# 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

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# **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.

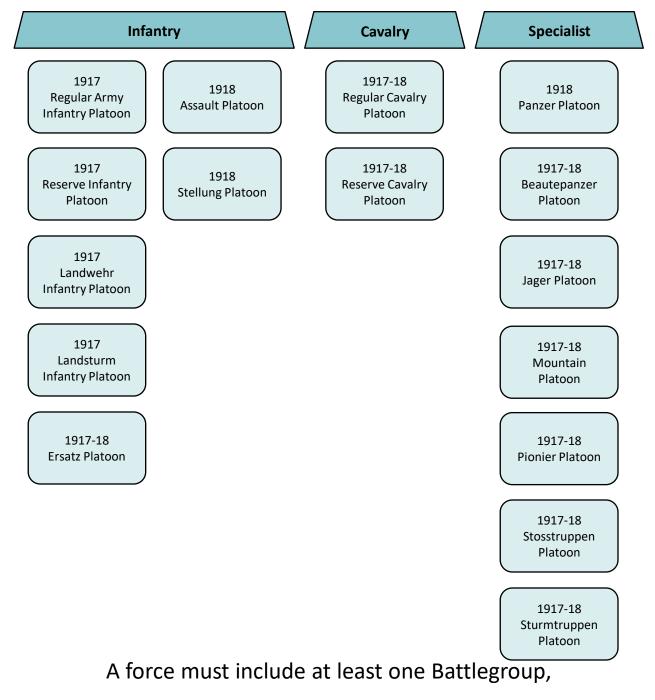
#### Disciplined (Wurttemberg / Hesse) -

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**

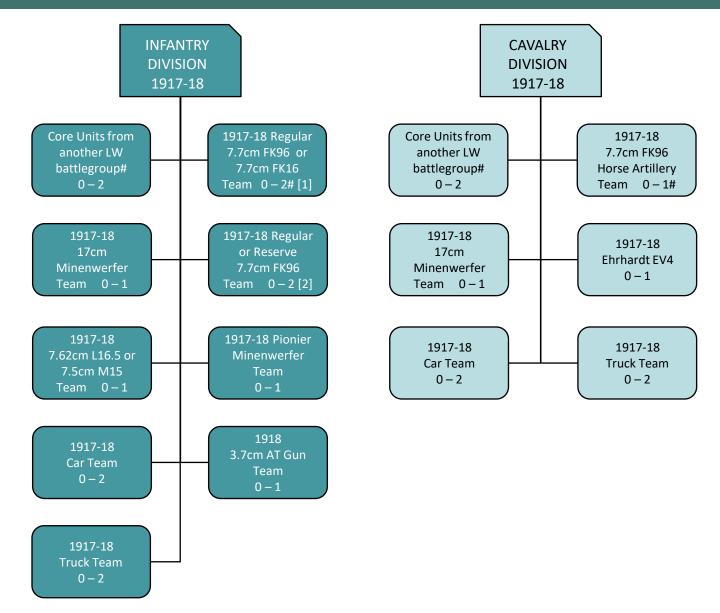
# Imperial Germany 1917-18



# but it may include more than one

# **Support Diagram**

# Imperial Germany 1917-18



# Infantry Battlegroups and Units

# Imperial Germany 1917-18





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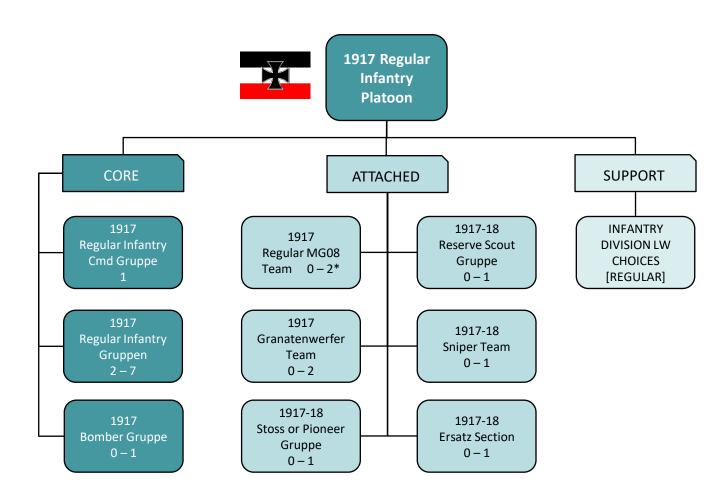
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# **1917 REGULAR INFANTRY PLATOON**

National Special Rules – any Imperial German.



### 1917 Regular Infantry Command Gruppe

Description	Inexpe	rienced	Reg	ular	Veteran	
Description	No	<u>Pts</u>	No	<u>Pts</u>	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, pistol or BA rifle, grenades			0-1	25	0-1	28
Add Riflemen with BA rifle, grenades			0-4	15	0-4	18
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Morale	
Rally	4+
Aggression	4+
Fenacity	4+

FormationAttack0Recon0



Infantry Unit

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

Unit Special Rules:

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

#### 1917 Regular Infantry Gruppe

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

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

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

Unit Special Rules:

one per platoon)

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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8″	8" 12"		"	6″	Auto
With MG08/15			7"		11″		5″	Auto
		R	DF		>			
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst
Bolt Action Rifle	24″	RF	RF*	-	5+			
MG08/15	36″	4	1	-	5+		Bulky, Lo	ader, Scythe
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

AF = Accelerated Fire RF = Rapid Fire

Storm of Fire. Wasatch Miniatures

\* = Slow Firing

12/15/2023

# 1917 Regular Bomber Gruppe

Infantry

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>- courpuon</u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
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

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

Unit



Double Time

12"

Assault

6'

Agility

Auto

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.

		D	DF				
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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

**Bombers** 

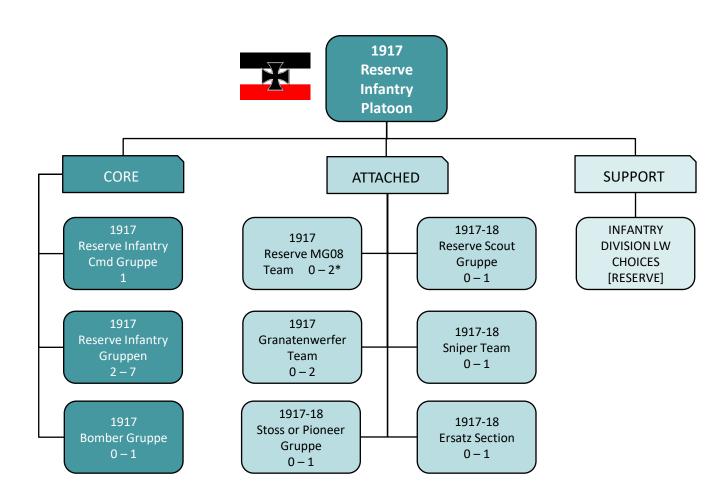
Maneuver

8"

Storm of Fire, Wasatch Miniatures

### **1917 RESERVE INFANTRY PLATOON**

National Special Rules – any Imperial German.



#### 1917 Reserve Infantry Command Gruppe

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

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

FormationAttack0Recon0



Infantry Unit

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

Unit Special Rules:

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

#### 1917 Reserve Infantry Gruppe

Inexperienced Regular Veteran Morale **Description** <u>Pts</u> <u>No</u> <u>Pts</u> <u>No</u> <u>Pts</u> <u>No</u> NCO with pistol or BA rifle, grenades Aggression 1 80 1 95 4 Riflemen with BA rifle, grenades Add Riflemen with BA rifle, grenades 0-4 13 0-4 16 Upgrade pistol to SA Pistol Any +1 ea Any +1 ea Replace BA rifle with MG08/15 0-1# +6 0-1# +6 Replace BA rifle with rifle grenade 0-1 +4 0-1 +4 Upgrade entire Gruppe to Marksmen\$ All/none +1 ea All/none +1 ea

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

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

Unit Special Rules:

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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8″	8" 12"			6″	Auto
With MG08/15			7"		11	"	5″	Auto
		R	DF		>	4		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Si	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6"	RF	RF	-	5+		Assault, E	Burst
Bolt Action Rifle	24"	RF	RF*	-	5+			
MG08/15	36″	4	1	-	5+		Bulky, Lo	ader, Scythe
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

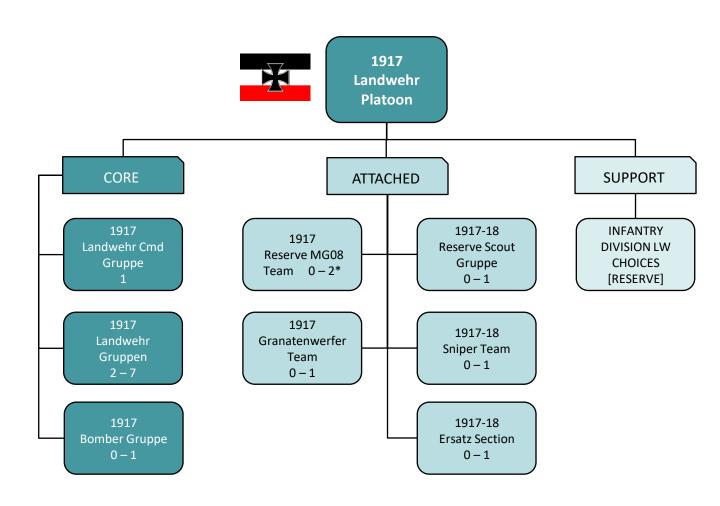
AF = Accelerated Fire RF =

RF = Rapid Fire SS = Single Shot

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# **1917 LANDWEHR PLATOON**

National Special Rules – any Imperial German.



