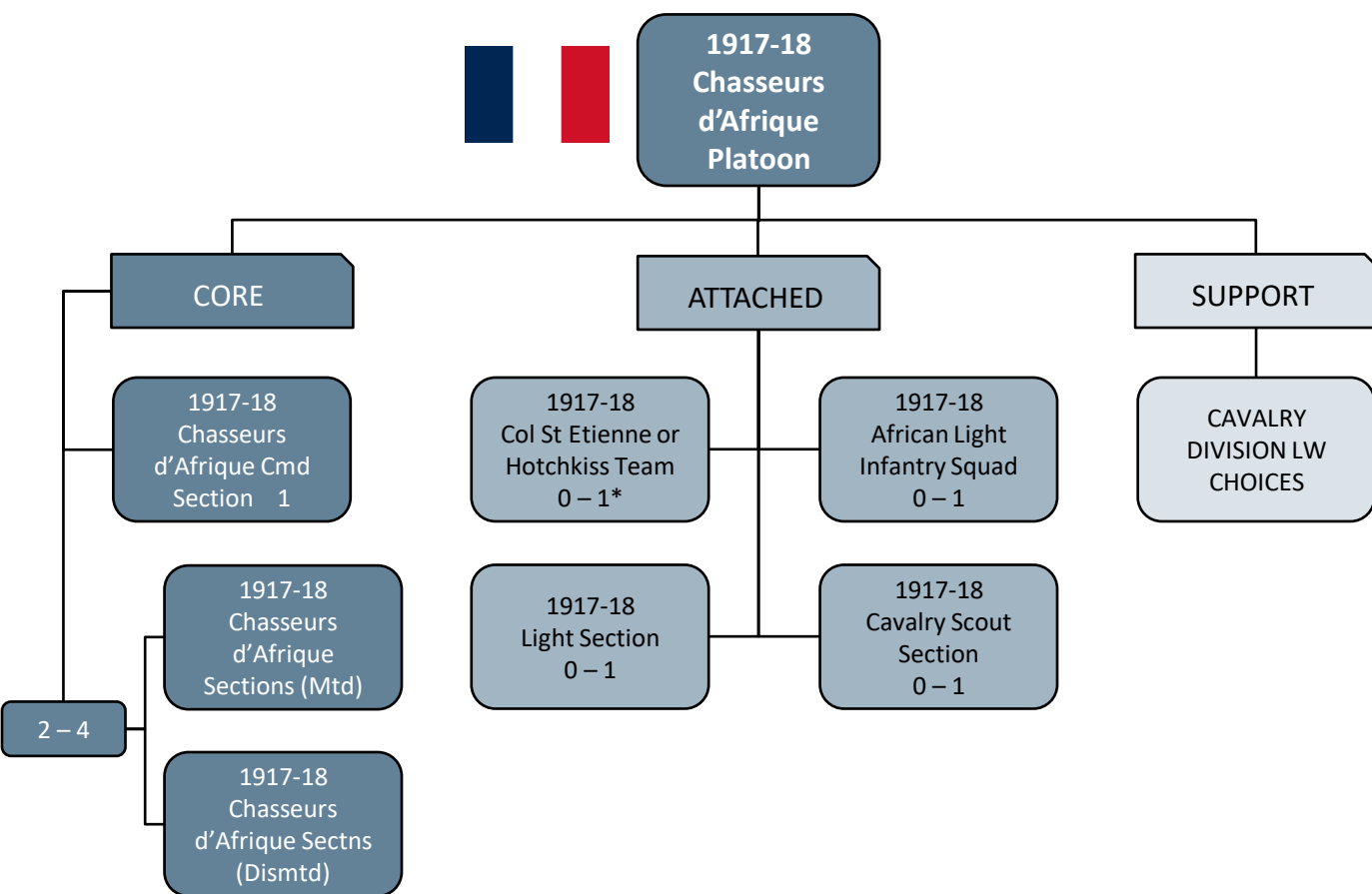
Unit	Maneuver	Double Time	Assault	Agility
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1917-18 CHASSEUR d'AFRIQUE PLATOON

National Special Rules – French Colonials only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Chasseurs d'Afrique Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
<i>Downgrade Officer to Green</i>			0-1	-10		
<i>Downgrade Officer to Difficult</i>			0-1	-5	0-1	-8
<i>Upgrade Officer to Energetic</i>			0-1	+8	0-1	+10
<i>Upgrade Officer to Inspiring</i>			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	28	0-1	31
Add Trooper, BA carbine, sabre, grenades, horse			0-2	18	0-2	21
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>

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.

