

Imperial Russian Forces

Great War

Mid-War / 1915-16

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



Offered by Wasatch Miniatures and GAJO Games

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SPECIAL RULES – MID-WAR

SPECIAL RULES – IMPERIAL RUSSIA

An Imperial Russian force has the following special rules in 1915-16:

Bayonet Training –

Russian tactical doctrine emphasized the bayonet, and soldiers were extensively trained in its use. A Russian soldier always had his bayonet fixed and ready.

A Russian unit may re-roll one Assault Check each time they strike in close combat.

Night Attack –

Russian units trained to fight at night, particularly for night attacks.

A Russian unit may elect to attack at night in missions which allow it, without making a night attack roll.

Poor Communications –

Russia was forced to rely on imported communications equipment, and they were at a disadvantage compared to their foes.

A Russian unit receives a -1 to any Communication Checks.

Creeping Barrage –

The Imperial Russian Army developed the capability to fire a creeping barrage in 1916. an innovation which facilitated the great Brusilov Offensive that nearly drove Austria-Hungary from the war.

Russian forces can employ a Creeping Barrage in missions which allow it from 1916 onward.

NATIONAL SPECIAL RULES

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

Stoic (Heartland) –

The core Russian lands had a long tradition of stoic resistance when things looked bad.

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

Hunters (Urals) –

The Ural region was home to many excellent shots.

Urals units with this special rule may re-roll one failed Accuracy Check when shooting.

Long Service (Non-Russians) –

Units raised from non-Russians had little prospect of advancement outside the army, so they tended to have good cohesion from long service together.

Non-Russian units with this special rule may re-roll one failed Aggression Check per turn.

Outdoorsmen (Siberian) –

Siberian troops were accustomed to the extreme cold and moving through their rugged wilderness.

Siberian units with this special rule may add 2" to their movement through rough terrain. They also ignore extreme cold in missions that use it.

Tribal (Caucasus) –

Caucasian units served in local groups, and they were already proficient in their preferred style of fighting.

Caucasian units with this special rule add 3" to their At the Double movement rates.

Dedicated (Ukrainian) –

Ukrainian troops saw the war as a chance for greater autonomy within the Russian Empire, and they fought hard to justify this.

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

Druzina (Czechoslovak) –

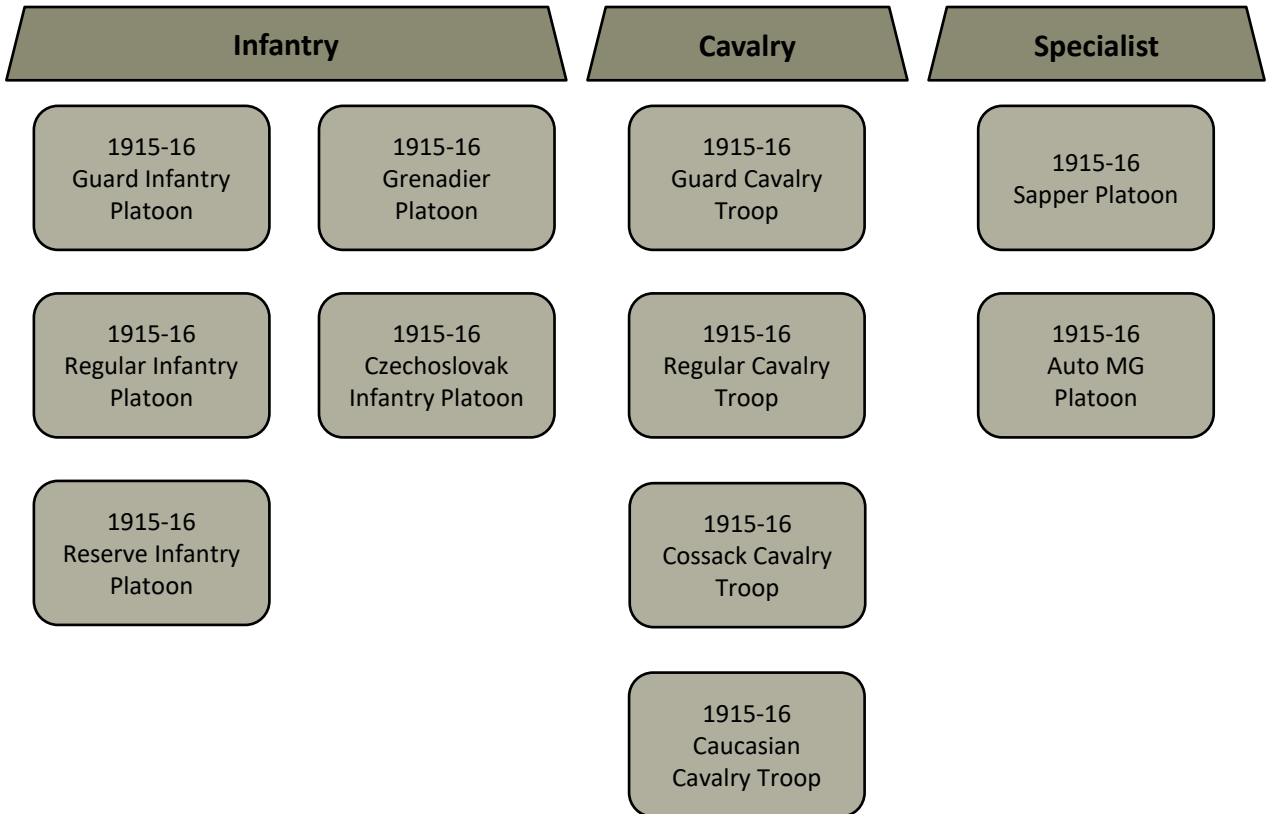
Czech units excelled in close combat.