#### 1917 Landwehr Command Gruppe

Inexpe	rienced	Reg	ular	Vet	eran
No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
		1	22		
		0-1	-10		
		0-1	-5		
		0-1	+8		
		0-1	+18		
		0-1	23		
		0-1	17		
		0-1	17		
		0-1	22		
		0-4	12		
		Any	+1 ea		
		Inexperienced           No         Pts           -         - </td <td>No         Pts         No           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1</td> <td><math display="block">\begin{tabular}{ c c c c c } \hline No &amp; Pts &amp; No &amp; Pts \\ \hline No &amp; Pts &amp; 1 &amp; 22 \\ \hline 0 &amp; 0 &amp; -1 &amp; -10 \\ \hline 0 &amp; 0 &amp; -1 &amp; -5 \\ \hline 0 &amp; 0 &amp; -1 &amp; +8 \\ \hline 0 &amp; 0 &amp; -1 &amp; +18 \\ \hline 0 &amp; 0 &amp; -1 &amp; 23 \\ \hline 0 &amp; 0 &amp; -1 &amp; 17 \\ \hline 0 &amp; 0 &amp; -1 &amp; 17 \\ \hline 0 &amp; 0 &amp; -1 &amp; 22 \\ \hline 0 &amp; 0 &amp; -4 &amp; 12 \\ \hline \end{tabular}</math></td> <td>No         Pts         No           0         1         22           0-1         -10           0-1         -5           0-1         +8           0-1         +18           0-1         +13           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1</td>	No         Pts         No           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1           0-1         0-1	$\begin{tabular}{ c c c c c } \hline No & Pts & No & Pts \\ \hline No & Pts & 1 & 22 \\ \hline 0 & 0 & -1 & -10 \\ \hline 0 & 0 & -1 & -5 \\ \hline 0 & 0 & -1 & +8 \\ \hline 0 & 0 & -1 & +18 \\ \hline 0 & 0 & -1 & 23 \\ \hline 0 & 0 & -1 & 17 \\ \hline 0 & 0 & -1 & 17 \\ \hline 0 & 0 & -1 & 22 \\ \hline 0 & 0 & -4 & 12 \\ \hline \end{tabular}$	No         Pts         No           0         1         22           0-1         -10           0-1         -5           0-1         +8           0-1         +18           0-1         +13           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1           0-1         1

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Formation Attack 0 Recon 0



Infantry Unit

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12″	6″	Auto
iniantry	0	12	0	Auto

Unit Special Rules:

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

#### 1917 Landwehr Gruppe

Morale

Aggression

Inexperienced **Regular** Veteran **Description** <u>No</u> <u>Pts</u> <u>No</u> <u>Pts</u> <u>No</u> <u>Pts</u> NCO with pistol or BA rifle, grenades 1 75 4 Riflemen with BA rifle, grenades Add Riflemen with BA rifle, grenades 0-4 12 Upgrade pistol to SA Pistol Any +1 ea Replace BA rifle with MG08/15 +6 0-1# Upgrade MG08/15 to MG15 nA +2 ea Any Replace BA rifle with rifle grenade 0-1 +4 Upgrade entire Gruppe to Marksmen\$ All/none +1 ea

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

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

Unit Special Rules:

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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8″		12	"	6"	Auto
With MG08/15			7"		11		5″	Auto
		R	DF		>			
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst
Bolt Action Rifle	24"	RF	RF*	-	5+			
MG08/15	36″	4	1	-	5+		Bulky, Lo	ader, Scythe
MG15 nA	30"	3	2	-	5+		Loader, S	cythe
Rifle Grenade	6-24″	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

AF = Accelerated Fire RF =

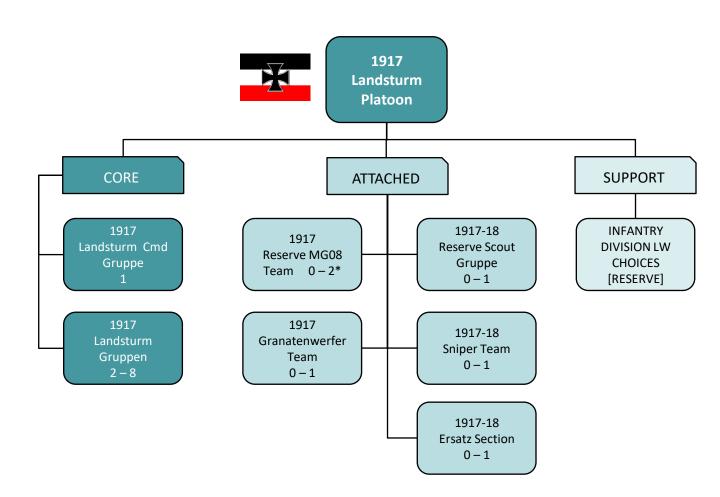
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\* = Slow Firing

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# **1917 LANDSTURM PLATOON**

National Special Rules – any Imperial German.



#### 1917 Landsturm Command Gruppe

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	<u>eran</u>
Description	No	<u>Pts</u>	No	<u>Pts</u>	No	Pt
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		

<u>Morale</u>	
Rally	4+
Aggression	5+
enacity	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.

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

Inexperienced Regular Veteran **Description** <u>No</u> <u>Pts</u> <u>No</u> <u>Pts</u> <u>No</u> <u>P</u>1 NCO with pistol or SS rifle, grenades 1 55 1 65 4 Riflemen with SS rifle, grenades Tenacity 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# 0 - 1 #+8 +8 Replace BA rifle with rifle grenade 0-1 +4 0-1 +4 Upgrade entire unit with steel helmets For unit For unit +1 ea +1 ea

# - 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.

	Morale	
<u>.s</u>	Rally 4+	
	Aggression 5+	



Infantry Unit

#### **No Head Protection**

Uni	t		Mane	uver	Double	Time	Assault	Agility	
Infantry			8"		12	"	6" Auto		
	0	R	<u>DF</u>		₹	st			
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	5	pecial	
Pistol	6″	RF	RF	-	5+		Assault		
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst	
Single Shot Rifle	24″	SS	SS*	-	5+				
Bolt Action Rifle	24″	RF	RF*	-	5+				
MG15 nA	30″	3	2	-	5+		Loader, S	cythe	
Rifle Grenade	6-24″	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression	
Grenades	6″	1	1	+2	4+		Grenade,	Suppression	

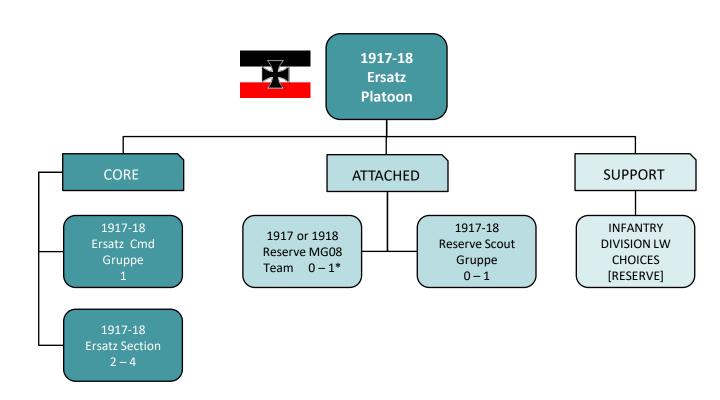
AF = Accelerated Fire

Storm of Fire. Wasatch Miniatures

\* = Slow Firing

# **1917-18 ERSATZ PLATOON**

National Special Rules – any Imperial German.



#### 1917-18 Ersatz Command Gruppe

Description	Inexpe	rienced	Reg	ular	Vet	eran
<u>Besciption</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
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+ <u>Formation</u> Attack 0 Recon 0



#### 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	Halted B	Halted Move		Lethality	HE Blast	Special
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	Ī	Inexperienced		Reg	Regular		eran	Morale		Infantry Unit
		No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	5+	
NCO with pistol or SS rifle, grenades 3 Riflemen with SS rifle, grenades		1	60					Aggression	5+	and the second
Add Riflemen with SS rifle, grenades		0-9	5					Tenacity	5+	
Replace SS rifles with BA rifles	A	All/none	+1 ea							
Upgrade entire unit with steel helmets	1	For unit	+1 ea							

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.

#### **Close Order, Conscripts, No Head Protection**

Uni	Unit			uver	Double	Time	Assault	Agility
Infantry		8″		12	"	6″	Auto	
	RO		DF		£	st		
	Range	Halted	Move	PEN	Lethality	HE Blast		
Weapon		T	~				S	pecial
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

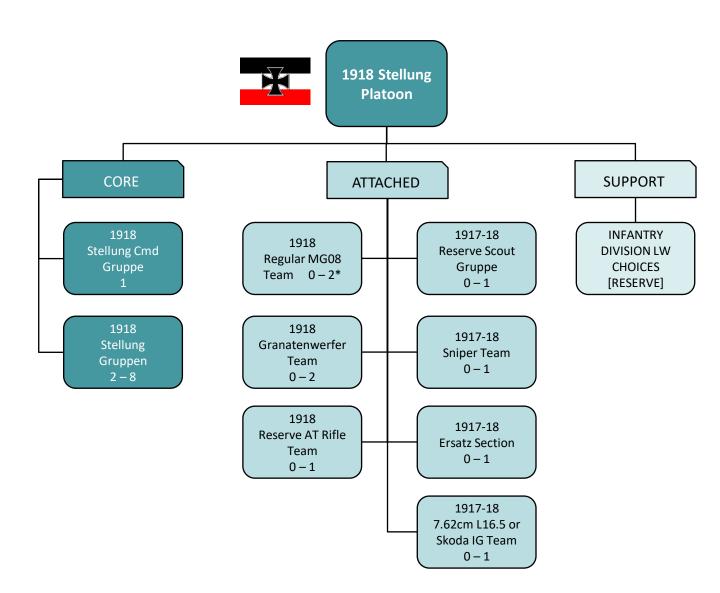
SS = Single Shot

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\* = Slow Firing

# **1918 STELLUNG PLATOON**

National Special Rules – any Imperial German.