Morale

Rally 4+

Aggression 3+

Tenacity 4+

Formation

Attack +2

Recon 2

Mounted Unit



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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1917-18 Chasseurs d'Afrique Section



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

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.

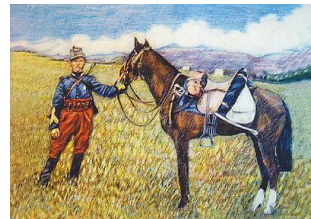
Morale

Rally 4+

Aggression 3+

Tenacity 4+

Mounted Unit



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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917-18 Dismounted Chasseurs d'Afrique Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine, grenades			0 - 1	95	0 - 1	110
4 Troopers, BA carbine, grenades						
Add Trooper, BA carbine, grenades			0 - 3	16	0 - 3	19
<i>Replace BA rifle with Chauchot</i>			0 - 1	+4	0 - 1	+4
<i>Equip the entire unit with cycles</i>			<i>For unit</i>	+5	<i>For unit</i>	+5
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	+1 ea	<i>For unit</i>	+1 ea

Morale	
Rally	4+
Aggression	3+
Tenacity	4+



Infantry Unit

Unit Special Rules:

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

Extended Order – the unit may operate in extended order.

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

Extended Order, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

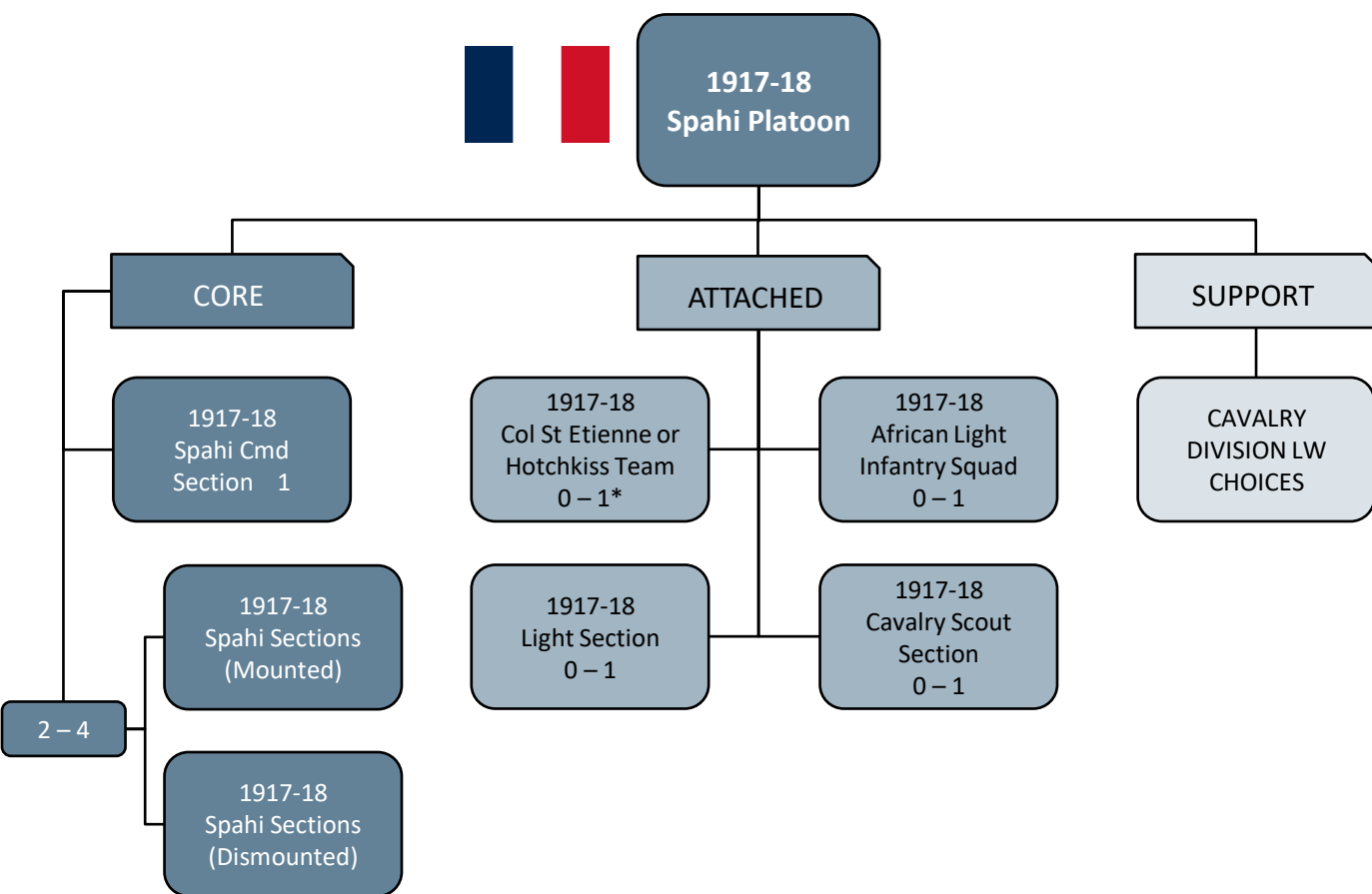
SS = Single Shot

* = Slow Firing

1917-18 SPAHI PLATOON

National Special Rules – French Colonials only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Spahi Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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.

Morale

Rally 5+
Aggression 5+
Tenacity 5+

Formation

Attack +2
Recon 2

Mounted Unit



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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1917-18 Spahi Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse			1	75		
4 Troopers, BA carbine, sabre, grenades, horse			0 - 3	12		
Add Trooper, BA carbine, sabre, grenades, horse			Any	+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.

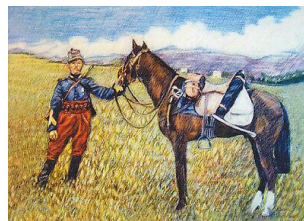
Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

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

