

# Imperial German Forces

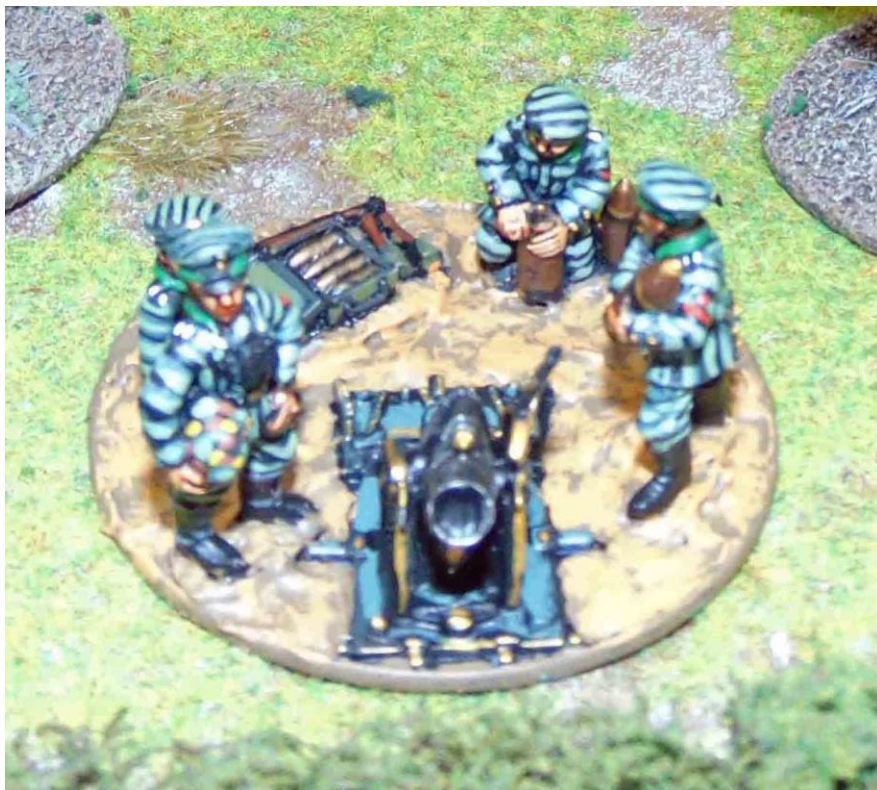
## Great War

### Late War / 1917-18

---

A Supplement for  
**Storm of Fire**

Rules for 20th Century Warfare



*Offered by Wasatch Miniatures and GAJO Games*

<http://www.gajominis.com>

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



# SPECIAL RULES – LATE WAR

## ERA SPECIAL RULES – IMPERIAL GERMANY

An Imperial German force has the following special rules in 1917-18:

### **Captured Weapons –**

German forces made considerable use of captured Lewis guns.

*Up to ½ (rounded down) of an Imperial German force's MG08/15s may be exchanged for Lewis guns at no cost.*

### **Anti-Armor Ammunition –**

The Imperial German Army developed a special round, the k-round, for their small arms. It had better penetration capabilities, initially for use against body armor. It was found useful against early Allied armor as well.

*German BA Rifles and BA Carbines have k-rounds from 1916 onward. On an Accuracy Check result of six, treat the hit as having +1 PEN.*

### **Creeping Barrage –**

The Imperial German Army developed the capability to fire a creeping barrage in 1917. It was initially used very successfully on the eastern front, and then on the western front during the great offensives of 1918.

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

### **Hurricane Barrage –**

The Imperial German Army developed the capability to fire a hurricane barrage in 1917. It was initially used very successfully on the eastern front, and then on the western front during the great offensives of 1918.

*German forces can employ a Hurricane Barrage in missions which allow it from 1917 onward.*

### **Artillery Observation –**

The German Army had developed the ability to effectively use direct observation for artillery fire by 1918. Specialist observer teams were used in critical sectors to increase artillery responsiveness and accuracy.

*German forces may field Artillery Observer teams during 1918.*

## NATIONAL SPECIAL RULES

Plus, an Imperial German force will have one of following national special rules:

### **Active (Prussian) –**

The better German units throughout the war were trained for rapid advancing.

*Prussian units with this special rule add 1" to their At the Double movement rates.*

### **Proficient (Bavarian) –**

Bavarian troops were well known for their expertise in close combat.

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

### **Stoic (Saxon) –**

Saxony, also newly integrated, had a long tradition of stoic resistance when things looked bad.

*Saxon units with this special rule may re-roll one failed Tenacity Check per turn.*

### **Disciplined (Wurttemberg / Hesse) –**

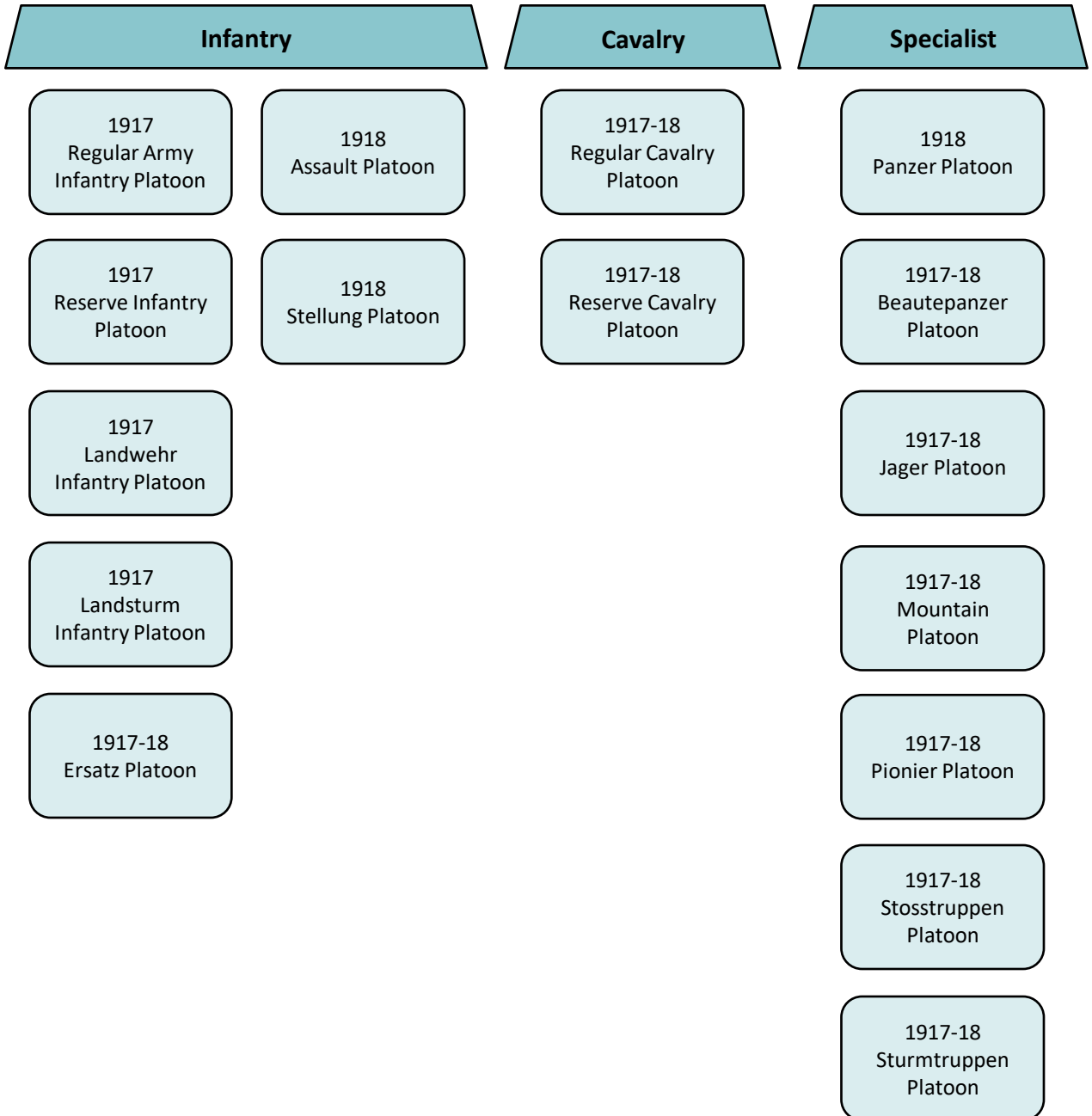
Wurttemberg, also newly integrated, maintained a separate corps in one of the Prussian armies. Hessian forces also served in a Prussian Army.

*Wurttemberg and Hessian units with this special rule may change formation at no additional cost before taking any other action, and they also may re-roll one failed Skill Check per turn, excluding attempts to range in.*

# Battlegroup Diagram



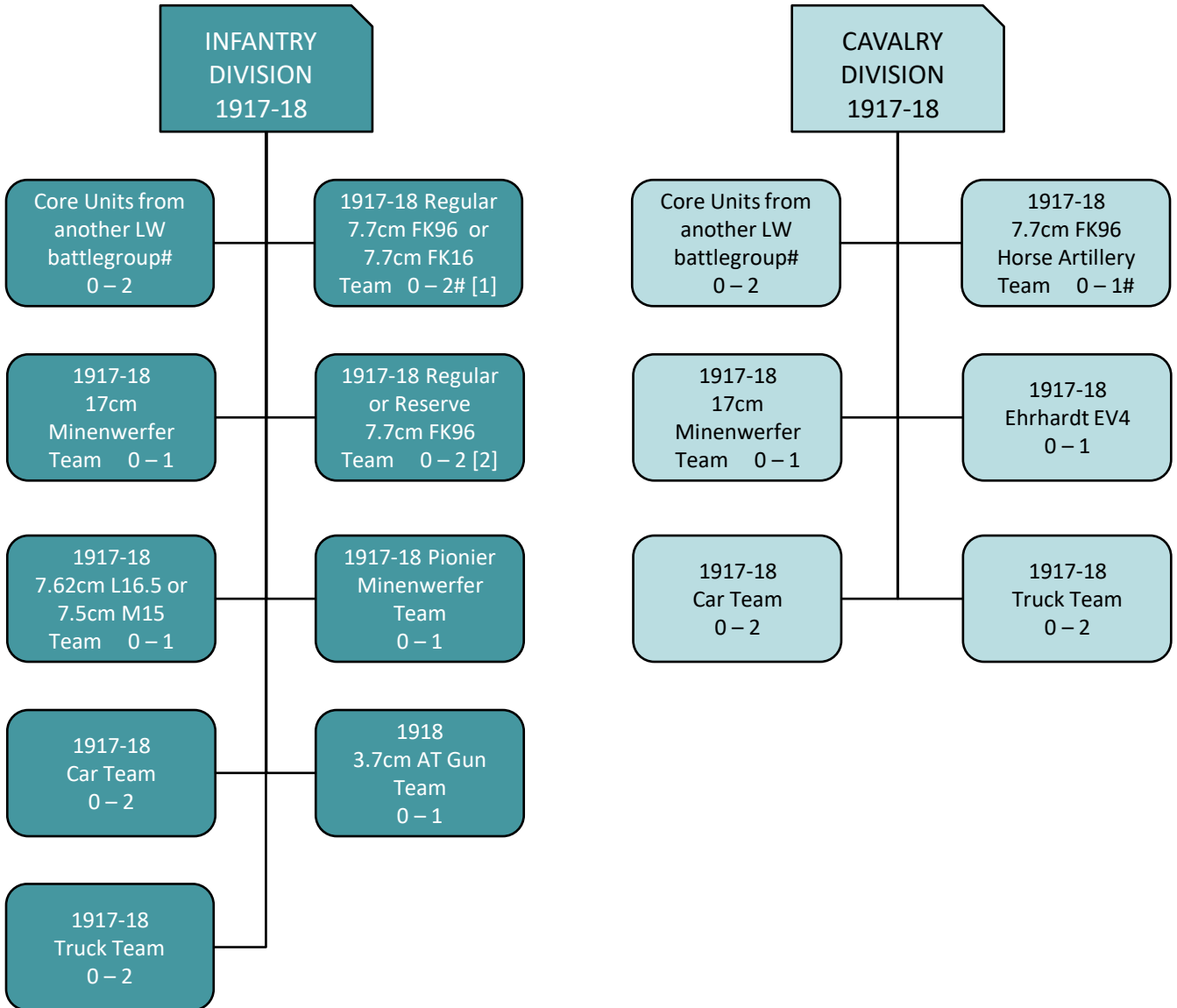
## Imperial Germany 1917-18



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

# Support Diagram

## Imperial Germany 1917-18



• = excludes command units

# = Support Artillery

[1] = REGULAR; [2] = RESERVE

# Infantry Battlegroups and Units

## Imperial Germany 1917-18



*Offered by Wasatch Miniatures and GAJO Games*

<http://www.gajominis.com>

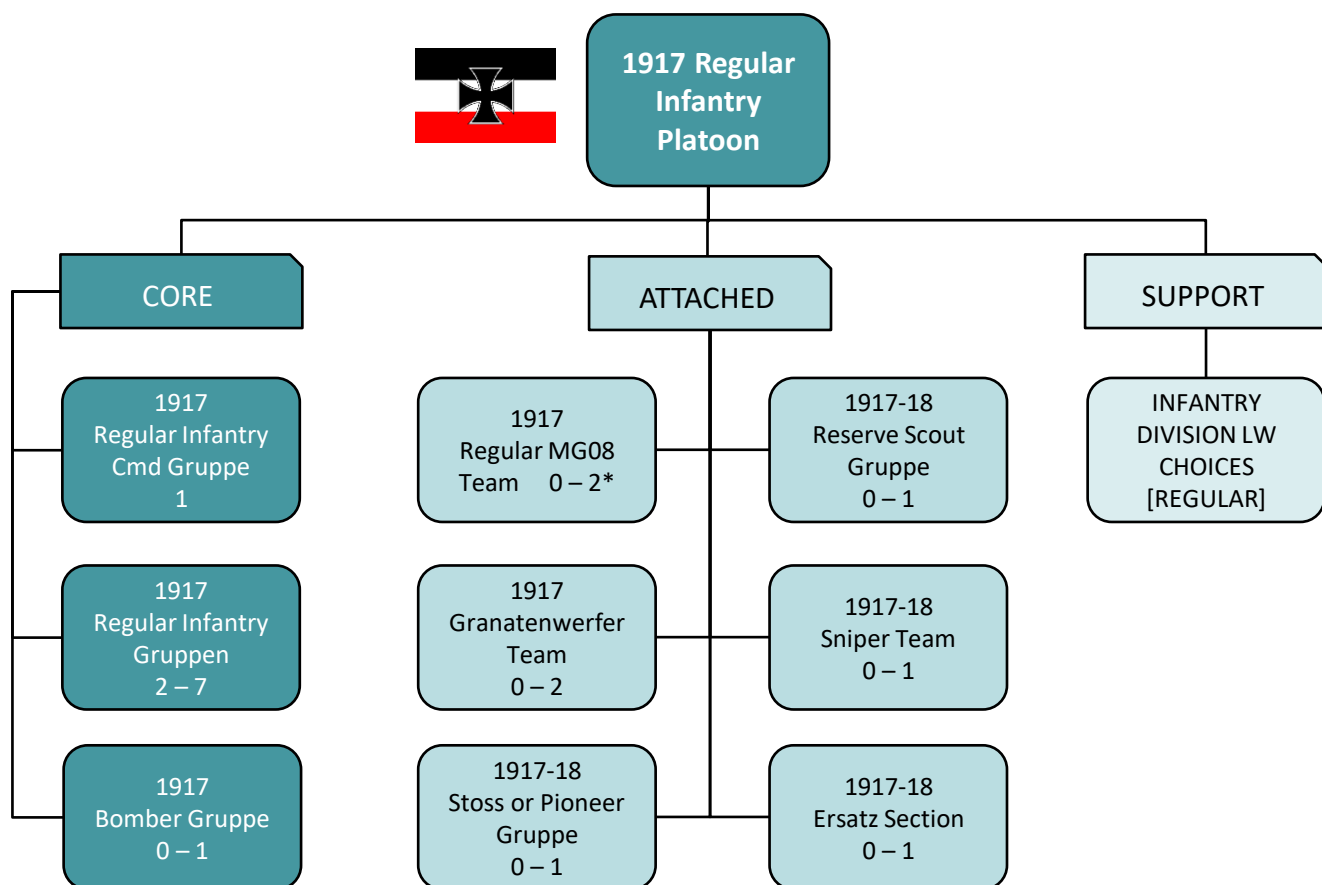
[gajominis@aol.com](mailto:gajominis@aol.com)