#### 1918 Stellung Command Gruppe

Description	Inexpe	rienced	Reg	ular	Vet	eran
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	No	Pts
Competent Officer, CFW, pistol or BA rifle, 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 BA rifle, grenades	0-1	18	0-1	20		
Add Riflemen with BA rifle, grenades	0-4	8	0-4	10		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		
Replace Officer or NCO's rifle with Bergmann SMG	Any	+3 ea	Any	+3 ea		

<u>Morale</u>	
Rally	5+
Aggression	5+
enacity	5+

Formation Attack -1 Recon 0



Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12″	6″	Auto
manuf				71010

Unit Special Rules:

	0	R	DF		₽	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
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

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

 $\ensuremath{\texttt{\#}}$  - a maximum number is allowed for the entire platoon as follows: 1918 (up to two per platoon)

Unit Special Rules:

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

Uni	t		Mane	uver	Double	Time	Assault	Agility		
Infantry	Infantry				12	"	6″	Auto		
With MG08/15	With MG08/15				11		5″	Auto		
	RC		DF		Ę	st				
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
SA Pistol	6″	RF	RF	-	5+		Assault, E	Assault, Burst		
Bergmann SMG	9″	1	1	-	5+		Assault, E	Burst		
Bolt Action Rifle	24″	RF	RF*	-	5+					
MG08/15	36″	4	1	-	5+		Bulky, Lo	ader, Scythe		
Rifle Grenade	6-24″	1	-	+2	4+		OH Fire, Grenade,	Rifle Suppression		
Grenades	6″	1	1	+2	4+		Grenade,	Suppression		

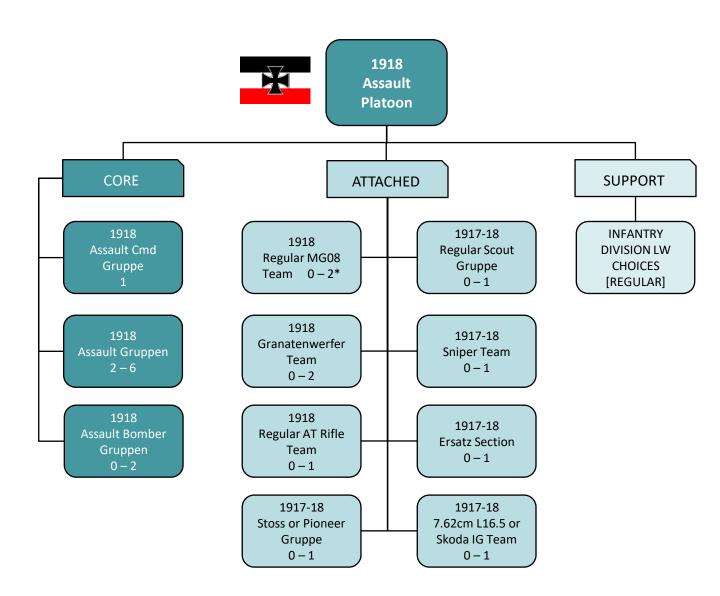
AF = Accelerated Fire RF =

H

18

# **1918 ASSAULT PLATOON**

National Special Rules – any Imperial German.



#### 1918 Assault Command Gruppe

teran Pts

30

-8

+10

+22

28

19 19 30

20 +1 ea

+3 ea

Inf

Description		Inexpe	rienced	Reg	<u>ular</u>	Vet
Description		<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	No
Competent Officer, CFW, pistol or BA rifle, grenades				1	22	1
Downgrade Officer to Green				0-1	-10	
Downgrade Officer to Difficult				0-1	-5	0-1
Upgrade Officer to Energetic				0-1	+8	0-1
Upgrade Officer to Inspiring				0-1	+18	0-1
Attached Staff Officer and Aide, pistols				0-1	23	0-1
Medic, unarmed				0-1	17	0-1
Comms Specialist (Level 1), pistol				0-1	17	0-1
Senior NCO, pistol or BA rifle, grenades				0-1	27	0-1
Add Riflemen with BA rifle, grenades				0-4	17	0-4
Upgrade pistol to SA Pistol				Any	+1 ea	Any
Replace Officer or NCO's rifle with Bergmann SMG				Any	+3 ea	Any
Unit Special Rules:	".					

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

FormationAttack+1Recon0



#### Assault Training

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

Assault Training - the unit adds 1" to its Assault move.

	0	R	DF		≥	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
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

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

Infantry Unit

Maneuver Double Time Assault Agility

# - 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.

•••••										
Infantry			8"	'	12	"	6″	Auto		
With MG08/15			7"		11		5″	Auto		
	RO		ROF		Ę	st				
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial		
Pistol	6″	RF	RF	-	5+		Assault	Assault		
SA Pistol	6″	RF	RF	-	5+		Assault, E	Assault, Burst		
Bolt Action Rifle	24″	RF	RF*	-	5+	5+				
MG08/15	36″	4	1	-	5+ Bulky, Loa		ader, Scythe			
MG08/18	36″	3	2	-	5+		Loader, S	Loader, Scythe		
Rifle Grenade	6-24"	1	-	+2	4+			OH Fire, Rifle Grenade, Suppression		
Grenades	6″	1	1 +2		4+		Grenade,	Grenade, Suppression		

**Assault Training** 

AF = Accelerated Fire RF

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Unit

H

# 1918 Assault Bomber Gruppe

Description		Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Beschption		No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
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

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



#### Assault Training, Bombers

 Unit
 Maneuver
 Double Time
 Assault
 Agility

 Infantry
 8"
 12"
 6"
 Auto

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.

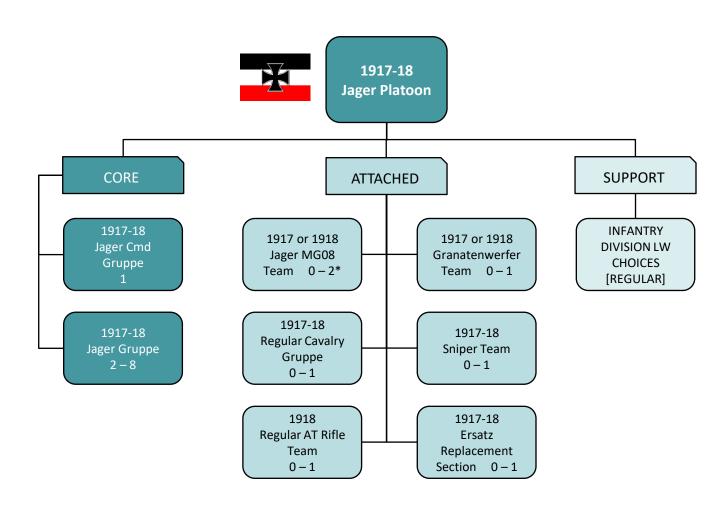
Bombers – all figures may throw grenades and gain +1 die during Assault combat.

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

Storm of Fire, Wasatch Miniatures

# **1917-18 JAGER PLATOON**

National Special Rules – any Imperial German.



#### 1917-18 Jager Command Gruppe

				-		
Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Replace Officer's pistol with BA rifle			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
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

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

Formation

0

1

Attack

Recon

Infant

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

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

Unit Special R	ules:
----------------	-------

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.

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

#### 1917-18 Jager Gruppe

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

teran <u>Morale</u>

Aggression

Rally



 $^{\ast}$  - 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.

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

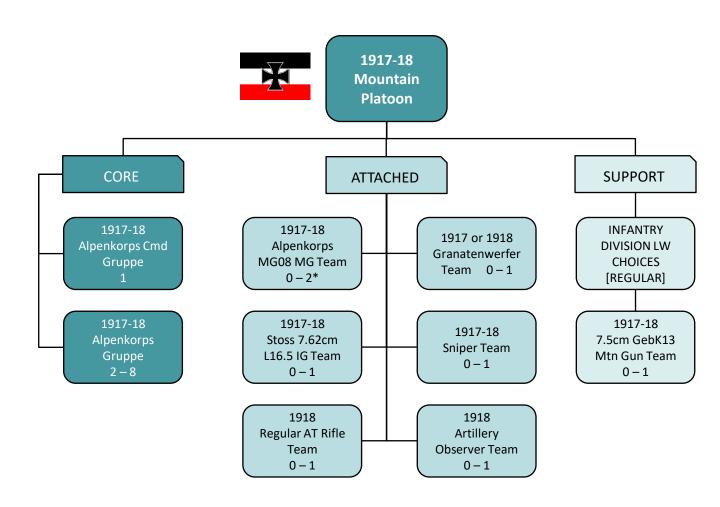
Unit			Mane	uver	Double	Time	Assault	Agility		
Infantry			8″		12	"	6″	Auto		
With MG08/15			7" 11		"	5″	Auto			
	RO		DF		~	tt.				
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial		
Pistol	6″	RF	RF	-	5+		Assault	Assault		
SA Pistol	6″	RF	RF	-	5+		Assault, E	Assault, Burst		
Bolt Action Rifle	24″	RF	RF*	-	5+					
Bergmann SMG	9″	1	1	-	5+		Assault, E	lurst		
MG08/15	36″	4	1	-	5+		Bulky, Lo	ader, Scythe		
MG08/18	36″	3	2	-	5+		Loader, S	Loader, Scythe		
Grenades	6″	1	1	+2	4+		Grenade,	Suppression		
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression		

Infantry Unit

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## **1917-18 MOUNTAIN PLATOON**

National Special Rules – Bavarian only.



# 1917-18 Alpenkorps Command Gruppe

Description	Inexpe	rienced	<u>Regular</u>		<u>Veteran</u>	
beschption	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, CFW, SA pistol or BA rifle, grenades					1	30
Downgrade Officer to Green						
Downgrade Officer to Difficult					0-1	-8
Upgrade Officer to Energetic					0-1	+10
Upgrade Officer to Inspiring					0-1	+22
Attached Staff Officer and Aide, pistols					0-1	28
Medic, unarmed					0-1	19
Comms Specialist (Level 1), pistol					0-1	19
Senior NCO, SA pistol or BA rifle, grenades					0-1	38
Add Alpentruppen with BA rifle, grenades					0-4	28
Replace officer and NCO's pistol or rifle with Bergmann SMG					Any	+3 ea
Add Close Fighting Weapon (CFW) for NCO and riflemen					All/none	+1 ea
Upgrade entire unit with steel helmets					For unit	+1 ea

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.

IVIUIAI	<u> </u>
Rally	3+
Aggression	3+
Tenacity	3+
<u>Formati</u>	on
Attack	0
Recon	1



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

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

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

# 1917-18 Alpenkorps Gruppe

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

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

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

Uni	t		Mane	Maneuver Double Time		Assault	Agility		
Infantry			8″ 12″		6″	Auto			
With MG08/15	7"		11	"	5″	Auto			
R					>				
	Range	Halted	Move	PEN	Lethality	Blast			
Weapon	ä	Hal	ым		Let	뽀	S	pecial	
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst	
Bolt Action Rifle	24"	RF	RF*	-	5+				
Bergmann SMG	9"	1	1	-	5+		Assault, E	Burst	
MG08/15	36″	4	1	-	5+		Bulky, Lo	ader, Scythe	
MG08/18	36″	3	2	-	5+		Loader, S	Loader, Scythe	
Grenades	6"	1	1	+2	4+		Grenade,	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.