Morale

Rally 5+
Aggression 5+
Tenacity 5+

Mounted Unit



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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

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

1917-18 Dismounted Spahi Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine, grenades			0 - 1	65		
4 Troopers, BA carbine, grenades			0 - 3	10		
Add Trooper, BA carbine, grenades			0 - 1	+4		
<i>Replace BA rifle with Chauchat</i>			For unit	+5		
<i>Equip the entire unit with cycles</i>			For unit	+1 ea		
<i>Upgrade entire unit with steel helmets</i>						

Morale	
Rally	5+
Aggression	5+
Tenacity	5+



Infantry Unit

Unit Special Rules:

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

Extended Order – the unit may operate in extended order.

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

Extended Order, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917-18 Cavalry Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse			0-1	85	0-1	95
4 Troopers, BA carbine, sabre, grenades, horse			0-3	14	0-3	16
Add Trooper, BA carbine, sabre, grenades, horse			All	+1 ea	All	+1 ea
Add lance (Dragoons)			Any	+1 ea	Any	+1 ea
Add lance (Chasseurs)			All/none	+1 ea	All/none	+1 ea
Add Cuirass (Cuirassiers)			For unit	+1 ea	For unit	+1 ea
Upgrade entire unit with steel helmets						

Morale

Rally 4+
Aggression 5+
Tenacity 6+



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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

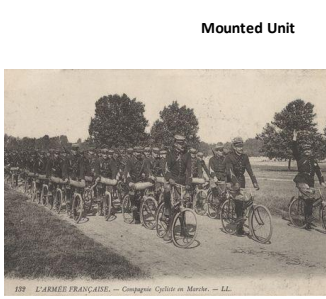
1917-18 Light Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine, grenades, horse			1	85	1	100
4 Troopers, BA carbine, grenades, horse			0-3	14	0-3	17
Add Trooper, BA carbine, grenades, horse			All/none	-	All/none	-
Replace all BA carbines with BA rifles			0-1	+4	0-1	+4
Replace BA carbine or BA rifle with Chauchat			All/none	-1 ea	All/none	-1 ea
Remove the entire unit's horses			For unit	+5	For unit	+5
Equip the entire dismounted unit with cycles						

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Extended Order, Mounted, Poor Shots

Unit Special Rules:

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

Extended Order – the unit may operate in extended order.