# 1917 REGULAR INFANTRY PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917 Regular Infantry Command Gruppe



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, pistol or BA rifle, grenades			0-1	25	0-1	28
Add Riflemen with BA rifle, grenades			0-4	15	0-4	18
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 4+

**Formation**

Attack 0  
Recon 0



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

# 1917 Regular Infantry Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	90	1	105
4 Riflemen with BA rifle, grenades			0-4	15	0-4	18
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with MG08/15</i>			0-1#	+6	0-1#	+6
<i>Replace BA rifle with rifle grenade</i>			0-1	+4	0-1	+4
<i>Upgrade entire Gruppe to Marksmen</i>			All/none	+1 ea	All/none	+1 ea

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 4+



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

\$ = a maximum number of Gruppens allowed for the entire platoon as follows: 1917 (up to one per platoon). Marksmen Gruppens may not have any rifle grenades.

Unit Special Rules:

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

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
<b>With MG08/15</b>	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+		
MG08/15	36"	4	1	-	5+		Bulky, Loader, Scythe
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

# 1917 Regular Bomber Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with SA pistol or BA rifle, grenades 4 Bombers with SA pistol or BA rifle, grenades			1	100	1	115
Add Bombers with SA pistol or BA rifle, grenades			0 – 4	17	0 – 4	20
Equip unit with extended charges			For unit	+7	For unit	+7
Replace BA rifle with rifle grenade			0 – 1	+4	0 – 1	+4

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



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				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

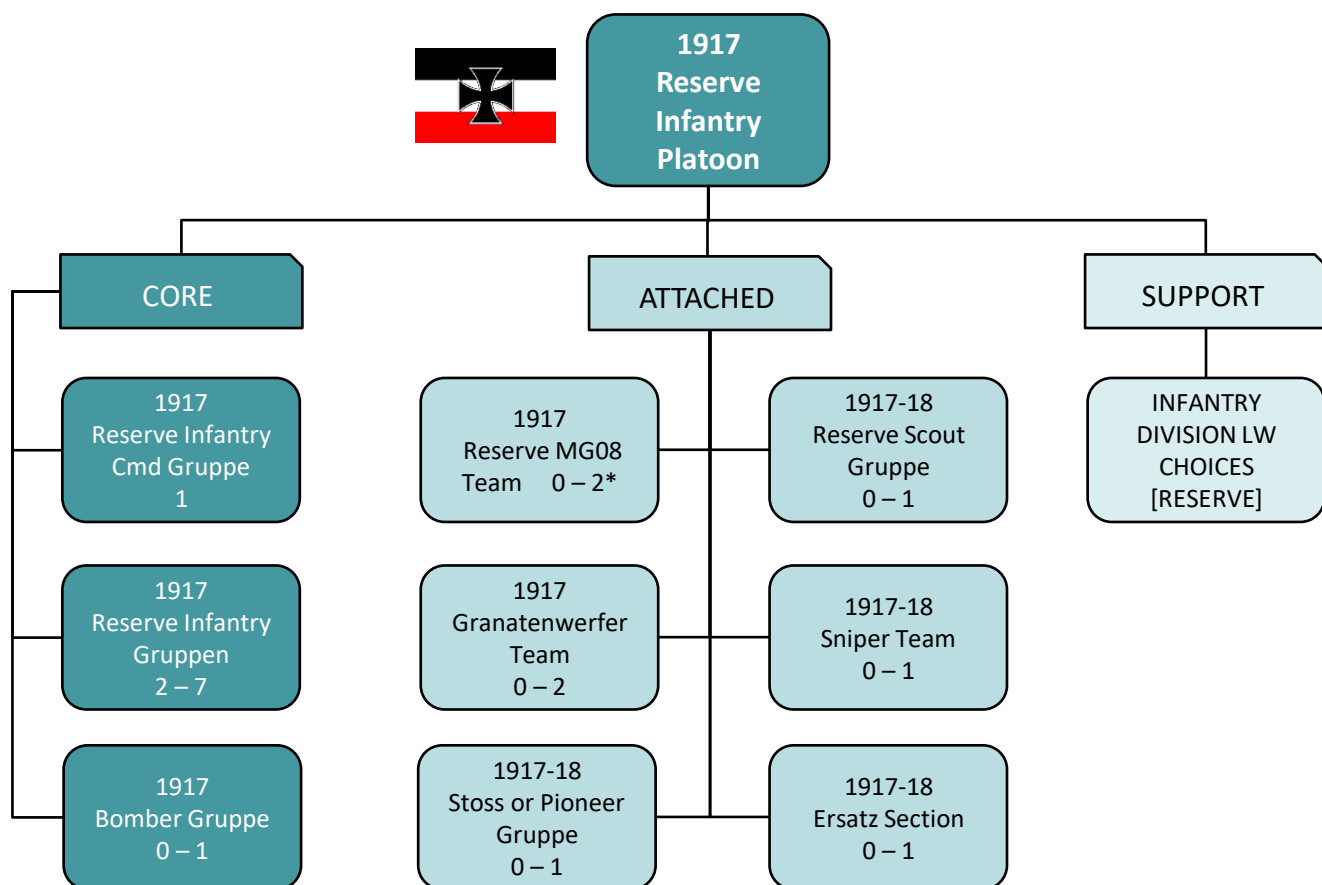
AF = Accelerated Fire    RF = Rapid Fire    SS = Single Shot    \* = Slow Firing



# 1917 RESERVE INFANTRY PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917 Reserve Infantry Command Gruppe



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, pistol or BA rifle, grenades			0-1	23	0-1	26
Add Riflemen with BA rifle, grenades			0-4	13	0-4	16
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 4+

**Formation**

Attack 0  
Recon 0



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

# 1917 Reserve Infantry Gruppe



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			0-4	13	0-4	16
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with MG08/15</i>			0-1#	+6	0-1#	+6
<i>Replace BA rifle with rifle grenade</i>			0-1	+4	0-1	+4
<i>Upgrade entire Gruppe to Marksmen</i>			All/none	+1 ea	All/none	+1 ea

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 4+



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

\$ = a maximum number of Gruppens allowed for the entire platoon as follows: 1917 (up to one per platoon). Marksmen Gruppens may not have any rifle grenades.

Unit Special Rules:

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

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
<b>With MG08/15</b>	7"	11"	5"	Auto

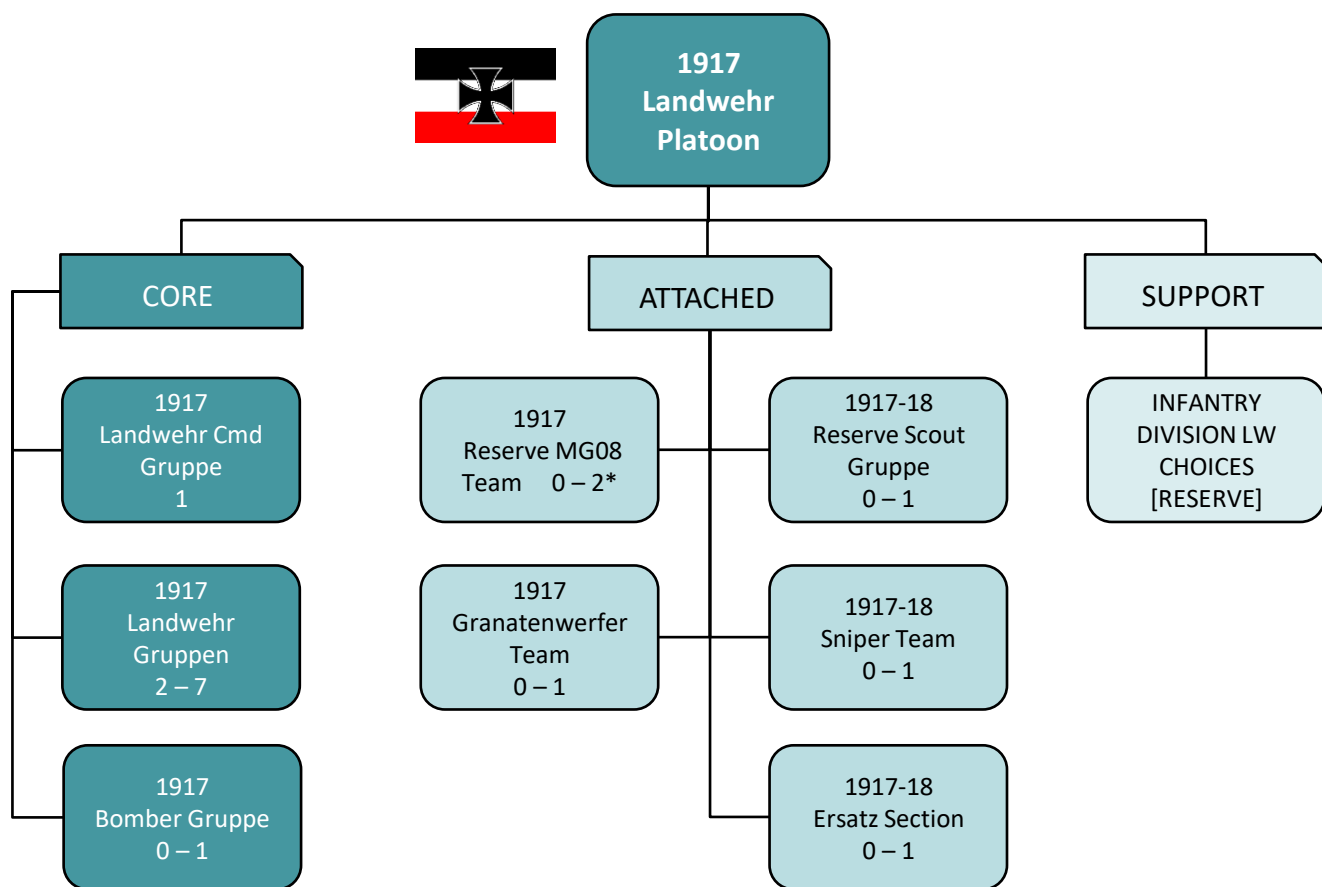
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
MG08/15	36"	4	1	-	5+		Bulky, Loader, Scythe
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

# 1917 LANDWEHR PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917 Landwehr Command Gruppe



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, pistol or BA rifle, grenades			0 - 1	22		
Add Riflemen with BA rifle, grenades			0 - 4	12		
Upgrade pistol to SA Pistol			Any	+1 ea		

**Morale**

Rally 4+

Aggression 5+

Tenacity 5+

---

**Formation**

Attack 0

Recon 0



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

# 1917 Landwehr Gruppe



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 - 4	12		
Add Riflemen with BA rifle, grenades			Any	+1 ea		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace BA rifle with MG08/15			0 - 1#	+6		
Upgrade MG08/15 to MG15 nA			Any	+2 ea		
Replace BA rifle with rifle grenade			0 - 1	+4		
Upgrade entire Gruppe to Marksmen\$			All/none	+1 ea		

**Morale**

Rally 4+

Aggression 5+

Tenacity 5+



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

\$ = a maximum number of Gruppens allowed for the entire platoon as follows: 1917 (up to one per platoon). Marksmen Gruppens may not have any rifle grenades.