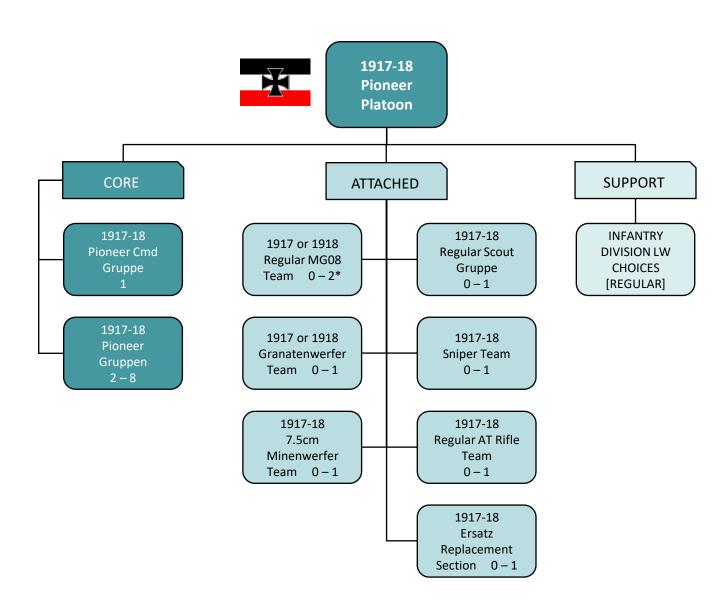
**Mountaineers** – the unit ignores steep slope movement penalties and altitude rules in missions that have them. The unit may move up or down an impassable cliff face by passing a Skill check.

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

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# **1917-18 PIONEER PLATOON**

National Special Rules – any Imperial German.



#### 1917-18 Pioneer Command Gruppe

a

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Bestiption	No	<u>Pts</u>	No	<u>Pts</u>	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 e
Replace NCO's BA rifle with Bergmann SMG			0-1	+3	0-1	+3

4+
3+
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.

	0	R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
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

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

# **Morale**



#### 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.

Uni	t		Maneuver		Double Time		Assault	Agility		
Infantry			8″		12"		6″	Auto		
With Flammenwerfe	With Flammenwerfer				11	"	5″	Auto		
		R	DF		~	t				
Weapon	Range	Halted	Move		Lethality	HE Blast	Si	pecial		
Pistol	6″	RF	RF	-	5+		Assault	Assault		
SA Pistol	6″	RF	RF	-	5+		Assault, E	Assault, Burst		
Bolt Action Rifle	24″	RF	RF*	-	5+					
Bergmann SMG	9″	1	1	-	5+		Assault, E	Burst		
Grenades	6″	1	1	+2	4+		Grenade,	Grenade, Suppression		
Grenade Bundles	4"	1	1	+3	3+	d3		Grenade bundle, Suppression		
Flammenwerfer	6"	d6	d6	+3	3+			Bulky, Flamethrower, Suppression		

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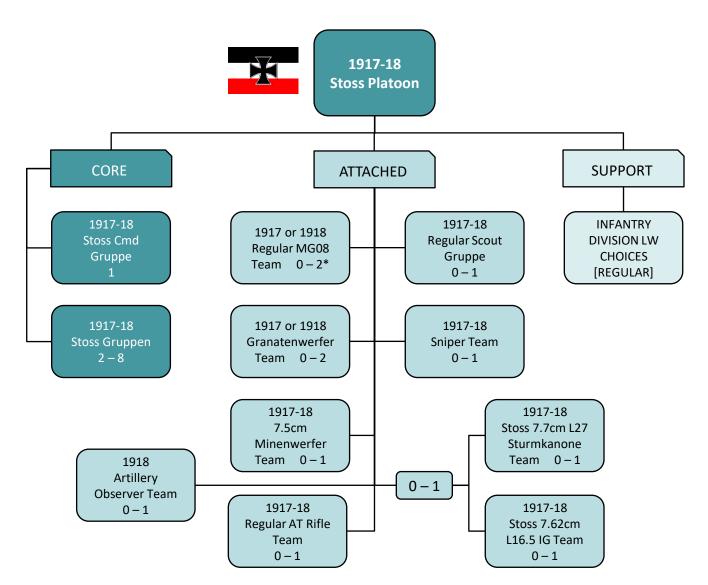
AF = Accelerated Fire RF = Rapid Fire

Storm of Fire. Wasatch Miniatures

\* = Slow Firing

# **1917-18 STOSSTRUPPEN PLATOON**

National Special Rules – any Imperial German.



#### 1917-18 Stoss Command Gruppe

Description	Ī	nexpei	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
beschption		No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, CFW, SA 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, 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
Replace officer or NCO's SA pistol with Bergmann SMG				Any	+3 ea	Any	+3 ea
Replace BA rifle with BA carbine				Any	-	Any	-
Upgrade unit to Sturmpioneer (gain Pioneers special rule)				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.

 ${\rm Infiltration}\ {\rm Tactics}$  – a unit with this rule counts as having Hit the Dirt if targeted when moving through rough terrain.

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

1	-8	Formation
1	+10	Attack
1	+22	Recon
1	28	Recon
1	19	
1	19	
1	39	Bombers



<u>Morale</u>



#### Bombers, Extended Order, Independent, Infiltration Tactics

Uni	Unit				Double	Time	Assault	Agility		
Infantry		8"	,	12	"	6″	Auto			
	0	R	DF		2	st				
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	5	pecial		
SA Pistol	6″	RF	RF	-	5+		Assault, E			
Bergmann SMG	9″	1	1	-	5+		Assault, E	Assault, Burst		
BA Carbine	18″	RF	RF*	-	5+		Handy	Handy		
Bolt Action Bifle	24″	DE	DE*	_	5.4					

1

+2

4+

Grenade, Suppression

#### 1917-18 Stoss Gruppe

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

Rally

Aggression Tenacity

Morale

Grenades

6'

1

Infantry Unit



#### Bombers, Extended Order, Independent, Infiltration Tactics

Uni	t		Mane	uver	Double	Time	Assault	Agility		
Infantry			8″		12	"	6″	Auto		
With Flammenwerfe	er or MG08/	/15	7"		11	"	5″	Auto		
		RC	DF		2	х х				
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial		
SA Pistol	6″	RF	RF	-	5+		Assault, E	Assault, Burst		
Bergmann SMG	9″	1	1	-	5+		Assault, E	Assault, Burst		
Bolt Action Rifle	24″	RF	RF*	-	5+					
BA Carbine	18″	RF	RF*	-	5+		Handy			
MG08/15	36″	4	1	-	5+		Bulky, Lo	ader, Scythe		
MG08/18	36″	3	2	-	5+		Loader, S	cythe		
Grenades	6″	1	1	+2	4+		Grenade,	Suppression		
Grenade Bundles	4"	1	1	+3	3+	d3	Grenade Suppress			
Flammenwerfer	6″	d6	d6	+3	3+			Bulky, Flamethrower, Suppression		
SS = Single Sh	ot	* = Slo	w Firing							

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.

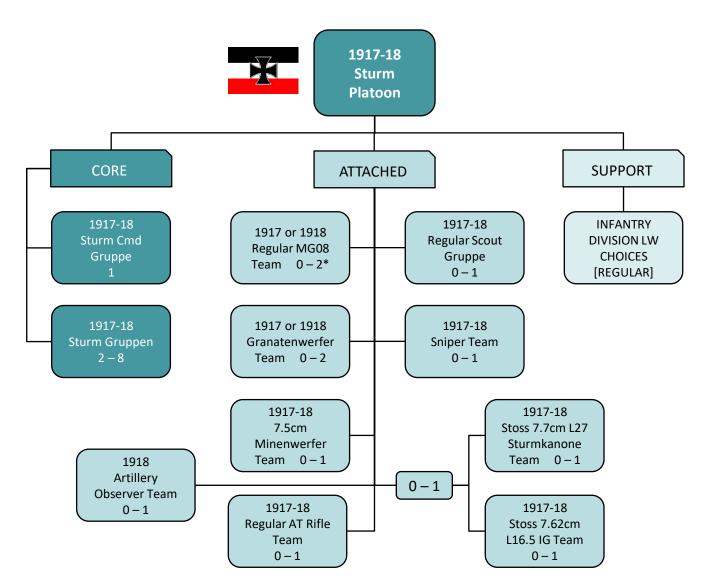
**Infiltration Tactics** – a unit with this rule counts as having Hit the Dirt if targeted when moving through rough terrain.

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

AF = Accelerated Fire RF = Rapid Fire

# **1917-18 STURMTRUPPEN PLATOON**

National Special Rules – any Imperial German.



#### 1917-18 Sturm Command Gruppe

Description	Inexpe	rienced	Reg	ular	Vete	eran
	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Energetic Officer, CFW, SA pistol, grenades					1	40
Upgrade Officer to Inspiring					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
Replace officer or NCO's SA pistol with Bergmann SMG					Any	+3 ea
Replace BA rifle with BA carbine					Any	-
Add body armor					All/none	+1 ea

MoraleRally3+Aggression3+Tenacity3+EormationAttack+2Recon1



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

	Unit	Maneuver	Double Time	Assault	Agility
1 [	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  $\frac{1}{2}$ . 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.

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

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

Veteran Morale

Rally

Aggression

Tenacity

Infantry Unit



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

Uni	t		Mane	uver	Double	Time	Assault	Agility		
Infantry			8″		12	"	6″	Auto		
With Flammenwerfe	er or MG08/	/15	7"		11	"	5″	Auto		
	a		R	DF		t	st			
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Sj	Special		
SA Pistol	6″	RF	RF	-	5+		Assault, E	Assault, Burst		
Bergmann SMG	9″	1	1	-	5+		Assault, E	Assault, Burst		
Bolt Action Rifle	24″	RF	RF*	-	5+					
BA Carbine	18″	RF	RF*	-	5+		Handy	Handy		
MG08/15	36″	4	1	-	5+		Bulky, Lo	ader, Scythe		
MG08/18	36"	3	2	-	5+		Loader, S	cythe		
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			

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.