Mounted – 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.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

Vehicle Battlegroups and Units

French Empire 1917-18



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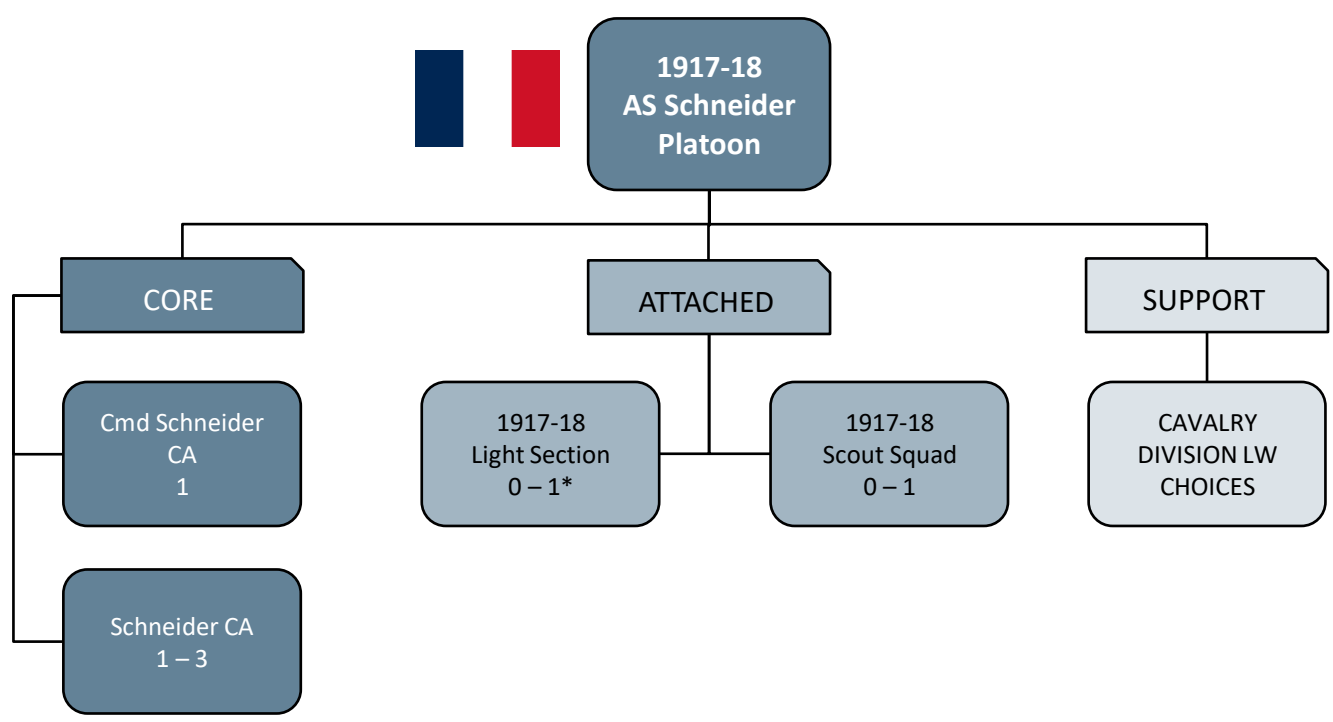
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1917-18 ARTILLERIE SPECIALE (AS) SCHNEIDER PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

Command Char Schneider CA



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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	-8
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	+10
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

- 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.

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 0



Resilience 3

Armor

Front* 7
Side* 7
Top 7

* = 8 for CA2

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

Unit	Maneuver	Double Time	Assault	Agility
Schneider CA	7"	11"	5"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

- 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.

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front* 7
Side* 7
Top 7

* = 8 for CA2

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

Unit	Maneuver	Double Time	Assault	Agility
Schneider CA	7"	11"	5"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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