Unit Special Rules:

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

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
With MG08/15	7"	11"	5"	Auto

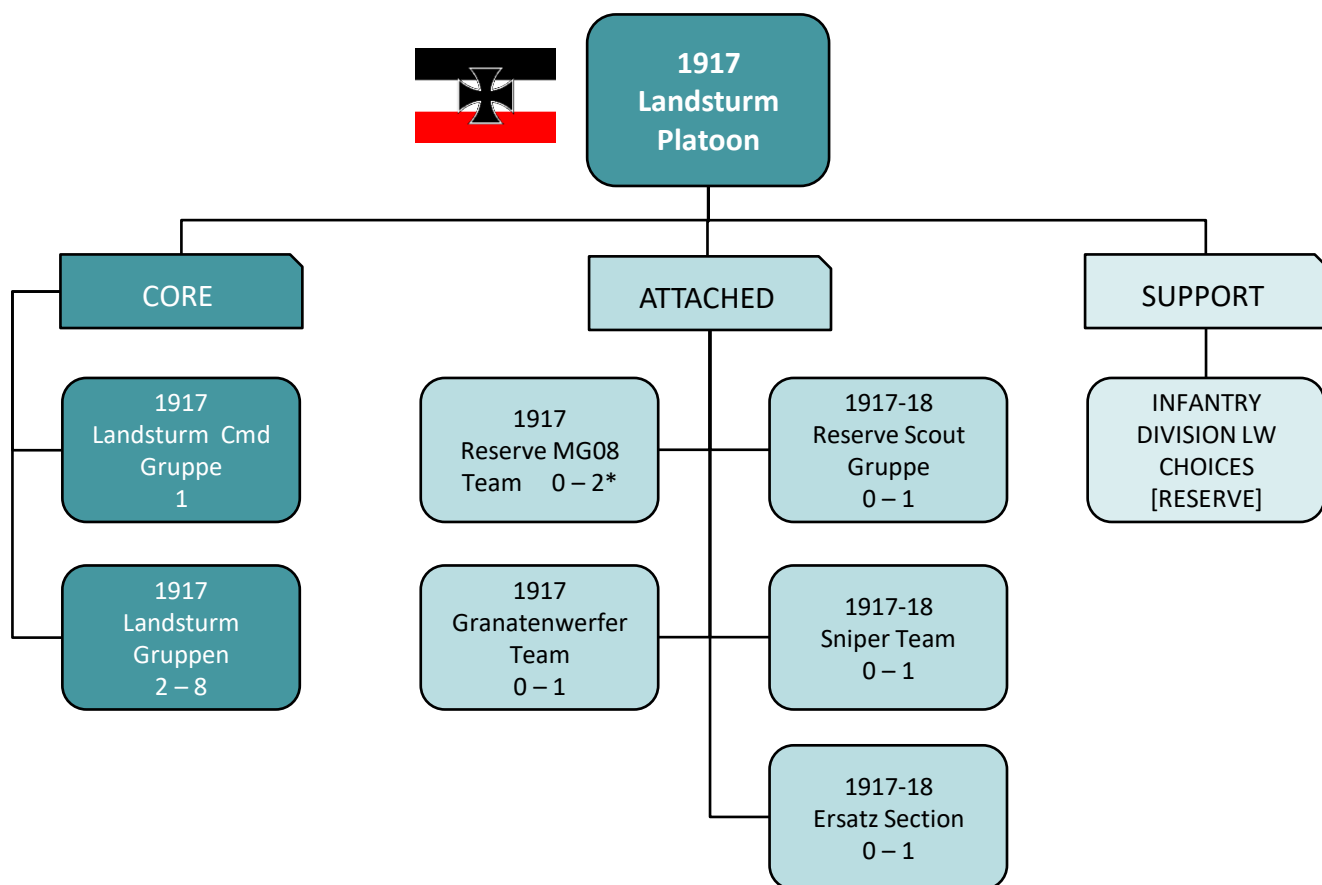
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
MG08/15	36"	4	1	-	5+		Bulky, Loader, Scythe
MG15 nA	30"	3	2	-	5+		Loader, Scythe
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

# 1917 LANDSTURM PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917 Landsturm Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols	0-1	20	0-1	23		
Medic, unarmed	0-1	15	0-1	17		
Comms Specialist (Level 1), pistol	0-1	15	0-1	17		
Senior NCO, pistol or SS rifle, grenades	0-1	18	0-1	20		
Add Riflemen with SS rifle, grenades	0-4	8	0-4	10		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		
Replace SS rifles with BA rifles	All/none	+1 ea	All/none	+1 ea		
Upgrade entire unit with steel helmets	For unit	+1 ea	For unit	+1 ea		

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 5+

**Formation**

Attack 0  
Recon 0



## No Head Protection

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

Unit Special Rules:

**No Head Protection** – unit receives -1 on Triage Checks. 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
Single Shot Rifle	24"	SS	SS*	-	5+		
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

# 1917 Landsturm Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or SS rifle, grenades	1	55	1	65		
4 Riflemen with SS rifle, grenades						
Add Riflemen with SS rifle, grenades	0-4	8	0-4	10		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		
Replace SS rifles with BA rifles	All/none	+1 ea	All/none	+1 ea		
Replace BA rifle with MG15 nA	0-1#	+8	0-1#	+8		
Replace BA rifle with rifle grenade	0-1	+4	0-1	+4		
Upgrade entire unit with steel helmets	For unit	+1 ea	For unit	+1 ea		

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 5+



## No Head Protection

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

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

Unit Special Rules:

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

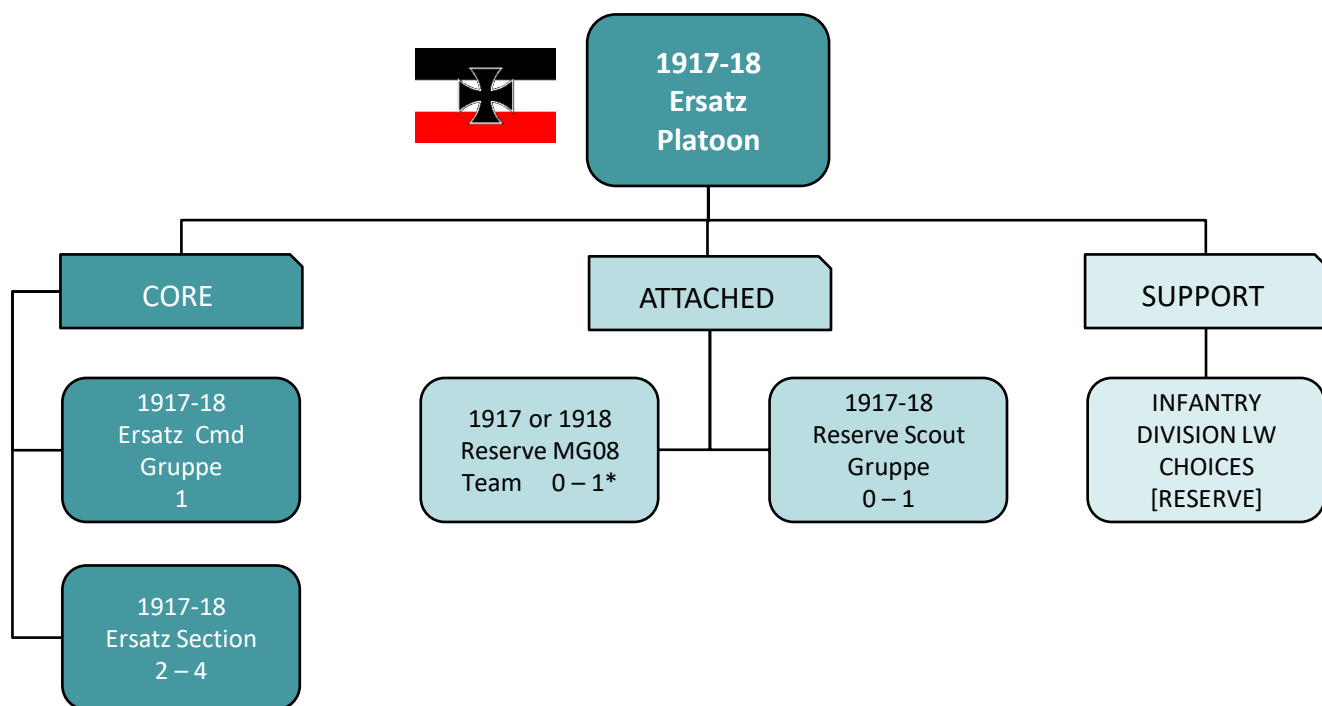
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Single Shot Rifle	24"	SS	SS*	-	5+		
Bolt Action Rifle	24"	RF	RF*	-	5+		
MG15 nA	30"	3	2	-	5+		Loader, Scythe
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

# 1917-18 ERSATZ PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Ersatz Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades	1	16				
Downgrade Officer to Green	0-1	-7				
Downgrade Officer to Difficult	0-1	-4				
Upgrade Officer to Energetic	0-1	+5				
Upgrade Officer to Inspiring						
Attached Staff Officer and Aide, pistols	0-1	20				
Medic, unarmed	0-1	15				
Comms Specialist (Level 1), pistol	0-1	15				
Senior NCO, pistol or SS rifle, grenades	0-1	15				
Add Riflemen with SS rifle, grenades	0-4	5				
Replace SS rifles with BA rifles	All/none	+1 ea				
Upgrade entire unit with steel helmets	For unit	+1 ea				

**Morale**

Rally 5+  
Aggression 5+  
Tenacity 5+

**Formation**

Attack 0  
Recon 0



Infantry Unit

## Close Order, Conscripts, No Head Protection

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

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.

**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
Single Shot Rifle	24"	SS	SS*	-	5+		
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

# 1917-18 Ersatz Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or SS rifle, grenades	1	60				
8 Riflemen with SS rifle, grenades						
Add Riflemen with SS rifle, grenades	0-9	5				
Replace SS rifles with BA rifles	All/none	+1 ea				
Upgrade entire unit with steel helmets	For unit	+1 ea				

**Morale**

Rally 5+  
Aggression 5+  
Tenacity 5+



Infantry Unit

## Close Order, Conscripts, No Head Protection

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

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.

**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
Single Shot Rifle	24"	SS	SS*	-	5+		
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

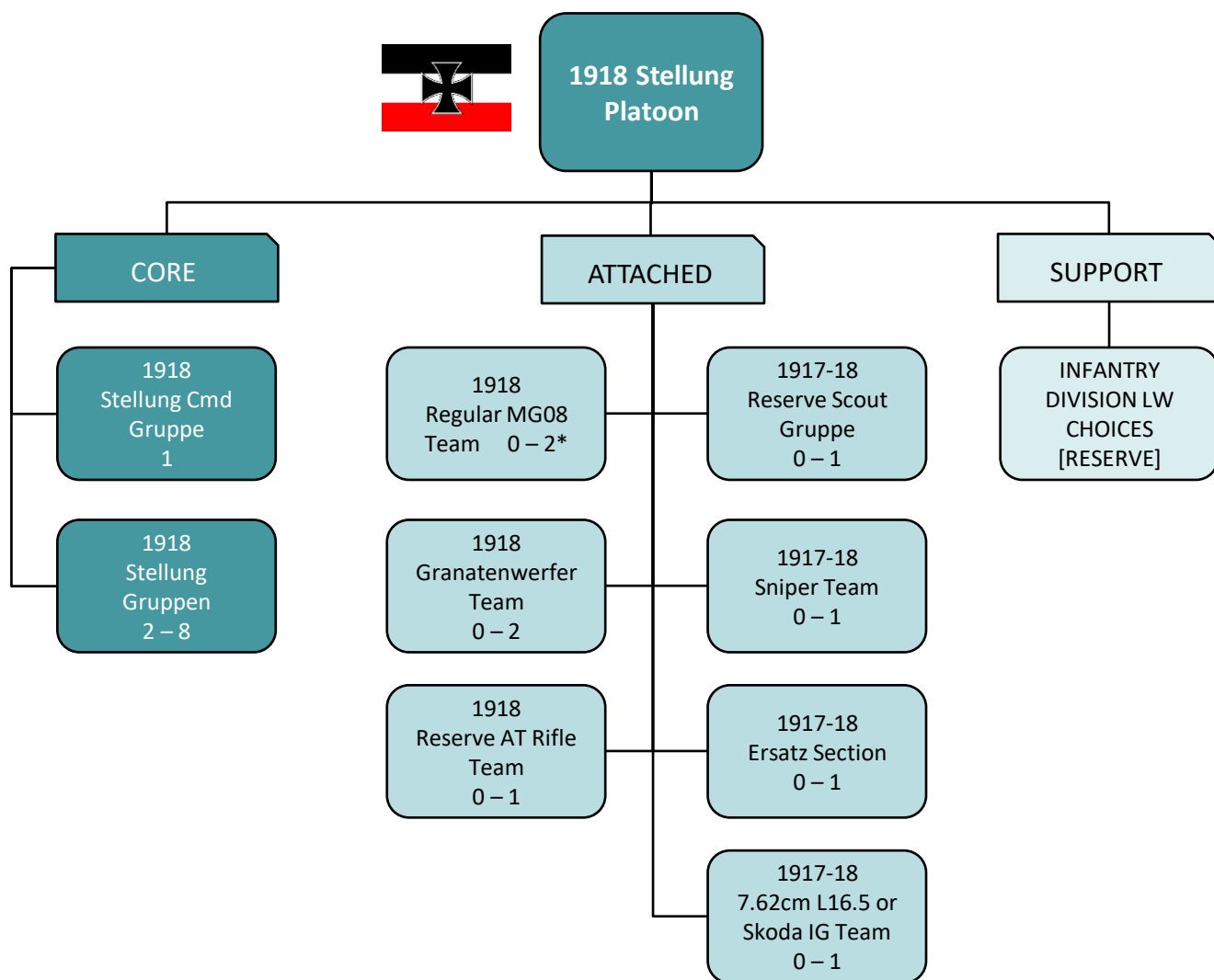
AF = Accelerated Fire    RF = Rapid Fire    SS = Single Shot    \* = Slow Firing



# 1918 STELLUNG PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1918 Stellung Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol or BA rifle, grenades	1	16	1	22		
<i>Downgrade Officer to Green</i>	0-1	-7	0-1	-10		
<i>Downgrade Officer to Difficult</i>	0-1	-4	0-1	-5		
<i>Upgrade Officer to Energetic</i>	0-1	+5	0-1	+8		
<i>Upgrade Officer to Inspiring</i>			0-1	+18		
Attached Staff Officer and Aide, pistols	0-1	20	0-1	23		
Medic, unarmed	0-1	15	0-1	17		
Comms Specialist (Level 1), pistol	0-1	15	0-1	17		
Senior NCO, pistol or BA rifle, grenades	0-1	18	0-1	20		
Add Riflemen with BA rifle, grenades	0-4	8	0-4	10		
<i>Upgrade pistol to SA Pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Replace Officer or NCO's rifle with Bergmann SMG</i>	Any	+3 ea	Any	+3 ea		

**Morale**

Rally 5+  
Aggression 5+  
Tenacity 5+

**Formation**

Attack -1  
Recon 0



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
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

# 1918 Stellung Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades	1	55	1	65		
4 Riflemen with BA rifle, grenades	0-4	8	0-4	10		
<i>Upgrade pistol to SA Pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Replace NCO's rifle with Bergmann SMG</i>	Any	+3 ea	Any	+3 ea		
<i>Replace BA rifle with MG08/15</i>	0-1#	+6	0-1#	+6		
<i>Replace BA rifle with rifle grenade</i>	0-1	+4	0-1	+4		

**Morale**

Rally 5+  
Aggression 5+  
Tenacity 5+



Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
<b>With MG08/15</b>	7"	11"	5"	Auto

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

Unit Special Rules:

**No Captured Weapons** – Stellung Gruppen may not be allocated captured Lewis Guns.

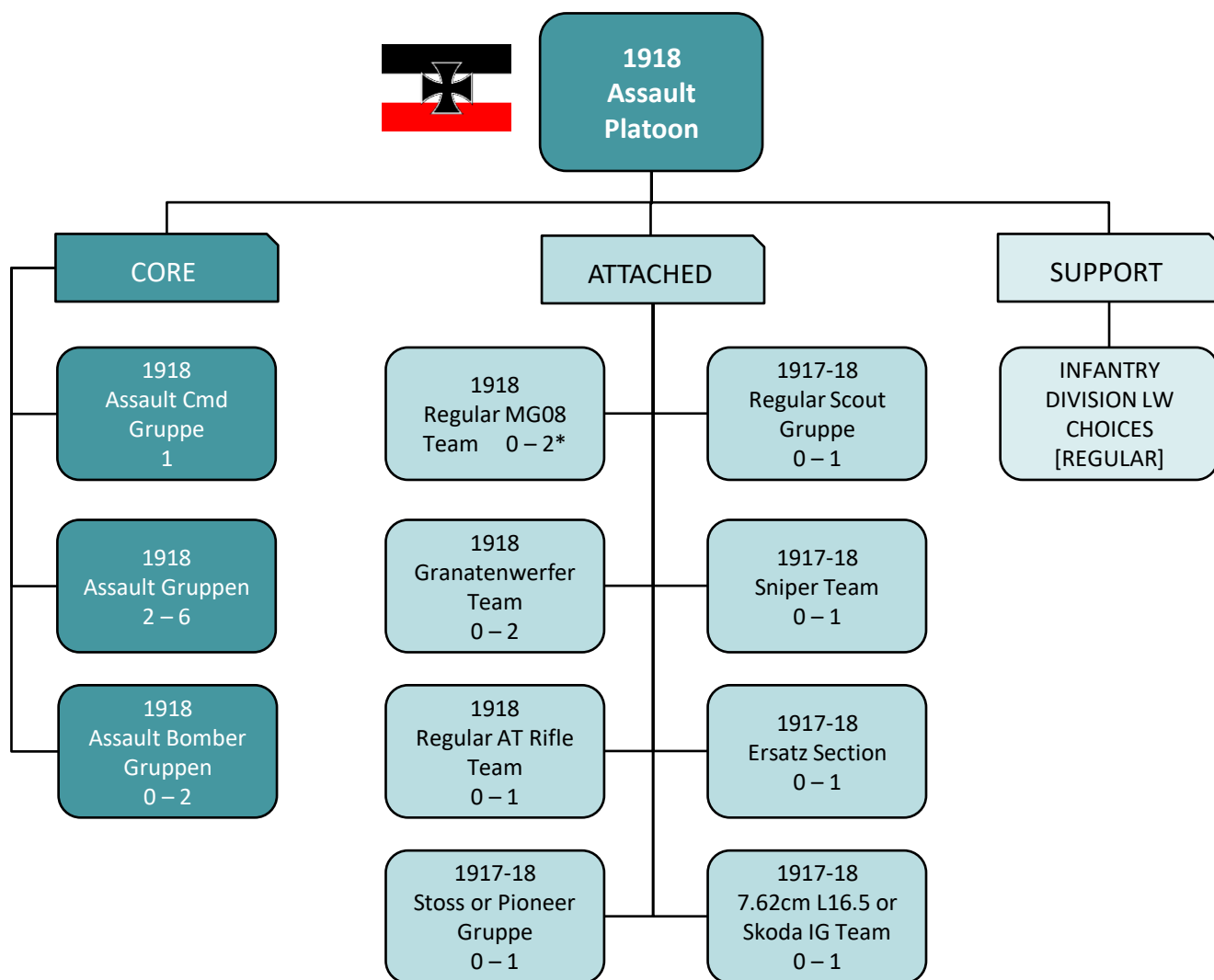
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
MG08/15	36"	4	1	-	5+		Bulky, Loader, Scythe
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

# 1918 ASSAULT PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1918 Assault Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol or BA rifle, 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, pistol or BA rifle, grenades			0-1	27	0-1	30
Add Riflemen with BA rifle, grenades			0-4	17	0-4	20
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace Officer or NCO's rifle with Bergmann SMG</i>			Any	+3 ea	Any	+3 ea

**Morale**

Rally 3+

Aggression 3+

Tenacity 5+

---

**Formation**

Attack +1

Recon 0



## Assault Training

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

Unit Special Rules:

**Assault Training** – the unit adds 1" to its Assault move.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

# 1918 Assault Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	100	1	115
4 Riflemen with BA rifle, grenades			0-4	17	0-4	20
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace NCO's pistol or BA rifle with Bergmann SMG</i>			0-1	+3	0-1	+3
<i>Replace BA rifle with MG08/15</i>			0-1#	+6	0-1#	+6
<i>Equip unit with extended charges</i>			For unit	+7	For unit	+7
<i>Replace BA rifle with rifle grenade</i>			0-1	+4	0-1	+4

**Morale**

Rally 3+

Aggression 3+

Tenacity 5+



## Assault Training

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
<b>With MG08/15</b>	7"	11"	5"	Auto

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

Unit Special Rules:

**Assault Training** – the unit adds 1" to its Assault move.

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+		
MG08/15	36"	4	1	-	5+		Bulky, Loader, Scythe
MG08/18	36"	3	2	-	5+		Loader, Scythe
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

# 1918 Assault Bomber Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with SA pistol or BA rifle, grenades 4 Bombers with SA pistol or BA rifle, grenades			1	110	1	130
Add Bombers with SA pistol or BA rifle, grenades			0-4	19	0-4	23
Replace NCO's pistol or BA rifle with Bergmann SMG			0-1	+3	0-1	+3
Equip unit with extended charges			For unit	+7	For unit	+7
Replace BA rifle with rifle grenade			0-1	+4	0-1	+4

Morale	
Rally	3+
Aggression	3+
Tenacity	5+



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

Unit Special Rules:

**Assault Training** – the unit adds 1" to its Assault move.

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

## Assault Training, Bombers

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

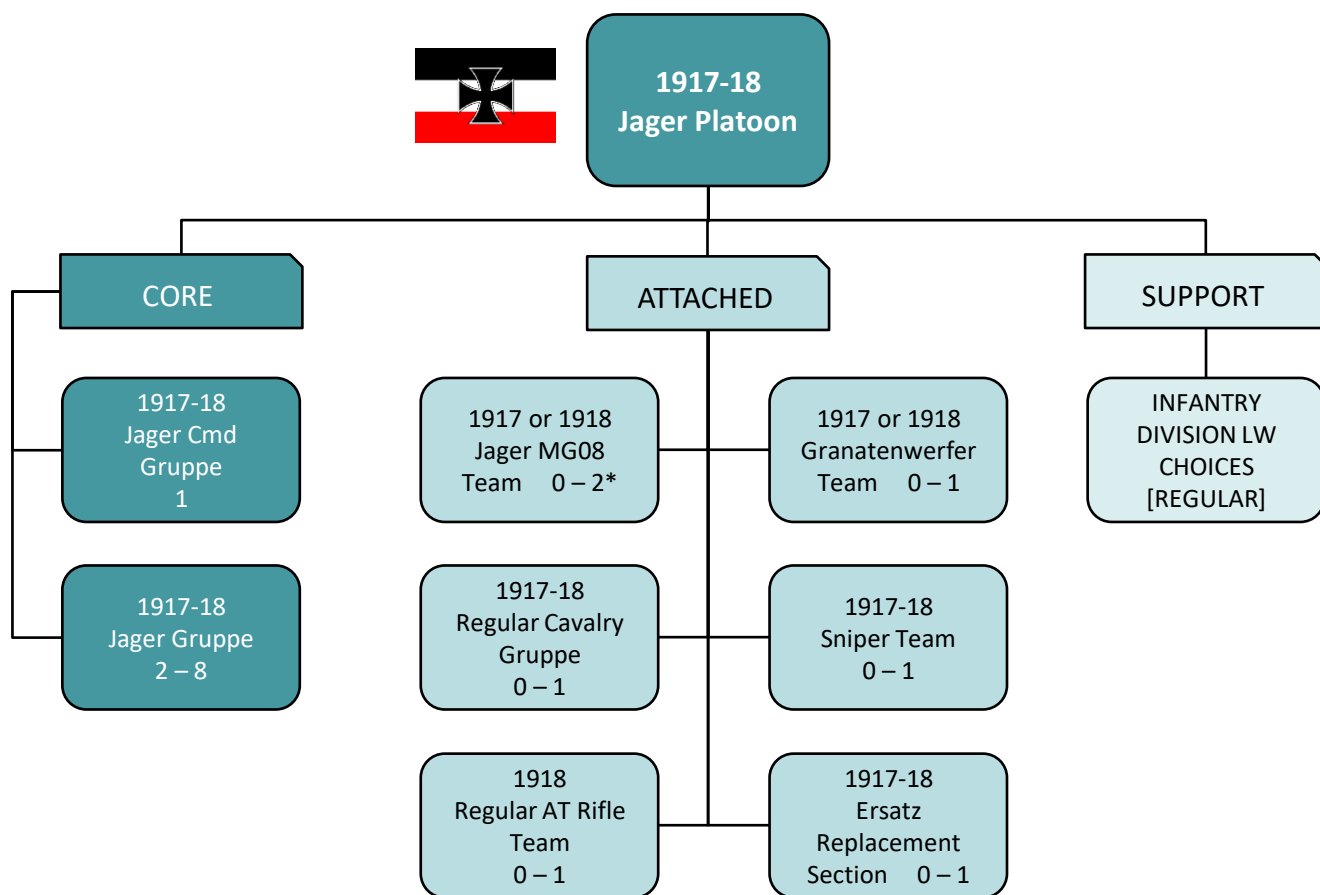
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

# 1917-18 JAGER PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Jager Command Gruppe



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
<i>Replace Officer's pistol with BA rifle</i>			0-1	-	0-1	-
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			0-1	28	0-1	31
Add Jager with BA rifle, grenades			0-4	18	0-4	21
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 4+

**Formation**

Attack 0  
Recon 1



## Extended Order, Marksmen, No Head Protection, Recon 1

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

Unit Special Rules:

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

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

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

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

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+		
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
Grenades	6"	1	1	+2	4+		Grenade, Suppression

# 1917-18 Jager Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	105	1	120
4 Riflemen with BA rifle, grenades			0-4	18	0-4	21
Add Jagers with BA rifle, grenades			Any	+1 ea	Any	+1 ea
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace NCO's pistol or BA rifle with Bergmann SMG</i>			0-1	+3	0-1	+3
<i>Replace BA rifle with rifle grenade</i>			0-1	+4	0-1	+4
<i>Replace BA rifle with MG08/15</i>			0-1*	+6	0-1*	+6
<i>Replace MG08/15 with MG08/18</i>			Any	+2 ea	Any	+2 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

**Morale**

Rally 4+  
Aggression 3+  
Tenacity 4+



## Extended Order, Marksmen, No Head Protection, Recon 1

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
<b>With MG08/15</b>	7"	11"	5"	Auto

\* - a maximum number is allowed for the entire platoon as follows: 1918 (up to two per platoon)

Unit Special Rules:

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

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

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

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

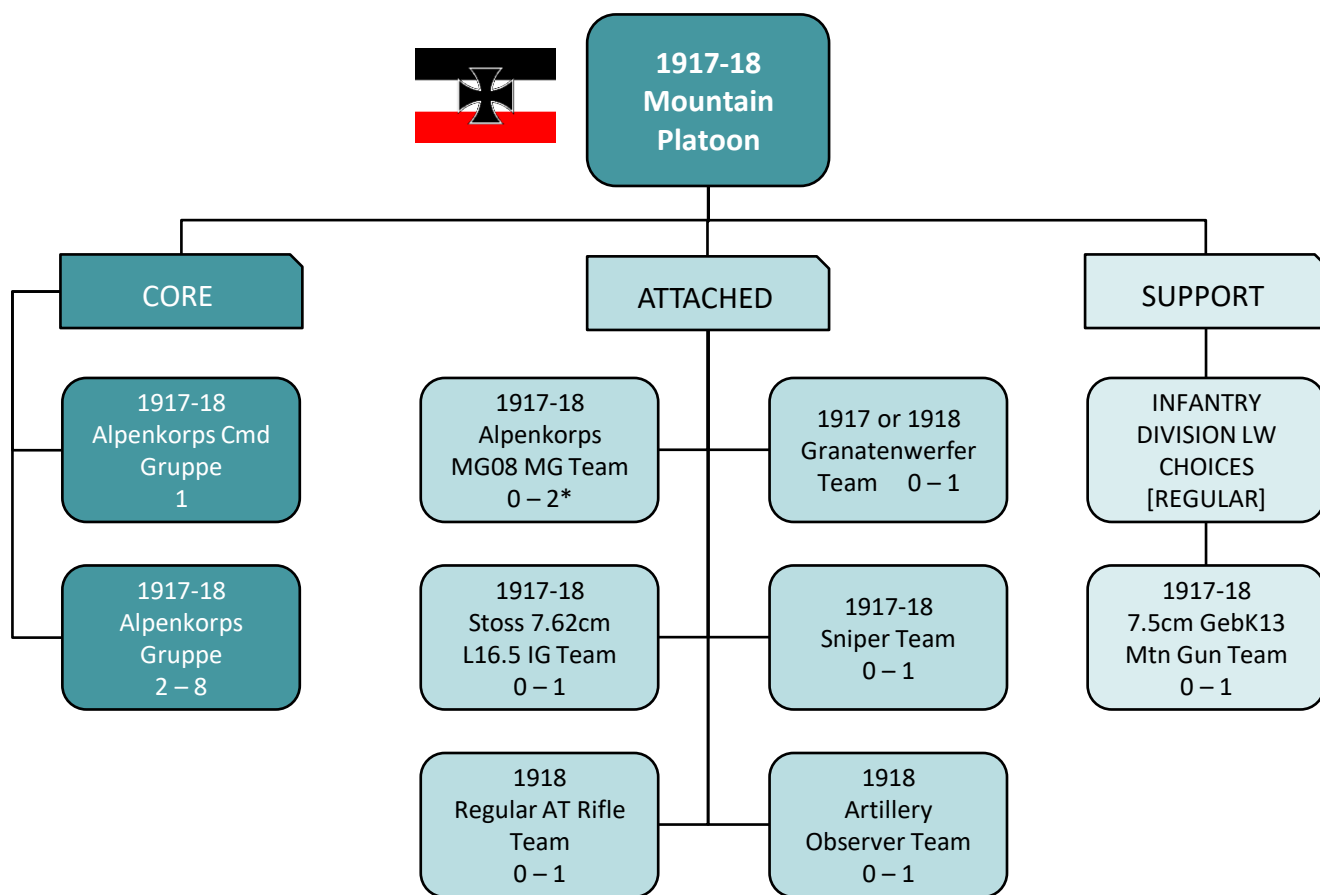
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
MG08/15	36"	4	1	-	5+		Bulky, Loader, Scythe
MG08/18	36"	3	2	-	5+		Loader, Scythe
Grenades	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 MOUNTAIN PLATOON

National Special Rules – Bavarian only.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit



# 1917-18 Alpenkorps Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, SA pistol or BA rifle, 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, SA pistol or BA rifle, grenades					0-1	38
Add Alpentruppen with BA rifle, grenades					0-4	28
<i>Replace officer and NCO's pistol or rifle with Bergmann SMG</i>					Any	+3 ea
<i>Add Close Fighting Weapon (CFW) for NCO and riflemen</i>					All/none	+1 ea
<i>Upgrade entire unit with steel helmets</i>					For unit	+1 ea

**Morale**

Rally 3+  
Aggression 3+  
Tenacity 3+

**Formation**

Attack 0  
Recon 1



**Agile, Extended Order, Marksmen, Mountaineers, No Head Protection**

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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.