AF = Accelerated Fire RF = Rapid Fire

id Fire SS = Single Shot

31

### 1917-18 Regular Scout Gruppe

Description	Inexpe	rienced	Reg	<u>ular</u>	Veteran		
<u></u>	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>	
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	

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



Infantry Unit

Unit Special Rules:

Extended Order - the unit may operate in extended order.

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

Recon 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

		R	DF		≥	t,	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6″	RF	RF	-	5+		Assault, Burst
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	Inexpe	Inexperienced		<u>Regular</u>		<u>eran</u>	Morale		Infantry Unit
	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>	Rally	4+	
NCO with pistol or BA rifle, grenades 4 Scouts with BA rifle, grenades			1	80	1	90	Aggression	6+	
Add Scouts with BA rifle, grenades			0-4	13	0-4	15	Tenacity	5+	
Replace NCO's BA rifle with Bergmann SMG (1918 only)			0-1	+3	0-1	+3			<u> 중요 중요 중요</u> 중4
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea			
Add smoke arenades (for unit)			For unit	+5	For unit	+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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8″		12"		6″	Auto
		R	DF		~	tt		
	Range	ed	/e	PEN	Lethality	Blast		
Weapon	Ra	Halted	Move	4	Leth	뽀	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst
Bergmann SMG	9″	1	1	-	5+		Assault, E	Burst
Bolt Action Rifle	24"	RF	RF*	-	5+			
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

AF = Accelerated Fire RF =

RF = Rapid Fire

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SS = Single Shot

\* = Slow Firing

# Cavalry Battlegroups and Units

# Imperial Germany 1917-18





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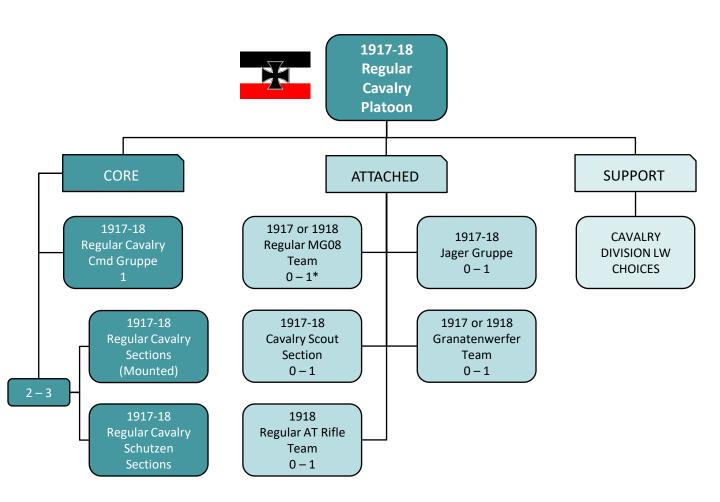
http://www.gajominis.com

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# **1917-18 REGULAR CAVALRY PLATOON**

National Special Rules – any Imperial German.



#### 1917-18 Regular Cavalry Command Gruppe

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

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.

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



Mounted Unit

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

Uni	Maneuver		Double Time		Assault	Agility		
Mounted			10"		16″		8″	3+
Dismounted			8″		12		6"	Auto
	75							
	e	ROF		£	HE Blast			
	Range	feo	E Ve		PEN Lethality			
Weapon	ä	Halted	Move	-	Let	뽀	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst
BA carbine	18″	RF	RF*	-	5+		Handy	
Bergmann SMG	9″	1	1	-	5+		Assault, E	lurst
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks t move

#### 1917-18 Regular Cavalry Section

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
NCO, pistol, sabre, grenades, horse 4 Troopers, BA carbine, sabre, grenades, horse			1	105	1	120
Add Trooper, BA carbine, sabre, grenades, horse			0 - 3	18	0-3	21
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+

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.

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

Unit			Maneuver		Double Time		Assault	Agility
Mounted			10"		16"		8″	3+
Dismounted			8″		12"		6″	Auto
	RO		)F		t	st		
	Range	pa	PEN		Lethality	HE Blast		
	Ra	Halted	Move		et a			
Weapon		Ï	2			-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst
BA carbine	18″	RF	RF*	-	5+		Handy	
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks It move
Lance	melee						Re-roll Assault Checks on Assault move	

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\* = Slow Firing

# 1917-18 Regular Cavalry Schutzen Section

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

Morale Rally 4+ Aggression 4+ Tenacity 4+

Infantry Unit

# - 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**

Uni	Unit		Maneuver		Double Time		Assault	Agility
Infantry			8″		12″		6″	Auto
With MG08/15			7″		11"		5″	Auto
	_	R	<b>DF</b>		≥	t		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA rifle	24″	RF	RF*	-	5+			
Bergmann SMG	9″	1	1	-	5+		Assault, E	Burst
MG08/15	36″	4	1	-	5+		Bulky, Lo	ader, Scythe
MG08/18	36″	3	2	-	5+		Loader, S	cythe
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

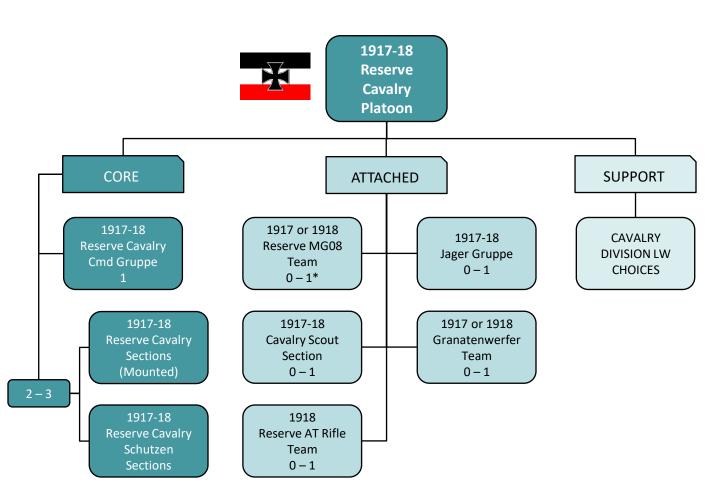
\* = Slow Firing

Storm of Fire, Wasatch Miniatures

## **1917-18 RESERVE CAVALRY PLATOON**

National Special Rules – any Imperial German.

## **ORGANIZATION DIAGRAM**



\* = Line Holder Unit

### 1917-18 Reserve Cavalry Command Gruppe

Description	Inexpe	rienced	Regular		<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, pistol, sabre, grenades, horse			1	24		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25		
Medic, unarmed, horse			0-1	18		
Farrier, pistol, sabre, grenades, horse			0-1	18		
Musician, pistol, sabre, grenades, horse			0-1	13		
Senior NCO, BA carbine, sabre, grenades, horse			0-1	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.

Description	Inexpe	rienced	Reg	<u>ular</u>	Veteran	
<u>Description</u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
NCO, pistol, sabre, grenades, horse 4 Troopers, BA carbine, sabre, grenades, horse			1	85		
Add Trooper, BA carbine, sabre, grenades, horse			0 - 3	14		
Upgrade NCO's pistol to SA Pistol			Any	+1 ea		
Add Cuirass (Cuirassiers)			All/none	+1 ea		
Add lance			Any	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Mounted Unit Morale Rally Aggression Tenacity

Unit Special Rules:

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

Extended Order - the unit may operate in extended order.

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

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

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

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

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

Storm of Fire. Wasatch Miniatures

\* = Slow Firing

1917-18 Reserve Cavalry Section



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

Uni	t		Mane	Maneuver		Time	Assault	Agility		
Mounted			10"		16″		8″	3+		
Dismounted	Dismounted				12	"	6″	Auto		
					_		_			
		R	OF		2	tt (				
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst		
BA carbine	18″	RF	RF*	-	5+		Handy			
Bergmann SMG	9″	1	1	-	5+		Assault, E	Burst		
Grenades	6″	1	1	+2	4+		Grenade, Suppression			
Sabre	melee						+1 to Ass on Assau	ault Checks It move		

## 1917-18 Reserve Cavalry Schutzen Section

Description	<u>Inexpe</u>	rienced	<u>Reg</u>	<u>ular</u>	<u>Veteran</u>	
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, BA rifle, grenades 4 Troopers, BA rifle, grenades			1	75		
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**

Uni	t		Mane	uver	Double	Time	Assault	Agility
Infantry			8″		12"		6″	Auto
With MG08/15			7"		11"		5″	Auto
		R	<b>DF</b>		5	t		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
BA rifle	24″	RF	RF*	-	5+			
Bergmann SMG	9″	1	1	-	5+		Assault, E	Burst
MG08/15	36″	4	1	-	5+		Bulky, Lo	ader, Scythe
MG08/18	36″	3	2	-	5+		Loader, S	cythe
Grenades	6″	1	1	+2	4+		Grenade,	Suppression

\* = Slow Firing

Storm of Fire, Wasatch Miniatures

## 1917-18 Cavalry Scout Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO, pistol, 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



#### 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.

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

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

## Vehicle Battlegroups and Units

## Imperial Germany 1917-18





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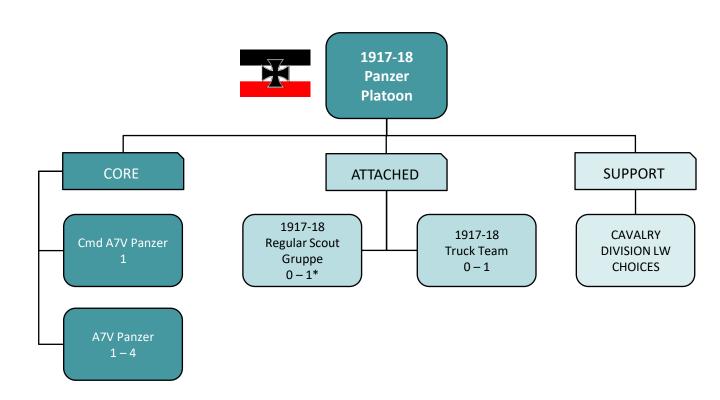
gajominis@aol.com



## **1917-18 PANZER PLATOON**

National Special Rules – any Imperial German.

## **ORGANIZATION DIAGRAM**



## 1917-18 Platoon Command Panzer A7V

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u>Beschption</u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
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).