AF = Accelerated Fire

RF = Rapid Fire

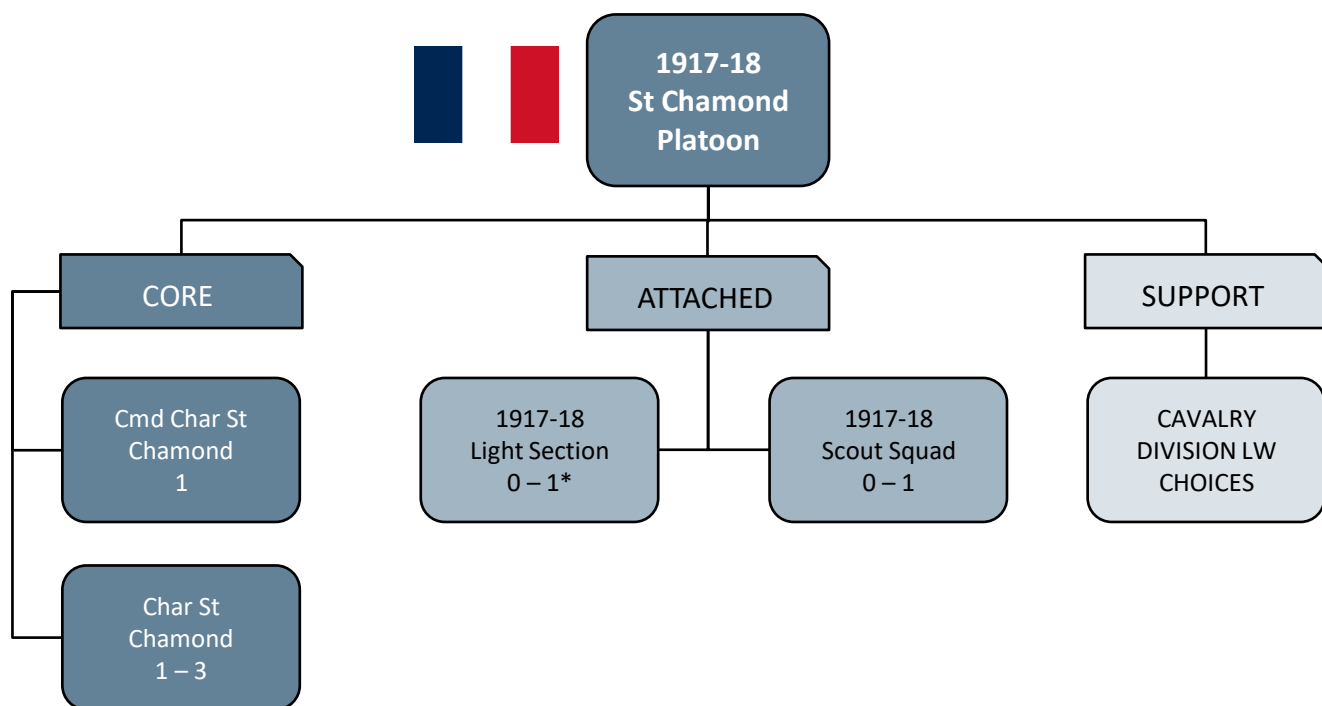
* = Slow Firing

W = Weak Spots

1917-18 ARTILLERIE SPECIALE (AS) ST CHAMOND PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

Command Char St Chamond



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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	-8
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	+10
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#	+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.

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.

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Formation	
Attack	+3
Recon	0

Vehicle Unit



Resilience 3

Armor

Front	8
Side	8
Top	7

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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

Char St Chamond



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Char St Chamond	1	85	1	107	1	128
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.

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.

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Vehicle Unit



Resilience 3

Armor

Front	8
Side	8
Top	7

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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