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

**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.

# 1917-18 Alpenkorps Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with SA pistol or BA rifle, grenades					1	155
4 Alpentruppe with BA rifle, grenades						
Add Alpentruppen with BA rifle, grenades					0-4	28
<i>Replace NCO's pistol or BA rifle with Bergmann SMG</i>					0-1	+3
<i>Replace BA rifle with rifle grenade</i>					0-1	+4
<i>Replace BA rifle with MG08/15</i>					0-1*	+6
<i>Replace MG08/15 with MG08/18</i>					Any	+2 ea
<i>Add Close Fighting Weapon (CFW)</i>					All/none	+1 ea
<i>Upgrade entire unit with steel helmets</i>					For unit	+1 ea

**Morale**

Rally 3+  
Aggression 3+  
Tenacity 3+



**Agile, Extended Order, Marksmen, Mountaineers, No Head Protection**

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
<b>With MG08/15</b>	7"	11"	5"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
MG08/15	36"	4	1	-	5+		Bulky, Loader, Scythe
MG08/18	36"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

\* - 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.

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

**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.

AF = Accelerated Fire RF = Rapid Fire

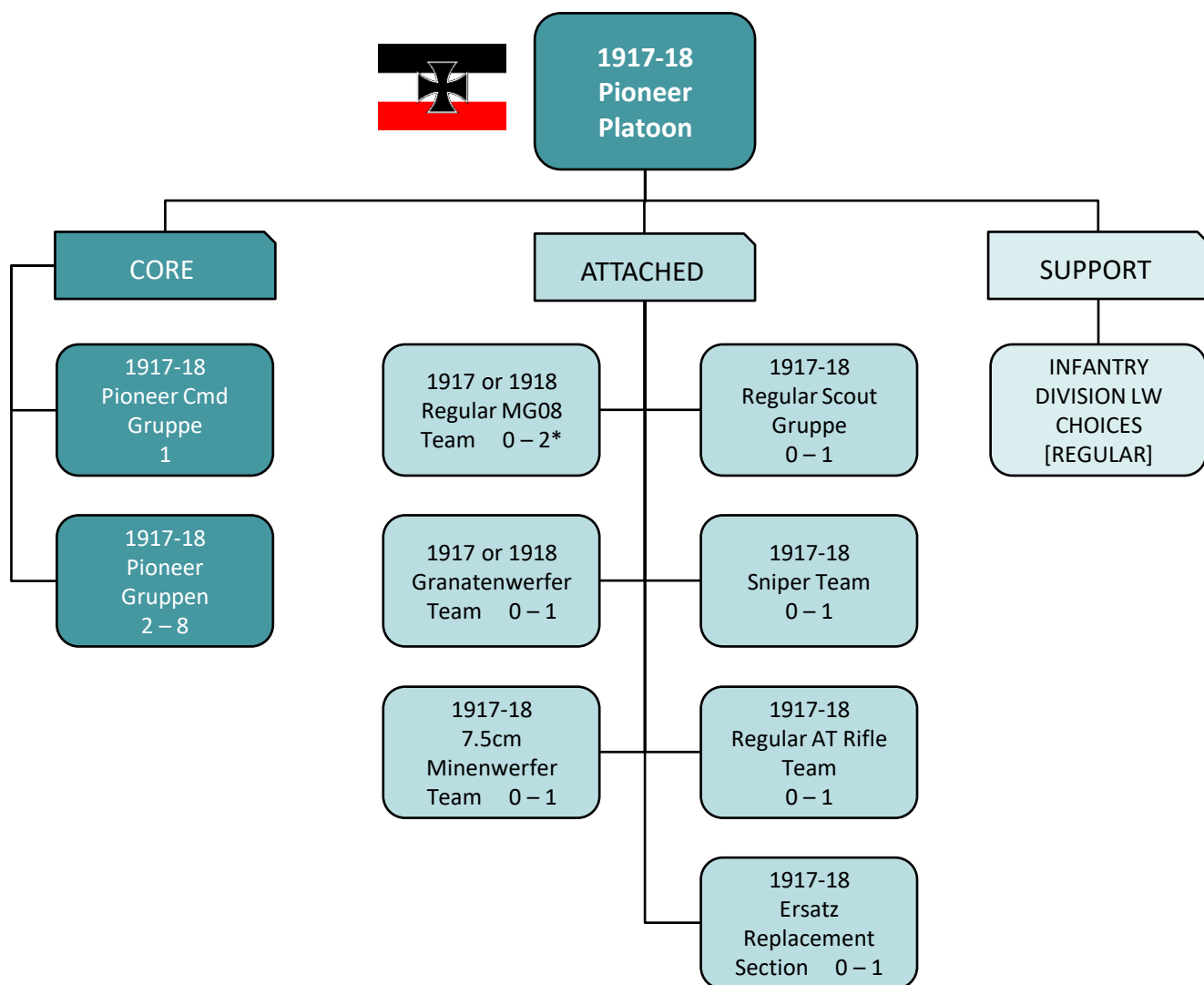
SS = Single Shot

\* = Slow Firing

# 1917-18 PIONEER PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Pioneer Command Gruppe



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	29	0-1	33
Add Pionier with BA rifle, grenades			0-4	19	0-4	23
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace NCO's BA rifle with Bergmann SMG			0-1	+3	0-1	+3

**Morale**

Rally 4+

Aggression 3+

Tenacity 4+

---

**Formation**

Attack 0

Recon 0



## Pioneers

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

Unit Special Rules:

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

# 1917-18 Pioneer Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	110	1	130
4 Pioneers with BA rifle, grenades						
Add Pionier with BA rifle, grenades			0-4	19	0-4	23
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace NCO's pistol or BA rifle with Bergmann SMG			0-1	+3	0-1	+3
Upgrade grenades to grenade bundles			Any	+4 ea	Any	+4 ea
Replace 2 BA riflemen with Flammenwerfer team			0-1	+14	0-1	+14
Equip unit with Bangalore Torpedoes			For unit	+15	For unit	+15

**Morale**

Rally 4+

Aggression 3+

Tenacity 4+



## Pioneers

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
With Flammenwerfer	7"	11"	5"	Auto

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.

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+		
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Grenade Bundles	4"	1	1	+3	3+	d3	Grenade bundle, Suppression
Flammenwerfer	6"	d6	d6	+3	3+		Bulky, Flamethrower, Suppression

AF = Accelerated Fire

RF = Rapid Fire

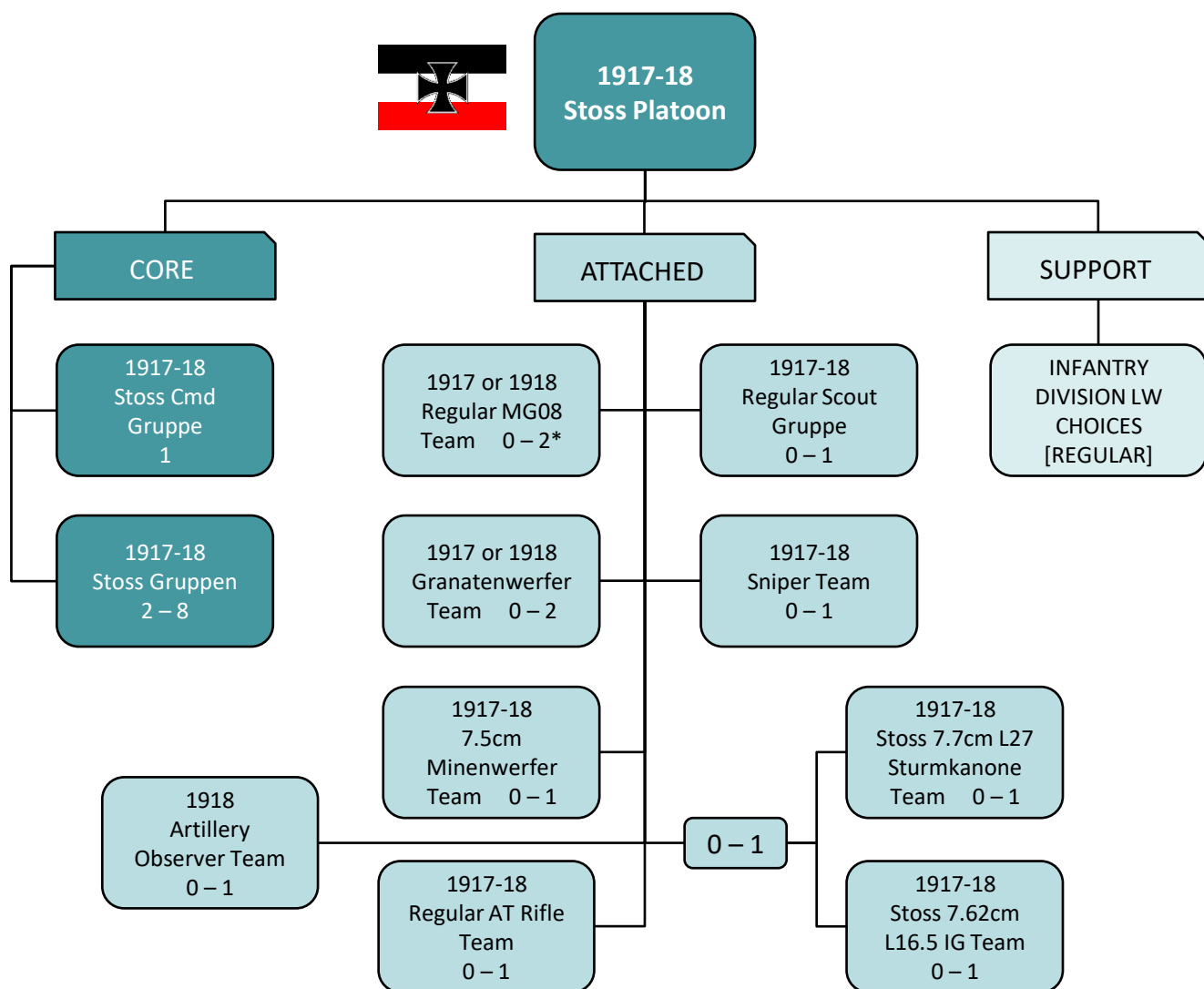
SS = Single Shot

\* = Slow Firing

# 1917-18 STOSSTRUPPEN PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Stoss Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, SA 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, SA pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), SA pistol			0-1	17	0-1	19
Senior NCO, SA pistol or BA rifle, grenades			0-1	36	0-1	39
Add Stosstrupper with SA pistol or BA rifle, close fighting weapon, grenades			0-4	26	0-4	29
<i>Replace officer or NCO's SA pistol with Bergmann SMG</i>			Any	+3 ea	Any	+3 ea
<i>Replace BA rifle with BA carbine</i>			Any	-	Any	-
<i>Upgrade unit to Sturm pioneer (gain Pioneers special rule)</i>			All/none	+2 ea	All/none	+2 ea

Unit Special Rules:

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

**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.

**Infiltration Tactics** – a unit with this rule counts as having Hit the Dirt if targeted when moving through rough terrain.

**Pioneers (if Sturm pioneer)** – +1 to Assault Checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

## Morale

Rally 3+  
Aggression 3+  
Tenacity 4+

## Formation

Attack +1  
Recon 1

## Infantry Unit



## Bombers, Extended Order, Independent, Infiltration Tactics

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

# 1917-18 Stoss Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with SA pistol or BA rifle, close fighting weapon, grenades			1	145	1	160
4 Stosstruppen with SA pistol or BA rifle, close fighting weapon, grenades			0-4	26	0-4	29
Add Stosstrupper with SA pistol or BA rifle, close fighting weapon, grenades			0-4	26	0-4	29
<i>Replace 2 BA riflemen with Flammenwerfer team</i>			0-1	+14	0-1	+14
<i>Replace NCO's SA pistol with Bergmann SMG</i>			0-1	+3	0-1	+3
<i>Replace BA rifle with BA carbine</i>			Any	-	Any	-
<i>Replace BA rifle with MG08/15</i>			0-1	+6	0-1	+6
<i>Replace MG08/15 with MG08/18</i>			Any	+2 ea	Any	+2 ea
<i>Upgrade grenades to grenade bundles</i>			Any	+4 ea	Any	+4 ea
<i>Add smoke grenades (for unit)</i>			For unit	+5	For unit	+5
<i>Equip unit with extended charges</i>			For unit	+7	For unit	+7
<i>Upgrade unit to Sturm pioneer (gain Pioneers special rule)</i>			All/none	+2 ea	All/none	+2 ea

Unit Special Rules:

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

**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.

**Infiltration Tactics** – a unit with this rule counts as having Hit the Dirt if targeted when moving through rough terrain.