<u>iviorale</u>		
Rally	4+	
Aggression	4+	
Tenacity	5+	
Formatic	<u>on</u>	
Attack	+3	
Recon	0	



Vehicle Unit

Resilier	
	Armor
Front	
Side	
Тор	

Arc, Scythe,

Suppression

Arc. Scythe.

Suppression

Posiliona

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

Uni	t		Maneuver Double Time			Assault	Agility			
A7V Tank		8" 12"			6" 4+					
	0	R	DF		£	st				
	Range	Halted	Move	PEN	Lethality	Blast				
Weapon	ä	Hal	Мо		Let	Ξ	S	pecial		
Front 5.7cm	36″	2	1*	+5	4+	d3	Arc			
Right MGs	24"	6	4	w	5+		Arc, Scyth Suppress			

4

2

w

w

5+

5+

					191	.7-18	Panzer A	7V			¥
Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	<u>eran</u>	Morale		Vehicle Unit	Resilience	4
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+			
Panzer A7V	1	89	1	111			Aggression	4+	129	Armor	
Upgrade 1 crewman to Mechanic			0-1#	+7			Tenacity	5+		Front	9
Upgrade 1 crewman to Skilled Driver			0-1#	+5			( endore)			Side	8
Upgrade 1 crewman to Expert Gunner			0-1#	+10					-TARKA CO	Тор	7

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Left MGs

Rear MGs

24"

24"

6

3

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

Unit Special Rules:

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

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

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

**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).

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

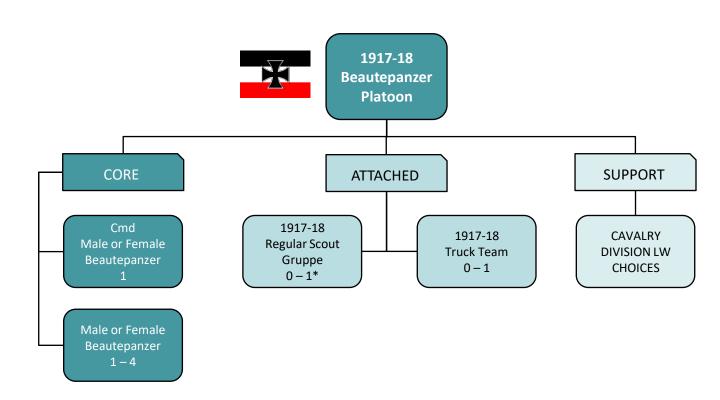
Uni	t		Mane	uver	Double	Time	Assault	Agility
A7V Tank			8″	'	12	"	6"	4+
		R	DF		~	t.		
	Range	<b>u</b>		PEN	Lethality	Blast		
	Rai	Halted	Move		eth	포		
Weapon		I	~			-	S	pecial
Front 5.7cm	36″	2	1*	+5	4+	d3	Arc	
Right MGs	24"	6	4	w	5+		Arc, Scyth	ie,
Right Wids	24	0	-		5.		Suppress	on
Left MGs	24"	6	4	w	5+		Arc, Scyth	ne,
Lettings	24	5	-				Suppress	on
Rear MGs	24"	3	2	w	5+		Arc, Scyth	ne,
Real Wigs	24	3	2		5+		Suppress	on

AF = Accelerated Fire

## **1917-18 BEAUTEPANZER PLATOON**

National Special Rules – any Imperial German.

## **ORGANIZATION DIAGRAM**



## 1917-18 Platoon Command Beautepanzer Male

Description	Inexpe	rienced	Reg	ular	Vet	eran
<u>Beschption</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
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.

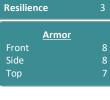
Tank Terror - the vehicle causes Tank Terror.

**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		L
	Rally	4+	
	Aggression	4+	l
	Tenacity	5+	
		$ \longrightarrow $	
ĺ	Formatio	<u>n</u>	Ì
	<u>Formatio</u> Attack	<u>n</u> +3	



Vehicle Unit



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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mark IV Tank			7"		11	"	5″	3+
		RC	DF		±	t I		
	ge	b	e	PEN	alit	Blast		
	Rar	Ē.	5	<b>–</b>	L ÷			
		a	Ś		P P	L		

Weapon	Ra	Halt	Mo	-	Let	HE	Special
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	Inexpe	rienced	Reg	<u>ular</u>	Vet	<u>eran</u>	Morale		Vehicle Unit	Resilience	3			
Beschption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	Rally	4+						
Male Beautepanzer	1	69	1	86			Aggression	4+		Armor				
Upgrade 1 crewman to Mechanic			0-1#	+7			Tenacity	5+	A CONTRACTOR OF THE OWNER OWNER OF THE OWNER OWNE	Front	8			
Upgrade 1 crewman to Skilled Driver			0-1#	+5						Side	8			
Upgrade 1 crewman to Expert Gunner			0-1#	+10						Тор	7			
										TOP				

Storm of Fire. Wasatch Miniatures

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

Unit Special Rules:

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

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mark IV Tank			7"		11	"	5″	3+
		R	DF		2	Ħ		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	6	pecial
•								Jecial
Right 6-pdr OQF	36"	2	1*	+5	4+	d3	Arc	
Right MGs	24"	3	2	w	5+		Arc, Scyth Suppress	
Left 6-pdr OQF	36″	2	1*	+5	4+	d3	Arc	
Left MGs	24"	3	2	w	5+		Arc, Scyth	ne,
Leitings	24	5	2	**			Suppress	on
Front MG	24"	3	2	w	5+		Arc, Scyth Suppress	

## 1917-18 Platoon Command Beautepanzer Female

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
<u></u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
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 Beautepanzer	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		



Resilience <u>Armor</u> Side

Suppression

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

Unit Special Rules:

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

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

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

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

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

Tank Terror - the vehicle causes Tank Terror.

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

Defensive MGs (4), Large Crew, Tank Terror, Unst	able
--	------

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mark IV Tank			7"		11	"	5″	3+
	0	R	DF		Ŀ	st		
	Range	ed	ve	PEN	Lethality	Blast		
	Ra	Halted	Move	<u>م</u> ا	et	뽀		
Weapon		I	~				S	pecial
Right MGs	24"	6	4	w	5+		Arc, Scytl	ne,
Right Wids	24	0	4	~~	57		Suppress	ion
Left MGs	24"	6	4	w	5+		Arc, Scytl	ne,
Leit Wids	24	0	4	~~~	5+		Suppress	ion
Front MG	24"	3	2	. w	5.4		Arc, Scyth	ne,

w

5+

2

			1	.917	'-18	Bea	utepanzer	Ferr	nale		¥
Description	<u>Inexpe</u>	rienced	Reg	<u>ular</u>	Vet	eran	Morale		Vehicle Unit	Resilience	3
<u></u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+			
Female Beautepanzer	1	61	1	77			Aggression	4+	all and a second second	Armor	
Upgrade 1 crewman to Mechanic			0-1#	+7			Tenacity	5+		Front	8
Upgrade 1 crewman to Skilled Driver			0-1#	+5			· ciliateitey		Charles and the second second second	Side	8
Upgrade 1 crewman to Expert Gunner			0-1#	+10						Тор	7

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Front MG

24"

3

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

Unit Special Rules:

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

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

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

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

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

Tank Terror - the vehicle causes Tank Terror.

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

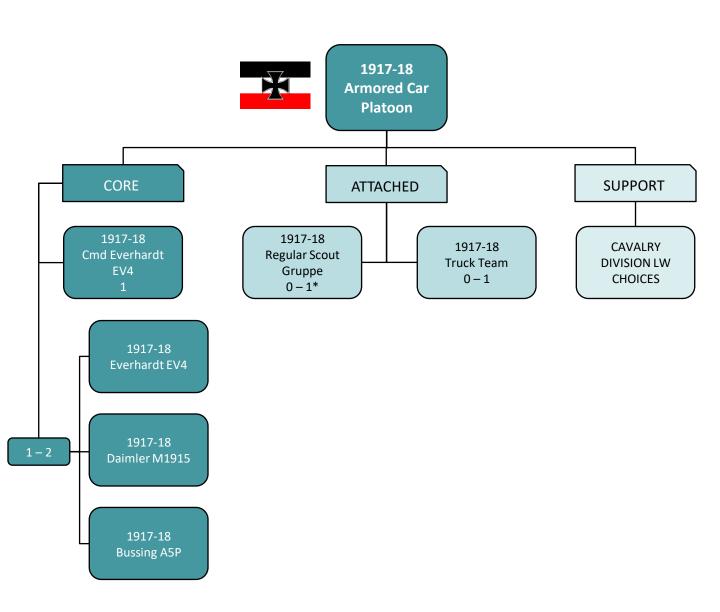
#### Defensive MGs (4), Large Crew, Tank Terror, Unstable

Uni	t		Maneuver		Double	Time	Assault	Agility		
Mark IV Tank			7"	7" 11"			5″	3+		
	RO		DF	F		х х				
	Range	ed	/e	PEN	Lethality	HE Blast				
	Ra	Halted	Move	<u>م</u>	et	포				
Weapon		I	~				S	pecial		
Right MGs	24"	6	4	w	5+		Arc, Scyth	ne,		
Right Wids	24	0	4		51		Suppress	on		
Left MGs	24"	6	4	w	5+		Arc, Scyth	ne,		
Leit Wids	24	0	4	~~~	5+		Suppress	on		
Encent MC	2.4//	2	2				Arc, Scyth	ne,		
Front MG	24″	3	2	W	5+		Suppress	on		

## **1917-18 ARMORED CAR PLATOON**

National Special Rules – any Imperial German.

## **ORGANIZATION DIAGRAM**



## 1917-18 Command Ehrhardt EV4 Armored Car

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>		
<u></u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
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	

MoraleRally4+Aggression4+Tenacity5+EormationAttack+2Recon1



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

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

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

Unit Special Rules:

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

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

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.

	0	R	<b>DF</b>		Ę	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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	<u>Inexpe</u>	rienced	Reg	<u>ular</u>	Vet	eran	Morale		Vehicle Unit	Resilience	3		
<u></u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+					
Daimler M1915			1	46	1	55	Aggression	4+	311	Armor			
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7	Tenacity	5+	TUR,	Front	7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5	renderty			Side	7		
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10				Тор	, 7		

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

Unit Special Rules:

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

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

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

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

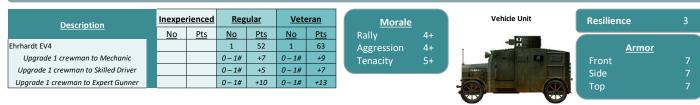
Tank Terror - the vehicle causes Tank Terror.