AF = Accelerated Fire

RF = Rapid Fire

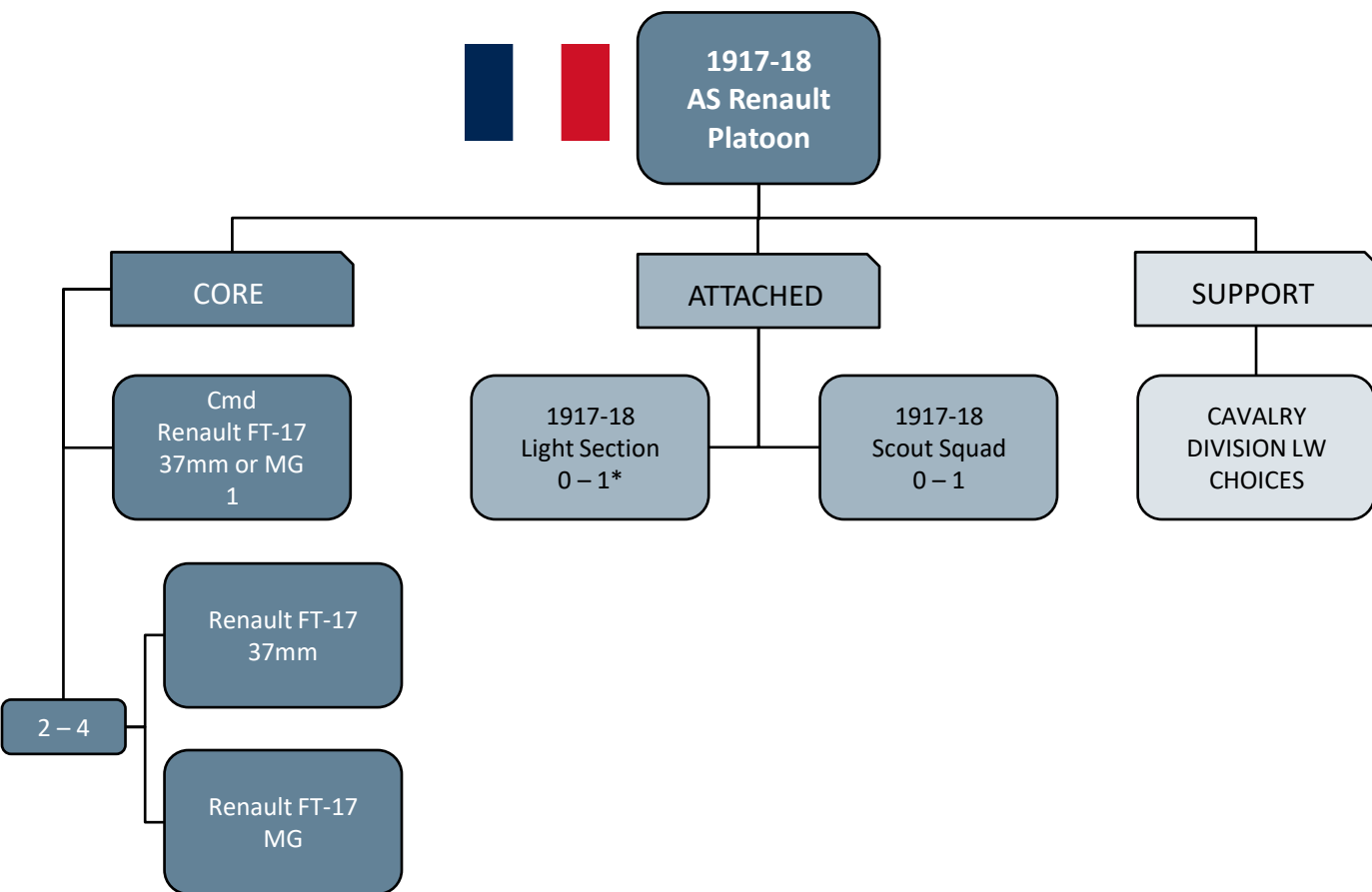
* = Slow Firing

W = Weak Spots

1917-18 ARTILLERIE SPECIALE (AS) RENAULT PLATOON

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

Command Renault FT-17 37mm



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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	-8
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Renault FT-17 37mm	1	50	1	62	1	74
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+

Formation

Attack +3
Recon 0



Resilience 3

Armor

Front 8
Side 8
Top 7

- 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.

Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
Renault FT-17	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret 37mm SA18	24"	2	1*	+3	4+	d3	

Renault FT-17 37mm



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Renault FT-17 37mm	1	50	1	62	1	74
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+



Resilience 3

Armor

Front 8
Side 8
Top 7

- 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.

Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
Renault FT-17	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret 37mm SA18	24"	2	1*	+3	4+	d3	

Command Renault FT-17 MG



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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	-8
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	+10
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#	+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+

Formation

Attack +3
Recon 0



Resilience 3

Armor

Front 8
Side 8
Top 7

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

Unit Special Rules:

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

Defensive MGs (2), Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
Renault FT-17	8"	12"	6"	4+

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

Renault FT-17 MG



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Renault FT-17 37mm	1	48	1	60	1	72
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+



Resilience 3

Armor

Front 8
Side 8
Top 7

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

Unit Special Rules:

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

Defensive MGs (2), Tank Terror

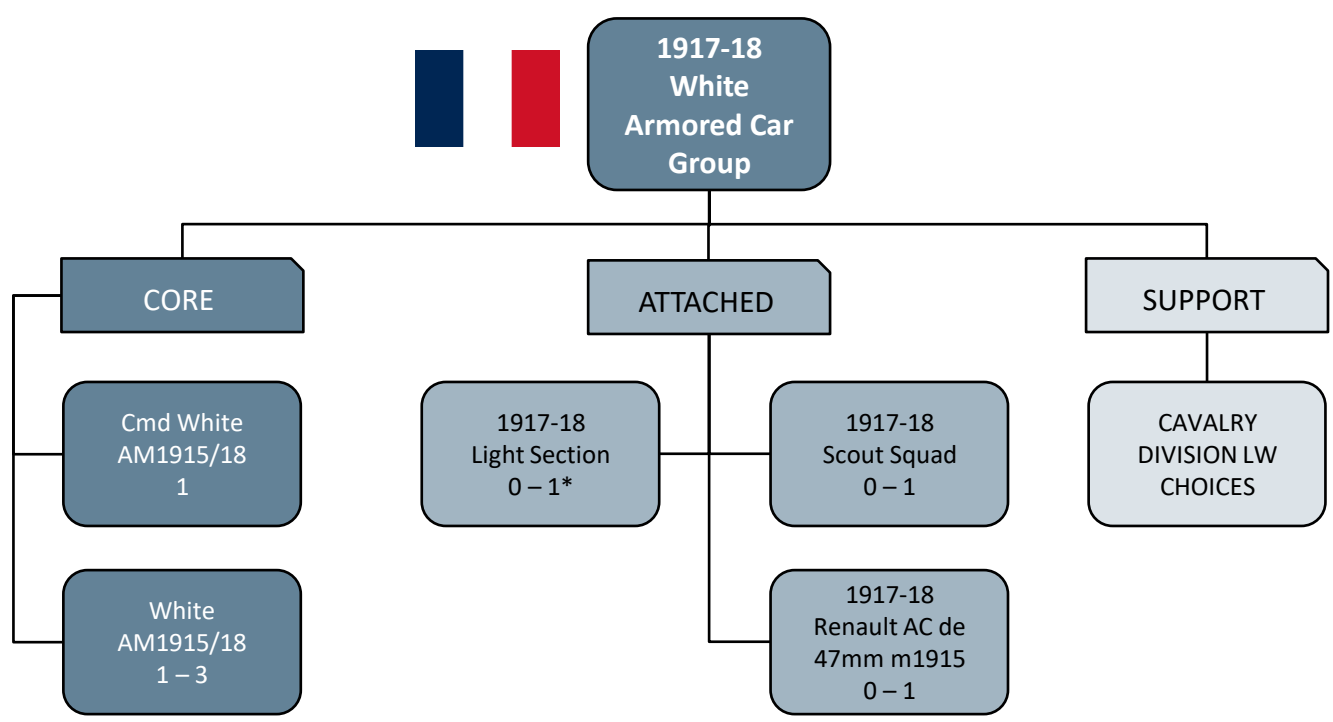
Unit	Maneuver	Double Time	Assault	Agility
Renault FT-17	8"	12"	6"	4+

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

1917-18 WHITE ARMORED CAR GROUP

National Special Rules – French Metropolitan only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

Command White AM1915/18 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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	-8
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
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

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 3

Armor

Front 7
Side 7
Top 7

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

Unit Special Rules:

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

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

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

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

Unit	Maneuver	Double Time	Assault	Agility
White AM1915/18	6"	9"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret 37mm SA18	24"	2	1*	+3	4+	d3	
Turret MG	24"	3	2	W	5+		Scythe, Suppression

White AM1915/18 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 7
Side 7
Top 7

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

Unit Special Rules:

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

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

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

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

Unit	Maneuver	Double Time	Assault	Agility
White AM1915/18	6"	9"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret 37mm SA18	24"	2	1*	+3	4+	d3	
Turret MG	24"	3	2	W	5+		Scythe, Suppression

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

1917-18 Renault AC de 47mm m1915



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Renault AC de 47mm m1915 Armored Car	1	18	1	23	1
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience	3
------------	---

Armor	
Front	7
Side	7
Top	6

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

Unit Special Rules:

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

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

Unit	Maneuver	Double Time	Assault	Agility
Renault de 47mm	5"	8"	4"	6+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Rear Arc 47mm QF Hotchkiss	24"	2	1*	+5	4+	d3	Anti-Aircraft

1917-18 French Car Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Car, 2 crew with pistols	1	13	1	16	1	19

Morale

Rally 4+
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

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

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

1917-18 French Truck Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Truck, 2 crew with pistols	1	17	1	21	1	26

Morale

Rally 4+
Aggression 5+
Tenacity 6+

Vehicle Unit



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

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

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

Weapons Units

French Empire 1917-18



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1917-18 Metropolitan St. Etienne MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
St Etienne MG, NCO + 2 crew			1	31	1	38
<i>Add Indirect Fire Training</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale

Rally 4+
 Aggression 5+
 Tenacity 5+



Fixed

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
St Etienne MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Jams, Scythe, Suppression
<i>Firing Indirect</i>	12-48"	1	-	-	5+	d3	Crew 2, Indirect, 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.