**Pioneers (if Sturm pioneer)** – +1 to Assault Checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

## Morale

Rally 3+  
Aggression 3+  
Tenacity 4+

## Infantry Unit



## Bombers, Extended Order, Independent, Infiltration Tactics

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
<b>With Flammenwerfer or MG08/15</b>	7"	11"	5"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
BA Carbine	18"	RF	RF*	-	5+		Handy
MG08/15	36"	4	1	-	5+		Bulky, Loader, Scythe
MG08/18	36"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Grenade Bundles	4"	1	1	+3	3+	d3	Grenade bundle, Suppression
Flammenwerfer	6"	d6	d6	+3	3+		Bulky, Flamethrower, Suppression

AF = Accelerated Fire RF = Rapid Fire

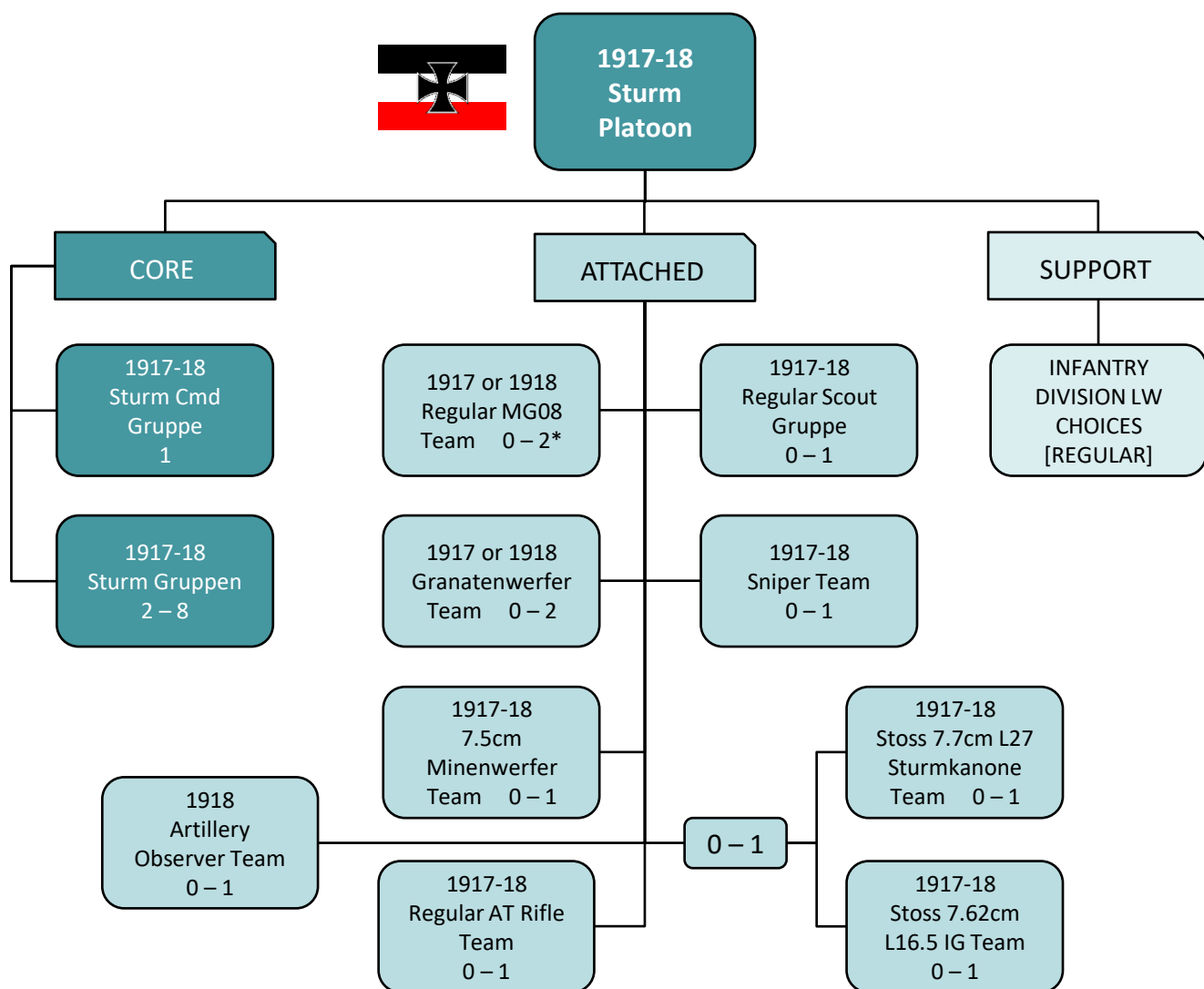
SS = Single Shot

\* = Slow Firing

# 1917-18 STURMTRUPPEN PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Sturm Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Energetic Officer, CFW, SA pistol, grenades					1	40
<i>Upgrade Officer to Inspiring</i>					0-1	+22
Attached Staff Officer and Aide, SA pistols					0-1	28
Medic, unarmed					0-1	19
Comms Specialist (Level 1), SA pistol					0-1	19
Senior NCO, SA pistol or BA rifle, grenades					0-1	43
Add Sturmtrupper with SA pistol or BA rifle, close fighting weapon, grenades					0-4	33
<i>Replace officer or NCO's SA pistol with Bergmann SMG</i>					Any	+3 ea
<i>Replace BA rifle with BA carbine</i>					Any	-
<i>Add body armor</i>					All/none	+1 ea

**Morale**

Rally 3+  
Aggression 3+  
Tenacity 3+

**Formation**

Attack +2  
Recon 1



**Bombers, Extended Order, Independent, Infiltration Tactics, Sturm Training**

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

Unit Special Rules:

**Body Armor** – the unit ignores a successful damage roll against it on a 5+. The unit reduces its movement rate by ½. The unit may re-roll 1 failed Rally Check per Rally action

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

**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.

**Infiltration Tactics** – a unit with this rule counts as having Hit the Dirt if targeted when moving through rough terrain.

**Sturm Training** – the unit adds 2" to its Assault move.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

# 1917-18 Sturm Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with SA pistol or BA rifle, close fighting weapon, grenades					1	180
4 Stosstruppen with SA pistol or BA rifle, close fighting weapon, grenades					0-4	33
Add Stosstrupper with SA pistol or BA rifle, close fighting weapon, grenades					0-1	+14
<i>Replace 2 BA riflemen with Flammenwerfer team</i>					0-1	+3
<i>Replace NCO's pistol with Bergmann SMG</i>					Any	-
<i>Replace BA rifle with BA carbine</i>					0-1	+6
<i>Replace BA rifle with MG08/15</i>					Any	+2 ea
<i>Replace MG08/15 with MG08/18</i>					Any	+4 ea
<i>Upgrade grenades to grenade bundles</i>					For unit	+5
<i>Add smoke grenades (for unit)</i>					For unit	+15
<i>Equip unit with Bangalore torpedoes</i>					All/none	+1 ea

**Morale**

Rally 3+  
Aggression 3+  
Tenacity 3+



**Bombers, Extended Order, Independent, Infiltration Tactics, Sturm Training**

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
<b>With Flammenwerfer or MG08/15</b>	7"	11"	5"	Auto

Unit Special Rules:

**Body Armor** – the unit ignores a successful damage roll against it on a 5+. The unit reduces its movement rate by ½. The unit may re-roll 1 failed Rally Check per Rally action

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

**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.

**Infiltration Tactics** – a unit with this rule counts as having Hit the Dirt if targeted when moving through rough terrain.

**Sturm Training** – the unit adds 2" to its Assault move.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
BA Carbine	18"	RF	RF*	-	5+		Handy
MG08/15	36"	4	1	-	5+		Bulky, Loader, Scythe
MG08/18	36"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Grenade Bundles	4"	1	1	+3	3+	d3	Grenade bundle, Suppression
Flammenwerfer	6"	d6	d6	+3	3+		Bulky, Flamethrower, Suppression

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# 1917-18 Regular Scout Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Scouts with BA rifle, grenades			1	90	1	100
Add Scouts with BA rifle, grenades			0 – 4	15	0 – 4	17
Replace NCO's BA rifle with Bergmann SMG (1918 only)			0 – 1	+3	0 – 1	+3
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add smoke grenades (for unit)			For unit	+5	For unit	+5

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



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

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

## Extended Order, Independent, 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
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

# 1917-18 Reserve Scout Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Scouts with BA rifle, grenades			1	80	1	90
Add Scouts with BA rifle, grenades			0 – 4	13	0 – 4	15
Replace NCO's BA rifle with Bergmann SMG (1918 only)			0 – 1	+3	0 – 1	+3
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add smoke grenades (for unit)			For unit	+5	For unit	+5

Morale	
Rally	4+
Aggression	6+
Tenacity	5+



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

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

## Extended Order, Independent, 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
Bergmann SMG	9"	1	1	-	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



# Cavalry Battlegroups and Units

## Imperial Germany 1917-18



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

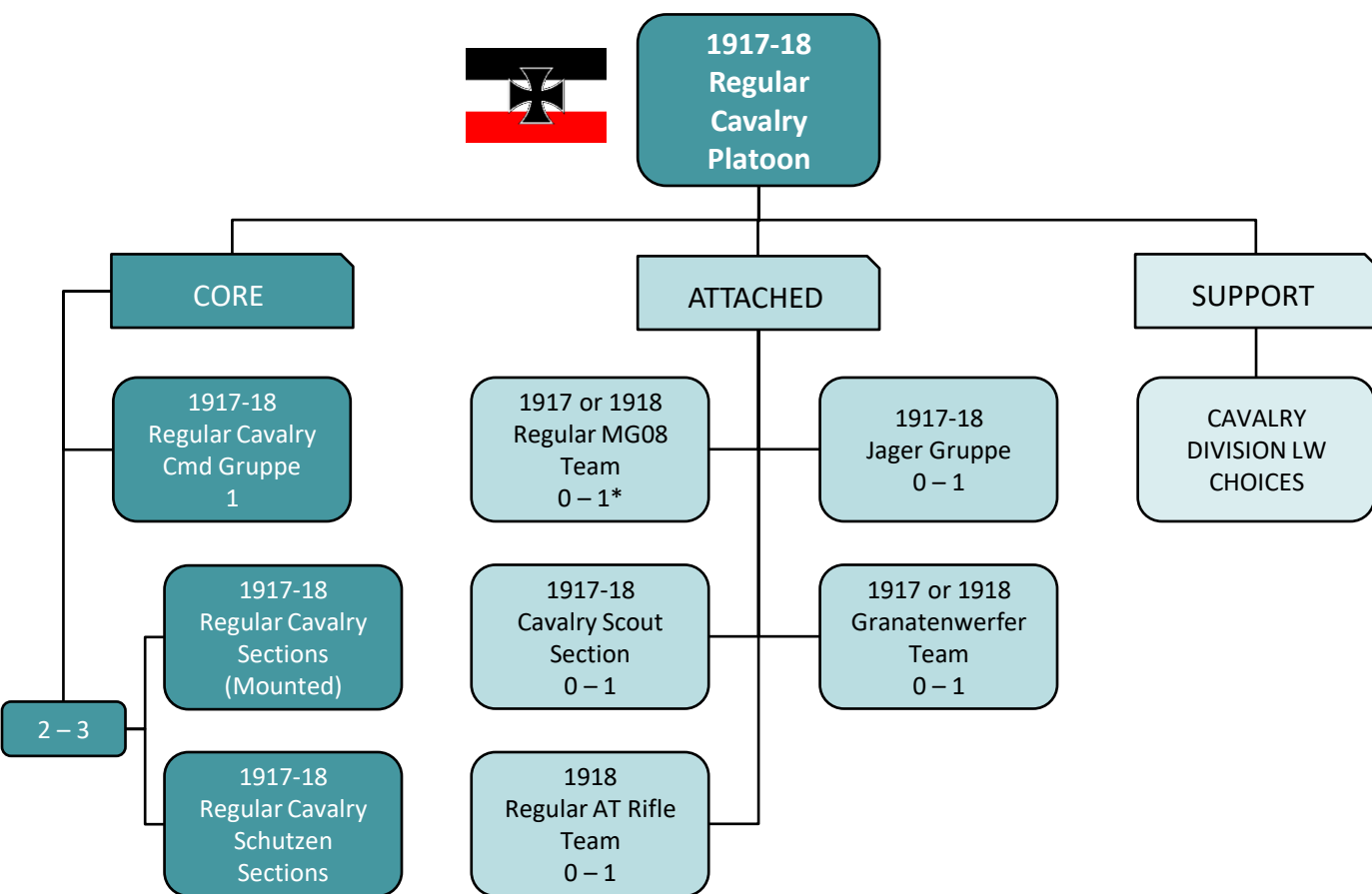
[gajominis@aol.com](mailto:gajominis@aol.com)



# 1917-18 REGULAR CAVALRY PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Regular Cavalry Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
FARRIER, pistol, sabre, grenades, horse			0-1	18	0-1	20
Musician, pistol, sabre, grenades, horse			0-1	13	0-1	15
Senior NCO, BA carbine, sabre, grenades, horse			0-1	28	0-1	31
Add Trooper, BA carbine, sabre, grenades, horse			0-2	18	0-2	21
Replace Officer's pistol with BA carbine			0-1	-	0-1	-
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace NCO's BA carbine with Bergmann SMG			0-1	+3	0-1	+3
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

**Morale**

Rally 4+  
Aggression 4+  
Tenacity 4+

**Formation**

Attack +2  
Recon 2



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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

Unit Special Rules:

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

**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.

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

# 1917-18 Regular Cavalry 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			0-3	18	0-3	21
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add Cuirass (Cuirassiers)			All/none	+1 ea	All/none	+1 ea
Add lance			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 4+



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

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

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

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).

**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.

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

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

# 1917-18 Regular Cavalry Schutzen Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, BA rifle, grenades			1	90	1	105
4 Troopers, BA rifle, grenades			0 - 4	15	0 - 4	18
Add Trooper, BA rifle, grenades			0 - 1	+3	0 - 1	+3
Replace NCO's BA rifle with Bergmann SMG			0 - 1#	+6	0 - 1#	+6
Replace BA rifle with MG08/15			Any	+2 ea	Any	+2 ea
Replace MG08/15 with MG08/18 (1918)			For unit	+1 ea	For unit	+1 ea
Upgrade entire unit with steel helmets						

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



# - 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.

**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
Infantry	8"	12"	6"	Auto
With MG08/15	7"	11"	5"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA rifle	24"	RF	RF*	-	5+		
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
MG08/15	36"	4	1	-	5+		Bulky, Loader, Scythe
MG08/18	36"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

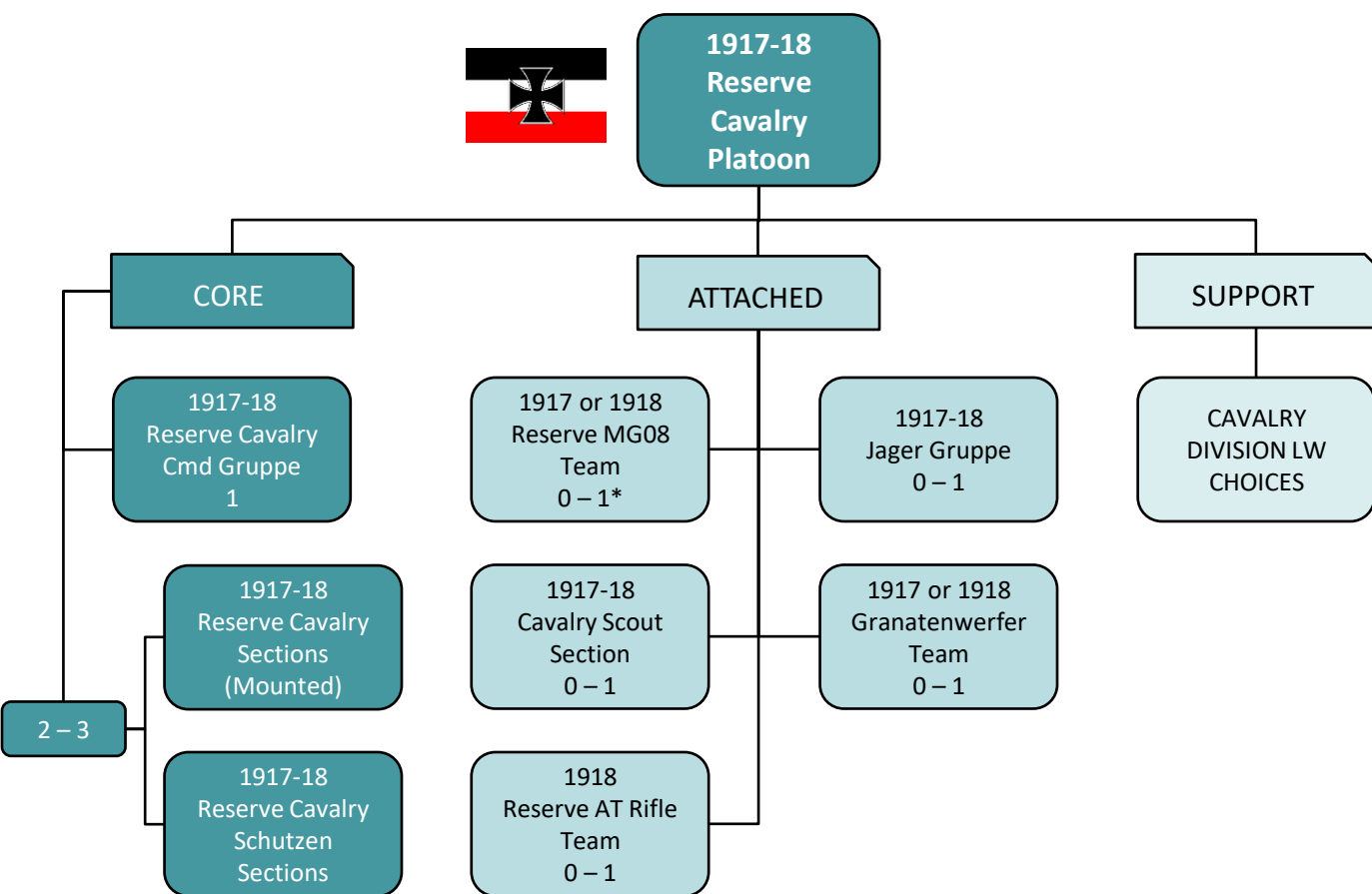
SS = Single Shot

\* = Slow Firing

# 1917-18 RESERVE CAVALRY PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Reserve Cavalry Command Gruppe



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	24		
Add Trooper, BA carbine, sabre, grenades, horse			0 - 2	14		
Replace Officer's pistol with BA carbine			0 - 1	-		
Upgrade Officer's pistol to SA Pistol			Any	+1 ea		
Replace NCO's BA carbine with Bergmann SMG			0 - 1	+3		
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.