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

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

Uni	t		Maneuver		Double Time		Assault	Agility	
Daimler M1915			5″		8'	,	4″	5+	
_									
		R	DF	)F		t			
	Range	pa	Halted Move PEN		HE Blast				
Weapon	Ra	Halted	Move	- <b>-</b>	Let	뽀		pecial	
weapon		-					3	Jecial	
Turret MG	24″	3	2	W	5+		Scythe, S	uppression	
Front MG	24″	3	2	w	5+		Arc, Scyth	Arc, Scythe,	
	24	5	2		5		Suppress	on	
Left MG	24"	3	2	w	5+		Arc, Scyth	ne,	
Leit MO	24	3	2		57		Suppress	on	
Right MG	24"	3	2	w	5+		Arc, Scyth	ne,	
Kight Wig	24	3	2	vv	5+		Suppress	on	

## 1917-18 Ehrhardt EV4 Armored Car



# - 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

6″	9″	4″	5+
		•	
	6″	6" 9"	6" 9" 4"

		R	<b>DF</b>		£	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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	Inexpe	rienced	Reg	<u>ular</u>	Vet	eran_	Morale		Vehicle Unit	Resilience	3
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+	· · · · · · · · · · · · · · · · · · ·		
Bussing A5P			1	41	1	50	Aggression	4+		Armor	
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7	Tenacity	5+	12.0 - 47.0	Front	7
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5				Side	7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10				Тор	, 7

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

Unit Special Rules:

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

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

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

**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

Uni	t		Mane	uver	Double	Time	Assault	Agility			
Bussing A5P			5″		8'	,	4"	6+			
		PEN 408		~	tt						
	nge			alit	Blast						
Weapon	Ra	Halted	Move	<u>م</u>	Lethality	뽀	S	pecial			
Turret MG	24″	3	2	w	5+		Scythe, S	uppression			
Front MG	24"	3	2	w	5+		Arc, Scyth Suppress				
Left MG	24"	3	2	w	5+		Arc, Scyth Suppress				
Right MG	24"	3	2	w	5+		Arc, Scyth Suppress				

H

### 1917-18 Imperial German Car Team

Description	<u>Inexpe</u>	rienced	<u>Reg</u>	<u>ular</u>	Vete	eran
<u></u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Great War Era Car, 2 crew with pistols	1	13	1	16	1	19

Morale Rally Aggression

Vehicle Unit

Unit Special Rules:

Transport (x) - the vehicle may transport one unit of no more than (x) models in addition to its crew. Weapon teams count their weapon as an additional model. It takes one action to mount or dismount the unit transported - the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle).

Unarmed Transport - the vehicle is removed from play if it is unoccupied, and it has an enemy model within 12". The crew may fight to defend their vehicle, but they will depart with it if it is removed.

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

#### Unarmed Transport (6), Wheeled

	Uni	t		Maneuver			Maneuver Double Time			Time	Assault Agility		
	Car Team			8″		14"		-	5+				
[			R	DF		≥	Blast						
		Range	ed	EN de de		PEN							
	Weapon	Ra	Halte	Mor		Let	뽀	S	pecial				
	Pistol	6"	RF	RF	-	5+		Assault					

## 1917-18 Imperial German Truck Team

Description	Inexpe	rienced	Reg	ular	Vet	eran_
Beschption	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Great War Era Truck, 2 crew with pistols	1	17	1	21	1	26

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.

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



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

Uni	t		Maneuver Double Time			Assault	Agility	
Truck Team			8″		12"		-	5+
		R	DF		>	ţ		
	Range			PEN	Lethality	Blast		
	Rar	Halted	Move	a a	eth	Ŧ		
Weapon		Ĩ	2		L	-	Sp	pecial
weapon								

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## Weapon Units

## Imperial Germany 1917-18





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## 1917 Regular MG08 Team

Description	Inexpe	rienced	Reg	<u>ular</u>	Veteran	
<u></u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
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+

#### Weapon Unit



Fixed

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	4″	-	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.

 $\ensuremath{\mathsf{Sharpshooters}}\xspace$  – the unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

		R	DF		₹	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
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		Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
<u></u>		<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
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

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

Sharpshooters - the unit may re-roll up to two missed direct fire Accuracy checks

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





Fixed

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

	0	R	<b>DF</b>		Ę	st	
	Range	Halted	Move	PEN	-ethality	HE Blast	
Weapon		<u> </u>	-				Special
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,
·····g·····		-					Suppression

AF = Accelerated Fire

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Unit Special Rules:

each time it shoots.

their moving ROF if they then use a fire action.

## 1917 Reserve MG08 Team

Description		Inexperienced		Reg	ular	<u>Veteran</u>	
<u> </u>		<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
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

<u>Morale</u>	
Rally	4+
Aggression	6+
Tenacity	4+

#### Weapon Unit



Fixed

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	4″	-	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.

	e		<b>DF</b>	-	lity	Blast	
Weapon	Range	Halted	Move	PEN	Lethality	HE BI	Special
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	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
<u>Description</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
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

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





Fixed

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

Weapon	Range	Halted	OF a M	PEN	Lethality	HE Blast	Special
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

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.

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

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## 1917-18 Alpenkorps MG08 MG Team

Description	Inexpe	rienced	Reg	ular	Vete	eran
<u>Beschption</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
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

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

Weapon Unit



Unit Special Rules:

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

**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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Alpine MG08					6'	'	-	4+
With Mule Team			-		7'	'	-	3+
	RO				≥	, t		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
MG08 MG	36"	6	2	-	4+			one, Crew 2, uppression
Firing AP Ammo	36″	4	-	+2	5+		Crew 2	
Firing Indirect	12-48"	1	-	-	6	d3	Crew 2, I Suppress	,

### 1917-18 Sniper Team

Rally Aggression Tenacity

Morale

Description	Inexpe	rienced	nced <u>Regu</u>		<u>Veteran</u>	
<u></u>	No	<u>Pts</u>	No	Pts	No	<u>Pts</u>
Sniper Team – Sniper with sniper rifle, Spotter with pistol					1	37
Add Body Armor to unit					For unit	+3



#### Camouflage, Yield Ground

Unit			Maneuver		Double	Time	Assault	Agility
Infantry	antry			8″ 12″		-	Auto	
Infantry in Body Armor			4"		6'	'	-	Auto
			-					
	0	RC	DF		1 ≥	ಕ		
	Range	Halted	Move	PEN	ethality	Blast		
Weapon	ä	Hał	ыМ		Let	HE	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Sniper Rifle	36″	1	-	-	4+		Sniper Ri	
-							Suppression	

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.

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## 1917 Jager MG08 Team

Description		Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Beschption		<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
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

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

No Head Protection - unit receives -1 on Triage checks. This rule does not apply

Sharpshooters - the unit may re-roll up to two missed direct fire Accuracy checks

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

#### Weapon Unit



#### Fixed, No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility
MG08 Team			-	- 6"		-	4+	
	0	R	DF		≥	st		
	Range	ed	ve	PEN	Lethality	Blast		
Weapon	Ra	Halted	Move	<b>–</b>	Let	뽀	S	pecial
MG08 MG	36″	6	2	-	4+			one, Crew 2, uppression
Firing AP Ammo	36″	4	-	+2	5+		Crew 2	

## 1918 Jager MG08 Team

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>Description</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
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

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

Firing Indirect

12-48"

1

#### Weapon Unit

5+

d3

Crew 2, Indirect,

Suppression



#### Fixed, No Head Protection

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

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

#### Unit Special Rules:

Unit Special Rules:

each time it shoots.

their moving ROF if they then use a fire action.

if the unit has been upgraded to steel helmets.

**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.

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

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## 1917 Granatenwerfer Team

Weapon Unit
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Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
<u>Beschption</u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Granatenwerfer, NCO + 1 crew			1	28	1	34
Granatenwerter, NCO + 1 crew			1	28	1	54

4+
5+
4+



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

			Ivialle	uvei	Double	Time	Assault	Aginty
Weapon Team			4"		8″		-	3+
		D	DF		L ~			
			JF		<u> </u>	st		
	ĕ	Q	പ	Z	ie i	Blast		
	Range	Halted	Move	PEN	Lethality			
Maanan	~	a	ž		e l	뿌		a a cial
Weapon		-						pecial
Granatenwerfer	6-24"	2	1*	+2	4+	d3	Crew 2, C	)H Fire,
Granatenwerter	0-24	2	1	, r2	47	us	Suppressi	on

## 1918 Granatenwerfer Team

Unit Special Rules:

Uni	t		Maneuver		Double Time		Assault	Agility
Weapon Team			4"		8'	'	-	3+
	DF							
	e			_	÷.	ast		
	Range	ed	ş	PEN	hal	HE Blast		
Weapon	ů.	Halted	Move		Lethality	포	s.	pecial
weapon							Crew 2, C	
Granatenwerfer	6-24″	2	1*	+2	4+	d3		
							Suppress	on

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## 1917-18 7.5cm Minenwerfer Team

Description		Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>Description</u>	Description			No	<u>Pts</u>	No	<u>Pts</u>
/linenwerfer, NCO + 2 crew				1	41	1	54
linenwerfer, NCO + 2 crew				1	41	1	

<u>Morale</u>	
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.