1917-18 Metropolitan Hotchkiss MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Hotchkiss MG, NCO + 2 crew			1	34	1	41
<i>Add Indirect Fire Training</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale

Rally 4+
 Aggression 5+
 Tenacity 5+



Fixed

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Hotchkiss MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
<i>Firing Indirect</i>	12-48"	1	-	-	5+	d3	Crew 2, Indirect, 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.

1917-18 Colonial St. Etienne MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
St Etienne MG, NCO + 2 crew			1	35	1	43
<i>Add Indirect Fire Training</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	3+
Aggression	5+
Tenacity	5+



Weapon Unit

Unit Special Rules:

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

Fixed

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
St Etienne MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Jams, Scythe, Suppression
<i>Firing Indirect</i>	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

1917-18 Colonial Hotchkiss MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Hotchkiss MG, NCO + 2 crew			1	38	1	46
<i>Add Indirect Fire Training</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	3+
Aggression	5+
Tenacity	5+



Weapon Unit

Unit Special Rules:

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

Fixed

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Hotchkiss MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
<i>Firing Indirect</i>	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

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



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
58mm Type 1bis Mortar, NCO and 2 crew			1	28	1	36

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Weapon Unit



Unit Special Rules:

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

Fixed

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
58mm Type 1bis Mortar, NCO and 2 crew			1	32	1	41

Morale	
Rally	3+
Aggression	5+
Tenacity	5+

Weapon Unit



Unit Special Rules:

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

Fixed

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
58mm Type 1bis Mortar	12-36"	1	-	+2	4+	d6	Crew 2, Indirect Only, Smoke, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1917-18 Stokes Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Stokes Medium Mortar, NCO + 2 crew			1	30	1	38

Morale

- Rally 4+
- Aggression 5+
- Tenacity 5+



Weapon Unit

Fixed

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.

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

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

1917-18 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol			1	27	1	32

Morale

- Rally 4+
- Aggression 5+
- Tenacity 5+



Weapon Unit

Unit Special Rules:

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

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

1917-18 Metropolitan M1916 37mm Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
37mm M1916 gun, NCO + 4 crew			1	39	1	51

Morale

Rally	4+
Aggression	5+
Tenacity	5+

Weapon Unit



Added Crew, Fixed

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

Unit Special Rules:

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.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
37mm M1916 Gun	30"	2	1*	+3	4+	d3	Crew 2

1917-18 Colonial M1916 37mm Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
37mm M1916 gun, NCO + 4 crew			1	44	1	58

Morale

Rally	3+
Aggression	5+
Tenacity	5+

Gun Unit



Added Crew, Fixed

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

Unit Special Rules:

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.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
37mm M1916 Gun	30"	2	1*	+3	4+	d3	Crew 2

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Gun Units

French Empire 1917-18



Offered by Wasatch Miniatures and GAJO Games

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1917-18 75mm mle1897 Field Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm mle1897 Gun, NCO and 3 crew			1	80	1	103

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Gun Unit

Unit Special Rules:

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

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

Fixed, Gun Shield

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

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

1917-18 75mm mle1897 Horse Artillery Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm mle1897 Gun, NCO and 3 crew, Limber			1	87	1	113
<i>Add dedicated truck team</i>			0-1	+19	0-1	+25

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Gun Unit

Unit Special Rules:

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

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

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

Fixed, Gun Shield, Limber

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

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

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

1917-18 65mm mle1906 Mountain Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
65mm mle1906 Gun, NCO and 3 crew, pack animal			1	56	1	73

Morale

Rally 4+
 Aggression 5+
 Tenacity 5+



Fixed

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.

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

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

1917-18 58mm Type 2 Trench Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
58mm Type 2 Mortar, NCO and 3 crew			1	60	1	77

Morale

Rally 4+
 Aggression 5+
 Tenacity 5+



Fixed

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.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
58mm Type 2 Mortar	12-48"	1	-	+3	3+	2d6	Crew 3, Indirect Only, Salvo, Smoke, Suppression

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