**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, 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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
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	85		
4 Troopers, BA carbine, sabre, grenades, horse			0 - 3	14		
Add Trooper, BA carbine, sabre, grenades, horse			Any	+1 ea		
Upgrade NCO's pistol to SA Pistol			All/none	+1 ea		
Add Cuirass (Cuirassiers)			Any	+1 ea		
Add lance			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.

**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, 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
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
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 Cavalry Schutzen Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, BA rifle, grenades			1	75		
4 Troopers, BA rifle, grenades						
Add Trooper, BA rifle, grenades			0 - 4	12		
Replace NCO's BA rifle with Bergmann SMG			0 - 1	+3		
Replace BA rifle with MG08/15			0 - 1#	+6		
Replace MG08/15 with MG08/18 (1918)			Any	+2 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

**Morale**

Rally 4+  
 Aggression 5+  
 Tenacity 5+



# - 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.

**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
Infantry	8"	12"	6"	Auto
With MG08/15	7"	11"	5"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA rifle	24"	RF	RF*	-	5+		
Bergmann SMG	9"	1	1	-	5+		Assault, Burst
MG08/15	36"	4	1	-	5+		Bulky, Loader, Scythe
MG08/18	36"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

# 1917-18 Cavalry Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, grenades, horse 4 Troopers, BA carbine, sabre, grenades, horse			1	95	1	110
Add Trooper, BA carbine, sabre, grenades, horse			0-3	16	0-3	19
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add lance			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



## Cavalry, Extended Order, 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.

**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
<b>Mounted</b>	10"	16"	8"	3+
<b>Dismounted</b>	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
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



# Vehicle Battlegroups and Units

## Imperial Germany 1917-18



*Offered by Wasatch Miniatures and GAJO Games*

<http://www.gajominis.com>

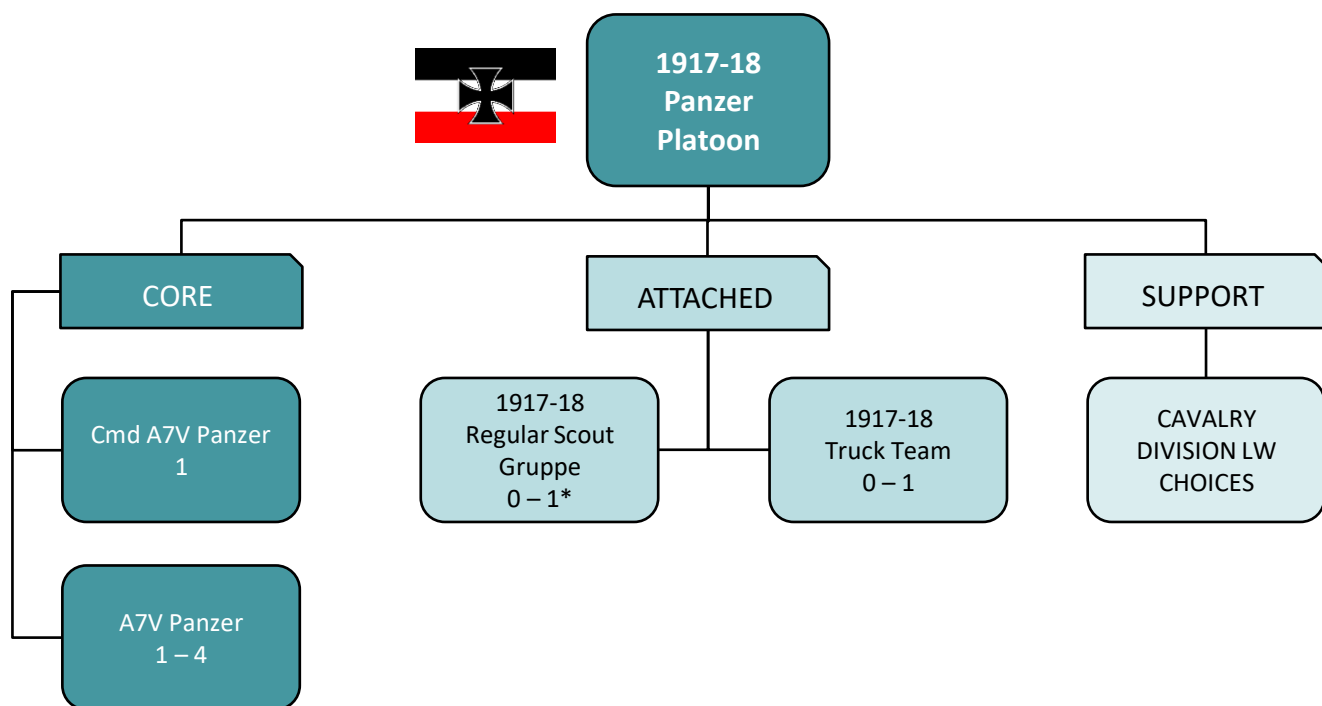
[gajominis@aol.com](mailto:gajominis@aol.com)



# 1917-18 PANZER PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Platoon Command Panzer A7V



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Panzer A7V	1	89	1	111		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

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

Unit Special Rules:

**Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.  
**Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

**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.

**Nausea** – a passenger unit dismounting from this vehicle must hit the dirt after exiting the vehicle and add 2 suppression markers.

**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.

**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).

**Morale**

Rally 4+  
 Aggression 4+  
 Tenacity 5+

**Formation**

Attack +3  
 Recon 0



**Resilience** 4

**Armor**

Front 9  
 Side 8  
 Top 7

## Defensive MGs (5), Large Crew, Nausea, Tank Terror, Transport (8)

Unit	Maneuver	Double Time	Assault	Agility
A7V Tank	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Front 5.7cm	36"	2	1*	+5	4+	d3	Arc
Right MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Left MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Rear MGs	24"	3	2	W	5+		Arc, Scythe, Suppression

# 1917-18 Panzer A7V



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Panzer A7V	1	89	1	111		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

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

Unit Special Rules:

**Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.  
**Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

**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.

**Nausea** – a passenger unit dismounting from this vehicle must hit the dirt after exiting the vehicle and add 2 suppression markers.

**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.

**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).

**Morale**

Rally 4+  
 Aggression 4+  
 Tenacity 5+



**Resilience** 4

**Armor**

Front 9  
 Side 8  
 Top 7

## Defensive MGs (5), Large Crew, Nausea, Tank Terror, Transport (8)

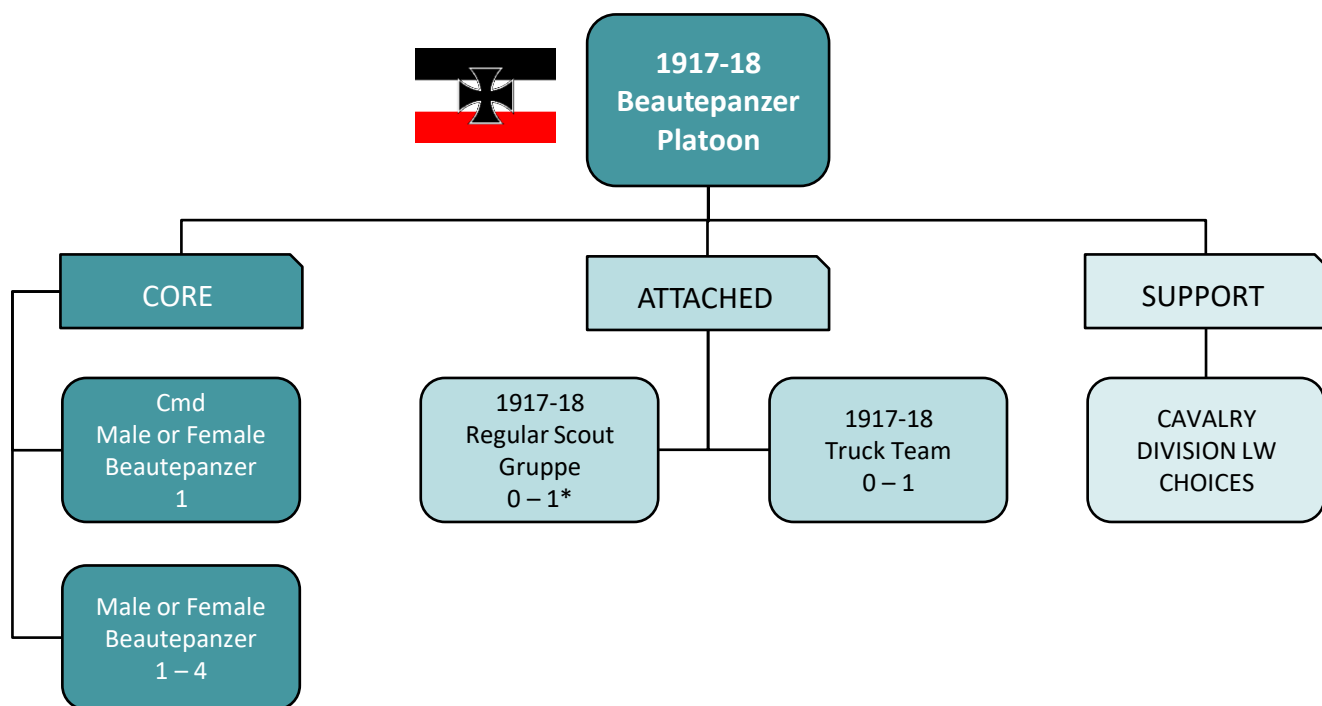
Unit	Maneuver	Double Time	Assault	Agility
A7V Tank	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Front 5.7cm	36"	2	1*	+5	4+	d3	Arc
Right MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Left MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Rear MGs	24"	3	2	W	5+		Arc, Scythe, Suppression

# 1917-18 BEAUTEPANZER PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Platoon Command Beautepanzer Male



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Male Beautepanzer	1	69	1	86		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

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

Unit Special Rules:

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

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

**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.

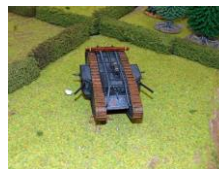
**Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

**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	5+
Formation	
Attack	+3
Recon	0

Vehicle Unit



Resilience 3

Armor

Front 8  
Side 8  
Top 7

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

Unit	Maneuver	Double Time	Assault	Agility
Mark IV Tank	7"	11"	5"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Right MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Left 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Left MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

# 1917-18 Beautepanzer Male



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Male Beautepanzer	1	69	1	86		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

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

Unit Special Rules:

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

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

**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.

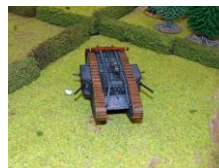
**Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

**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	5+

Vehicle Unit



Resilience 3

Armor

Front 8  
Side 8  
Top 7

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

Unit	Maneuver	Double Time	Assault	Agility
Mark IV Tank	7"	11"	5"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Right MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Left 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc
Left MGs	24"	3	2	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

AF = Accelerated Fire

RF = Rapid Fire

\* = Slow Firing

W = Weak Spots

# 1917-18 Platoon Command Beutepanzer Female



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Female Beutepanzer	1	61	1	77		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

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

Unit Special Rules:

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

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

**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	5+

Vehicle Unit



Resilience 3

Armor	
Front	8
Side	8
Top	7

## Defensive MGs (4), Large Crew, Tank Terror, Unstable

Unit	Maneuver	Double Time	Assault	Agility
Mark IV Tank	7"	11"	5"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Left MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

# 1917-18 Beutepanzer Female



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Female Beutepanzer	1	61	1	77		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

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

Unit Special Rules:

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

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

**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	5+

Vehicle Unit



Resilience 3

Armor	
Front	8
Side	8
Top	7

## Defensive MGs (4), Large Crew, Tank Terror, Unstable

Unit	Maneuver	Double Time	Assault	Agility
Mark IV Tank	7"	11"	5"	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Left MGs	24"	6	4	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