Uni	Maneuver		Double	-	Assault	Agility			
Gun Team	Gun Team					,	-	4+	
	RO		DF		≥	tt.			
	Range	ed	ve	PEN	Lethality	Blast			
Weapon	Ra	Halted	Move	-	Let	Ĥ	S	pecial	
7.5cm Minenwerfer	12-48"	1	-	+3	4+	d6		ndirect Only, uppression	

Fixed

## 1918 Artillery Observer Team

Description	<u>Inexpe</u>	rienced	<u>Reg</u>	ular	Vet	eran	Morale	Morale Weapon U		Weapon Unit	nit	
<u> </u>	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>	Rally	4+			6	
NCO Observer with pistol Telephone Operator with pistol Infantryman with BA rifle			1	36	1	43	Aggression Tenacity	6+ 5+	M			

#### 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.

011	intuncuvci		Doubic	THILE	Assuur	Asincy		
Artillery Observer Tea	8″		12	"	-	auto		
	DF		≥	ŗ				
	nge	pa	/e	PEN	alit	Blast		
	Rai	Halted	Move		Lethality	뽀		
Weapon		-					5	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Bolt Action Rifle	24″	RF	RF*		5+			

Observer

Double Tin

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## 1918 Regular AT Rifle Team

Weapon I	Unit
----------	------

Description	Inexpe	<u>rienced</u>	Reg	<u>ular</u>	Veteran		
beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
1.3cm AT Rifle, 2 crew			1	19	1	23	

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



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

	Uni	t		Mane	uver	Double	Time	Assault	Agility		
	1.3cm AT Rifle Team	8″		12	"	-	3+				
1											
		0	RC	DF		±	t d				
		38	p	e	PEN	al:	Blast				
		Range	Halted	Move	E I	Lethality	Ξ				
	Weapon		Ha	Σ		<u>۳</u>	<b>–</b>	Special			
	1.3cm ATR	24"	1	1*	+3	5+		No HE			

## 1918 Reserve AT Rifle Team

n	on	Inexpe	erienced	Reg	gular	Vet	<u>eran</u>
<u> </u>		<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
		1	12	1	15		

Unit Special Rules:

Uni	t		Mane	uver	Double	Time	Assault	Agility
1.3cm AT Rifle Team			8″		12	"	-	3+
		R	DF		≥	t		
	Range	ed	ve	PEN	Lethality	Blast		
Weapon	ä	Halted	Move		Let	뽀	S	pecial
1.3cm ATR	24"	1	1*	+3	5+		No HE	

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X

## **Gun Units**

## Imperial Germany 1917-18





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## 1917-18 Stoss 7.7cm L27 Sturmkanone

Inexper	rienced	Reg	<u>ular</u>	Vete	eran
<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
		1	112	1	134
				<u>No Pts No Pts</u>	No Pts No Pts No

Morale Rally 3+ Aggression 4+ 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

Uni	t i		Iviane	uver	Double	Time	Assault	Agility
Gun Team					6"	'	-	4+
	0	RC	DF		ť	st		
	Range	ed	ve	PEN	Lethality	Blast		
Weapon	Ra	Halted	Move	-	Let	HE	Sp	oecial
							Crew 3, S	
7.7cm L27	36"	2	1	+6	3+	d6	Suppressi	on,
							Trajectory	/

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

 Inexperienced
 Regular
 Veteran

 No
 Pts
 No
 Pts
 No
 Pts

 7.62cm L16.5 Infantry Gun, NCO + 4 crew
 1
 73
 1
 95

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



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.

 $\mbox{Gun Shield}$  – 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+

		R	DF		Σ	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
7.62cm L16.5 Krupp	30″	1	1*	+3	3+	d6	Crew 2, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-48"	1	-	-	3+	d6	Crew 2, Indirect, Shrapnel, Suppression
Indirect: HE	24-48"	1	-	+2	4+	d6	Crew 2, Indirect, Suppression

X

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## 1918 3.7cm TAK Team

Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	eran
<u>- courpriori</u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
3.7cm TAK gun, NCO + 4 crew			1	36	1	44

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

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

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



## Added Crew, Fixed

							Aginty
		2"		8″		-	3+
	RC	DF		5	st		
ä	p	e	Z	ali	sla		
Rai	alte	2	E	l f			
_	H	Σ		<u>۳</u>	Ŧ	Sp	pecial
30″	2	1*	+4	5+		Crew 2, N	Io HE
	So"	Range Halted	A guide guid	Lange Range Rang	Range Move PEN Lethality	Range Halted PEN HE Blast	IS HE Blast Lethality Blast Le

## 1917-18 7.5cm GebK13 Mountain Gun Team

Description	Inexpe	rienced	Reg	ular	Vet	<u>eran</u>	
<u>Description</u>	No	<u>Pts</u>	No	Pts	No	<u>Pts</u>	Rallv
7.5cm GebK13 Gun, NCO + 3 crew, mule team			1	70	1	90	Aggre

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



#### Unit Special Rules:

Unit Special Rules:

more than 2 crew figures are casualties.

their moving ROF if they then use a fire action.

**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+

		R	DF		₽	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
7.5cm GebK13	48″	2	1	+3	4+	d6	Crew 3, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	4+	d6	Crew 3, Indirect, Shrapnel, Suppression
Indirect: HE	24-54"	1	-	+2	5+	d6	Crew 3, Indirect, Suppression

AF = Accelerated Fire R

```
e RF = Rapid Fire
```

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## 1917-18 7.7cm FK 96 Gun Team

Description	Inexpe	rienced	Reg	ular	Vet	eran_
<u></u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
7.7cm FK96 Gun, NCO + 3 crew			1	72	1	94
			-	72	-	54

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

Morale	
Rally	4+
Aggression	5+
Tenacity	4+

Indirect: Shrapnel

Indirect: HE

Gun Unit

Crew 3, Scythe,

Shrapnel, Suppression Crew 3, Indirect,

TH:

Suppression, Trajectory Crew 3, Indirect,

Suppression

d6

d6+1

d6+1



#### Fixed, Gun Shield

Uni	t		Mane	uver	Double	Time	Assault	Agility
Gun Team			-		4'	,	-	5+
		RC	OF		<u> </u>	t:		
	ge	σ	e	z	ality	Blast		
	Ran	Halted	ð	PEN	eth			
Weapon	<u> </u>	На	Mov		<u> </u>	뽀	S	pecial
							-	

+6

-

+2

3+

3+

4+

1

-

48"

24-54"

24-54"

2

1

1

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.

7.7cm FK96

## 1917-18 7.7cm FK 16 Gun Team

<b>Description</b>	Inexpe	rienced	Reg	<u>ular</u>	Vet	<u>eran</u>	Morale		Gun Unit
<u>Beschption</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	Rally	4+	
7.7cm FK16 Gun, NCO + 3 crew			1	80	1	104	, Aggression	5+	
							Tenacity	4+	

# E E

#### Unit Special Rules:

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+

	0	R	DF		ť	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
weapon							Crew 3, Scythe,
7.7cm FK16	48"	2	1	+7	3+	d6	Suppression,
							Trajectory
Indirect: Shrapnel	24-72"	1			3+	d6+1	Crew 3, Indirect,
munett. Smupher	24-72	1	-	-	37	u0+1	Shrapnel, Suppression
Indirect: HE	24-72"	1	-	+2	4+	d6+1	Crew 3, Indirect,
mairect: HE	24-72	1	-	+2	4+	u0+1	Suppression

AF = Accelerated Fire

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

Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	eran
<u></u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
7.7cm FK96 Gun, NCO + 3 crew, Limber			1	81	1	105
7.7cm FK96 Gun, NCO + 3 crew, Limber			1	81	1	105

1+
5+
1+

Indirect: Shrapnel

Indirect: HE

E

3+

3+

4+

뿦

d6

d6+1

d6+1

Special

Crew 3, Scythe,

Crew 3, Indirect,

Shrapnel, Suppression Crew 3, Indirect,

Suppression. Trajectory

Suppression



#### Fixed, Gun Shield

Uni	t		Mane	uver	Double	Time	Assault	Agility
Gun Team			-		8'	,	-	4+
					_			
		R	DF		L	st		
	ge	σ	a	E I	ality	Bla		
	5	e e	ž		Ë			

+6

+2

š

1

-

Haj

2

1

1

24-54"

24-54"

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. ĉ Gun Shield - the weapon provides concealment and protection to its crew from Weapon any fire through their forward arc. 7.7cm FK96 48"

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

Fixed - the weapon has a 90-degree firing arc from its facing direction. To fire

## 1917-18 17cm Minenwerfer Team

Description	Inexpe	rienced	Reg	ular	Vet	<u>eran</u>	Morale		Gun
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	4+	
Heavy Minenwerfer, NCO + 3 crew			1	61	1	79	Aggression	5+	
							Tenacity	4+	

Unit Special Rules:

Unit Special Rules:

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

Gun Team			-		4'	,	-	5+
		ROF			>	t		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Heavy Minenwerfer	12-48"	1	-	+4	3+	2d6		ndirect Only, ppression

Fixed

Maneuver

#### Gun Unit

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Unit



Double Time

Assault

Agility

## 1917-18 Skoda 7.5cm M15 Infantry Gun Team

Description	Inexpe	rienced	Reg	<u>ular</u>	Veteran	
Description	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
7.5cm Skoda M15, NCO + 5 crew			1	78	1	101

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



#### Added Crew, Fixed, Gun Shield

Uni	Mane	uver	Double Time		Assault	Agility															
Gun Team			2"		6'	,	- 3+														
	0	R	DF		≥	st															
	Range	ve d		PEN	Lethality	Blast															
Weapon	Ra	Halted	Move	<u> </u>	Let	뽀	Sp	pecial													
							Crew 3, S	cythe,													
7.5cm M15 Skoda	48″	1	1	1	1	1	1	1	1	1	1	1	1	1	1*	+3	3+	3+ d6	d6	Suppressi	on,
							Trajector	y													
Indirect: Shrapnel	24-60"	1			3+	d6	Crew 3, Ir	ndirect,													
mairect: Shrapher	24-60	1	-		3+	06		c ·													

+2

4+

d6

#### 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.

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

Description	Inexpe	Inexperienced		<u>Regular</u>		<u>Veteran</u>	
Beschption	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
7.62cm L16.5 Infantry Gun, NCO + 4 crew			1	60	1	77	

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

Indirect: HE

24-60"

1





#### 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+

		R	DF		≥	st	
Weenen	Range	Halted	Move	PEN	Lethality	HE Blast	Creation
Weapon		-					Special Crew 2, Scythe,
7.62cm L16.5 Krupp	30″	1	1*	+3	3+	d6	Suppression, Trajectory
Indirect: Shrapnel	24-48"	1	-	-	3+	d6	Crew 2, Indirect, Shrapnel, Suppression
Indirect: HE	24-48"	1	-	+2	4+	d6	Crew 2, Indirect, Suppression

AF = Accelerated Fire RF =

```
RF = Rapid Fire
```

\* = Slow Firing

Shrapnel, Suppression Crew 3, Indirect,

Suppression