AF = Accelerated Fire

RF = Rapid Fire

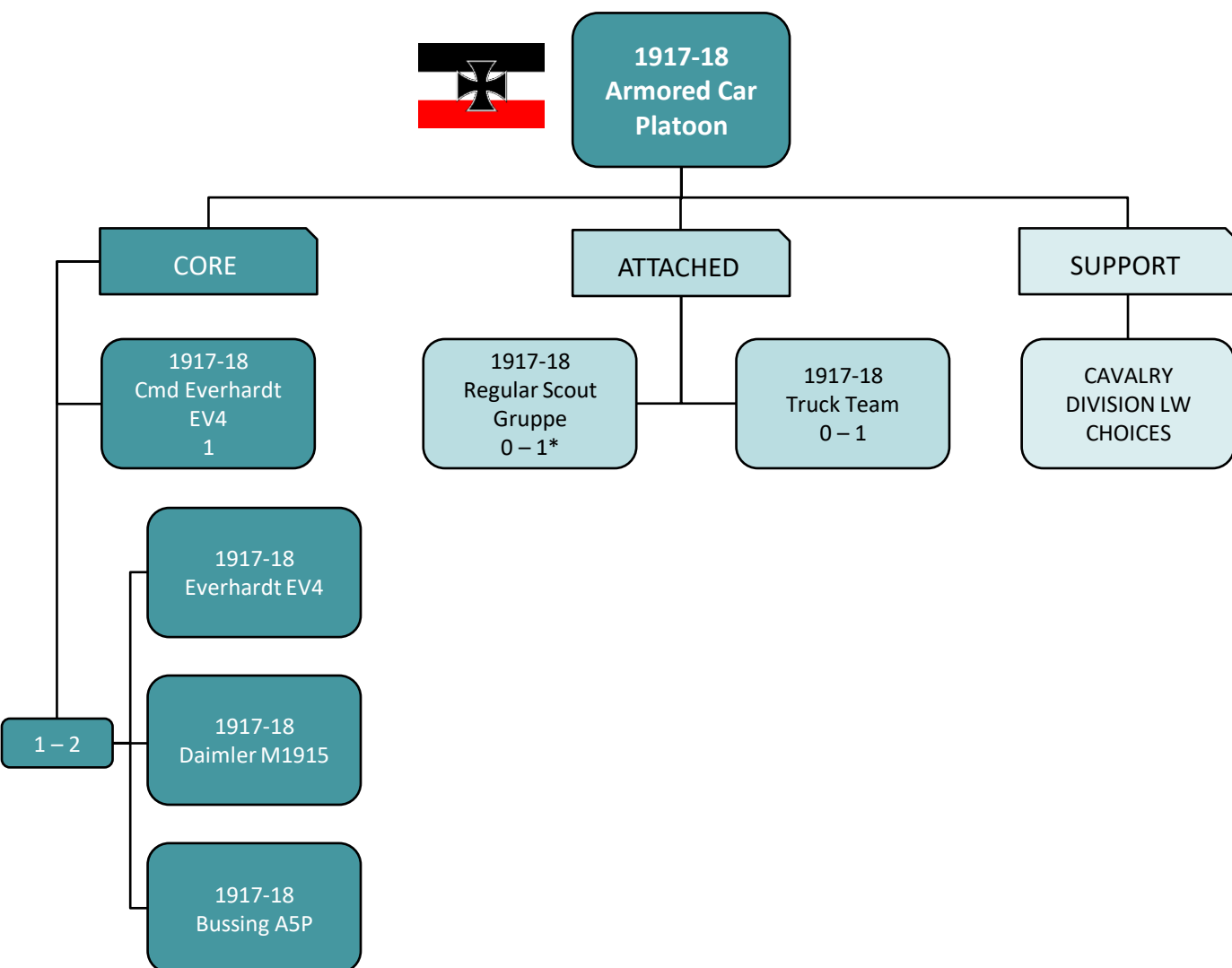
\* = Slow Firing

W = Weak Spots

# 1917-18 ARMORED CAR PLATOON

National Special Rules – any Imperial German.

## ORGANIZATION DIAGRAM



\* = Line Holder Unit

# 1917-18 Command Ehrhardt EV4 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			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
Ehrhardt EV4			1	52	1	63
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 5+

**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.

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

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

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

## Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Ehrhardt EV4	6"	9"	4"	5+

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

# 1917-18 Daimler M1915 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Daimler M1915			1	46	1	55
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 5+



**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.

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

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

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

## Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Daimler M1915	5"	8"	4"	5+

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



# 1917-18 Ehrhardt EV4 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Ehrhardt EV4			1	52	1	63
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 5+



**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.

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

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

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

## Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Ehrhardt EV4	6"	9"	4"	5+

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

# 1917-18 Bussing A5P Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Bussing A5P			1	41	1	50
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 5+



**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.

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

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

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

## Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Bussing A5P	5"	8"	4"	6+

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

# 1917-18 Imperial German 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+



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	8"	14"	-	5+

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

# 1917-18 Imperial German 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+



Unit Special Rules:

**Tow (x)** – the vehicle may tow one gun unit (and transport its crew) of no more than (x) weight. Place a gun team behind the vehicle to indicate that the gun itself is being towed. 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).

**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	8"	12"	-	5+

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

# Weapon Units

## Imperial Germany 1917-18



*Offered by Wasatch Miniatures and GAJO Games*

<http://www.gajominis.com>

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



# 1917 Regular MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 2 crew			1	48	1	57
Add Armor-Piercing Ammo			For unit	+3	For unit	+3
Add Indirect Fire Training			For unit	+3	For unit	+3
Upgrade unit to MG Sharpshooters					For unit	+6

**Morale**

Rally 4+  
 Aggression 5+  
 Tenacity 4+



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.

**Sharpshooters** – the unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

**Fixed**

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing AP Ammo	36"	4	-	+2	5+		Crew 2
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

# 1918 Regular MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 2 crew			1	42	1	51
Add Armor-Piercing Ammo			For unit	+3	For unit	+3
Add Indirect Fire Training			For unit	+3	For unit	+3
Upgrade unit to MG Sharpshooters					For unit	+6

**Morale**

Rally 4+  
 Aggression 5+  
 Tenacity 5+



Unit Special Rules:

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

**Sharpshooters** – the unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

**Fixed**

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing AP Ammo	36"	4	-	+2	5+		Crew 2
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

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

# 1917 Reserve MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 2 crew			1	42	1	51
Add Armor-Piercing Ammo			For unit	+3	For unit	+3
Add Indirect Fire Training			For unit	+3	For unit	+3
Upgrade unit to MG Sharpshooters					For unit	+6

Morale	
Rally	4+
Aggression	6+
Tenacity	4+

Weapon Unit



Unit Special Rules:

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

**Sharpshooters** – the unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing AP Ammo	36"	4	-	+2	5+		Crew 2
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

# 1918 Reserve MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 2 crew			1	37	1	45
Add Armor-Piercing Ammo			For unit	+3	For unit	+3
Add Indirect Fire Training			For unit	+3	For unit	+3
Upgrade unit to MG Sharpshooters					For unit	+6

Morale	
Rally	4+
Aggression	6+
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.

**Sharpshooters** – the unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing AP Ammo	36"	4	-	+2	5+		Crew 2
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# 1917-18 Alpenkorps MG08 MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 2 crew					1	85
Add Armor-Piercing Ammo (1917-18)					For unit	+3
Add Indirect Fire Training					For unit	+3
Equip with Mule team					For unit	+4
Upgrade entire unit with steel helmets					For unit	+3

**Morale**

Rally 3+  
 Aggression 4+  
 Tenacity 3+



Unit Special Rules:

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

**Mule Team** – unit ignores steep slope movement penalties. The unit adds +1” to its Double time movement, and +1 to its Agility rating.

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

**Sharpshooters** – the unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

## Fixed, No Head Protection, Sharpshooters

Unit	Maneuver	Double Time	Assault	Agility
Alpine MG08	-	6"	-	4+
With Mule Team	-	7"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing AP Ammo	36"	4	-	+2	5+		Crew 2
Firing Indirect	12-48"	1	-	-	6	d3	Crew 2, Indirect, Suppression

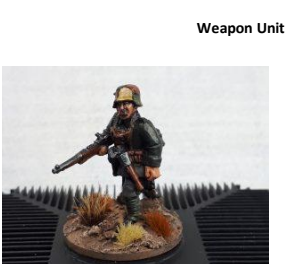
# 1917-18 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol					1	37
Add Body Armor to unit					For unit	+3

**Morale**

Rally 4+  
 Aggression 5+  
 Tenacity 4+



Unit Special Rules:

**Body Armor** – the unit ignores a successful damage roll against it on a 5+. The unit reduces its movement rate by ½. The unit may re-roll 1 failed Rally check per Rally action.

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

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

## Camouflage, Yield Ground

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	-	Auto
Infantry in Body Armor	4"	6"	-	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 Jager MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 3 crew			1	57	1	69
Add Armor-Piercing Ammo (1916)			For unit	+3	For unit	+3
Add Indirect Fire Training			For unit	+3	For unit	+3
Upgrade unit to MG Sharpshooters					For unit	+6
Upgrade entire unit with steel helmets			For unit	+3	For unit	+3

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



## Fixed, No Head Protection

Unit Special Rules:

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

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

**Sharpshooters** – the unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing AP Ammo	36"	4	-	+2	5+		Crew 2
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

# 1918 Jager MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 3 crew			1	51	1	61
Add Armor-Piercing Ammo (1916)			For unit	+3	For unit	+3
Add Indirect Fire Training			For unit	+3	For unit	+3
Upgrade unit to MG Sharpshooters					For unit	+6
Upgrade entire unit with steel helmets			For unit	+3	For unit	+3

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



## Fixed, No Head Protection

Unit Special Rules:

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

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

**Sharpshooters** – the unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing AP Ammo	36"	4	-	+2	5+		Crew 2
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

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

# 1917 Granatenwerfer Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Granatenwerfer, NCO + 1 crew			1	28	1	34

Morale	
Rally	4+
Aggression	5+
Tenacity	4+

Weapon Unit



Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	4"	8"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Granatenwerfer	6-24"	2	1*	+2	4+	d3	Crew 2, OH Fire, Suppression

# 1918 Granatenwerfer Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Granatenwerfer, NCO + 1 crew			1	25	1	30

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Weapon Unit



Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	4"	8"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Granatenwerfer	6-24"	2	1*	+2	4+	d3	Crew 2, OH Fire, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing



# 1917-18 7.5cm Minenwerfer Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Minenwerfer, NCO + 2 crew			1	41	1	54

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



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.

## Fixed

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.5cm Minenwerfer	12-48"	1	-	+3	4+	d6	Crew 2, Indirect Only, Smoke, Suppression

# 1918 Artillery Observer Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO Observer with pistol Telephone Operator with pistol Infantryman with BA rifle			1	36	1	43

Morale	
Rally	4+
Aggression	6+
Tenacity	5+



Weapon Unit

Unit Special Rules:

**Observer** – the unit may observe for an indirect fire action. The firing unit may trace line of sight from the observer's position when ranging in. The observing unit may not move or assault during a turn in which it acts as an observer.

## Observer

Unit	Maneuver	Double Time	Assault	Agility
Artillery Observer Team	8"	12"	-	auto

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

## 1918 Regular AT Rifle Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
1.3cm AT Rifle, 2 crew			1	19	1	23

### Morale

Rally 4+  
Aggression 5+  
Tenacity 4+

### Weapon Unit



Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
1.3cm AT Rifle Team	8"	12"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
1.3cm ATR	24"	1	1*	+3	5+		No HE

## 1918 Reserve AT Rifle Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
1.3cm AT Rifle, 2 crew	1	12	1	15		

### Morale

Rally 4+  
Aggression 6+  
Tenacity 5+

### Weapon Unit



Unit Special Rules:

Unit	Maneuver	Double Time	Assault	Agility
1.3cm AT Rifle Team	8"	12"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
1.3cm ATR	24"	1	1*	+3	5+		No HE

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

\* = Slow Firing

# Gun Units

## Imperial Germany 1917-18



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

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



# 1917-18 Stoss 7.7cm L27 Sturmkanone



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.7cm Sturmkanone, NCO + 5 crew			1	112	1	134

**Morale**

Rally 3+  
Aggression 4+  
Tenacity 4+



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.

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

## Added Crew, Fixed, Gun Shield

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	6”	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.7cm L27	36”	2	1	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory

# 1917-18 Stoss 7.62cm L16.5 Infantry Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.62cm L16.5 Infantry Gun, NCO + 4 crew			1	73	1	95

**Morale**

Rally 3+  
Aggression 4+  
Tenacity 4+



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.

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

## Added Crew, Fixed, Gun Shield

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.62cm L16.5 Krupp	30”	1	1*	+3	3+	d6	Crew 2, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-48”	1	-	-	3+	d6	Crew 2, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-48”	1	-	+2	4+	d6	Crew 2, Indirect, Suppression

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

# 1918 3.7cm TAK Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
3.7cm TAK gun, NCO + 4 crew			1	36	1	44

**Morale**

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



Gun Unit

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.

### Added Crew, Fixed

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
3.7cm TAK	30”	2	1*	+4	5+		Crew 2, No HE

# 1917-18 7.5cm GebK13 Mountain Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.5cm GebK13 Gun, NCO + 3 crew, mule team			1	70	1	90

**Morale**

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



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.

**Mule Team** – unit ignores steep slope movement penalties. The unit adds +1” to its Double time movement, and +1 to its Agility rating.

### Fixed, Gun Shield

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2”	6”	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.5cm GebK13	48”	2	1	+3	4+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54”	1	-	-	4+	d6	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-54”	1	-	+2	5+	d6	Crew 3, Indirect, Suppression

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

# 1917-18 7.7cm FK 96 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.7cm FK96 Gun, NCO + 3 crew			1	72	1	94

**Morale**

Rally 4+  
 Aggression 5+  
 Tenacity 4+



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				
7.7cm FK96	48"	2	1	+6	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 7.7cm FK 16 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.7cm FK16 Gun, NCO + 3 crew			1	80	1	104

**Morale**

Rally 4+  
 Aggression 5+  
 Tenacity 4+



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				
7.7cm FK16	48"	2	1	+7	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-72"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-72"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

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

# 1917-18 7.7cm FK 96 Horse Artillery Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.7cm FK96 Gun, NCO + 3 crew, Limber			1	81	1	105

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 4+



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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.7cm FK96	48"	2	1	+6	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 17cm Minenwerfer Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Heavy Minenwerfer, NCO + 3 crew			1	61	1	79

**Morale**

Rally 4+  
Aggression 5+  
Tenacity 4+



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.

## Fixed

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Heavy Minenwerfer	12-48"	1	-	+4	3+	2d6	Crew 3, Indirect Only, Salvo, Suppression

# 1917-18 Skoda 7.5cm M15 Infantry Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.5cm Skoda M15, NCO + 5 crew			1	78	1	101

**Morale**

Rally 4+  
 Aggression 5+  
 Tenacity 4+

Gun Unit



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.

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

## Added Crew, Fixed, Gun Shield

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.5cm M15 Skoda	48”	1	1*	+3	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-60”	1	-	-	3+	d6	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-60”	1	-	+2	4+	d6	Crew 3, Indirect, Suppression

# 1917-18 7.62cm L16.5 Infantry Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.62cm L16.5 Infantry Gun, NCO + 4 crew			1	60	1	77

**Morale**

Rally 4+  
 Aggression 5+  
 Tenacity 4+

Gun Unit



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.

**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	2”	6”	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.62cm L16.5 Krupp	30”	1	1*	+3	3+	d6	Crew 2, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-48”	1	-	-	3+	d6	Crew 2, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-48”	1	-	+2	4+	d6	Crew 2, Indirect, Suppression

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