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

Battlegroup Diagram



Russian Empire 1915-16

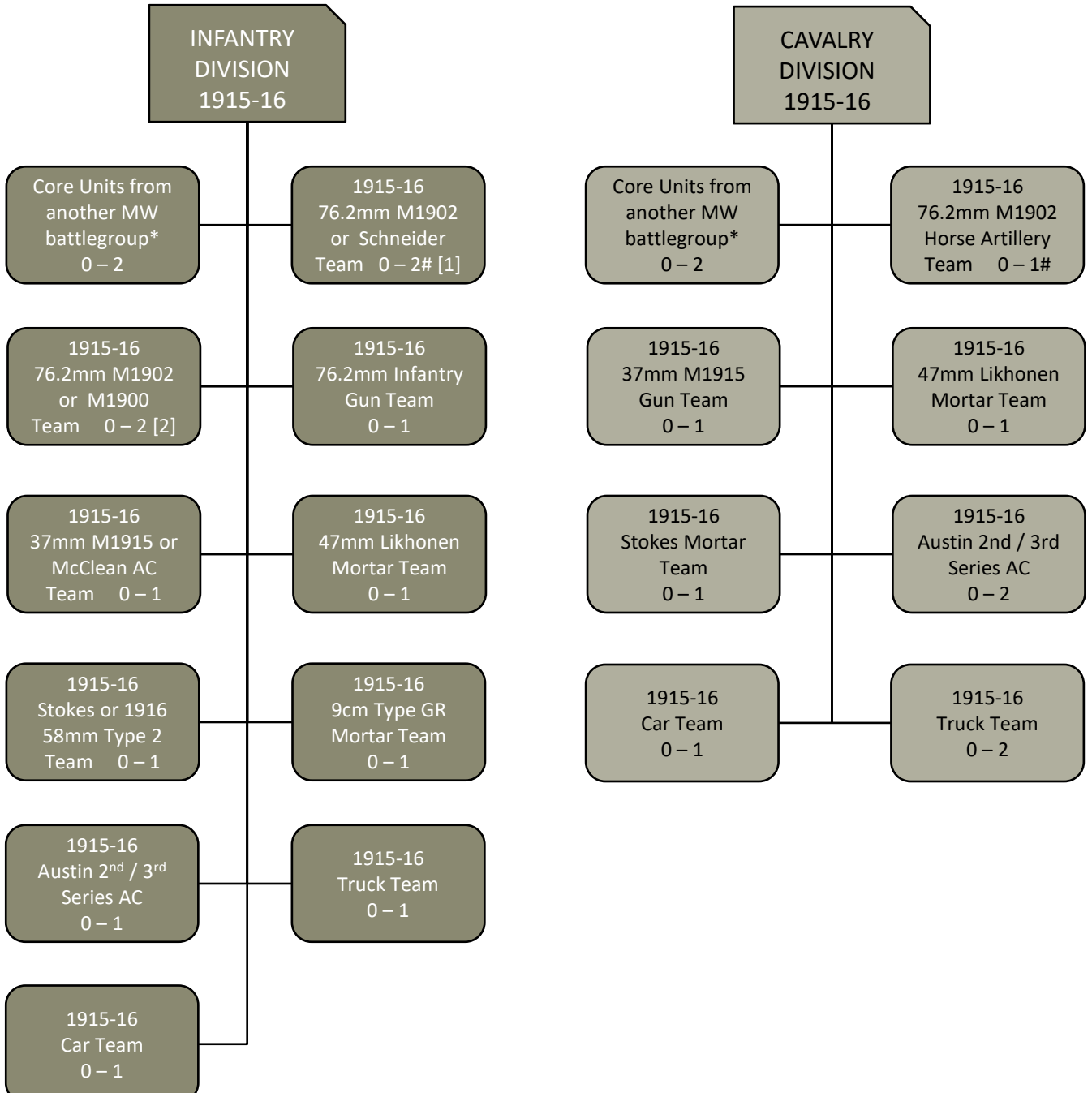


A force must include at least one Battlegroup,
but it may include more than one

Support Diagram



Russian Empire 1915-16



* = excludes command units

= Support Artillery

[1] = REGULAR; [2] = RESERVE

Infantry Battlegroups and Units

Russian Empire 1915-16



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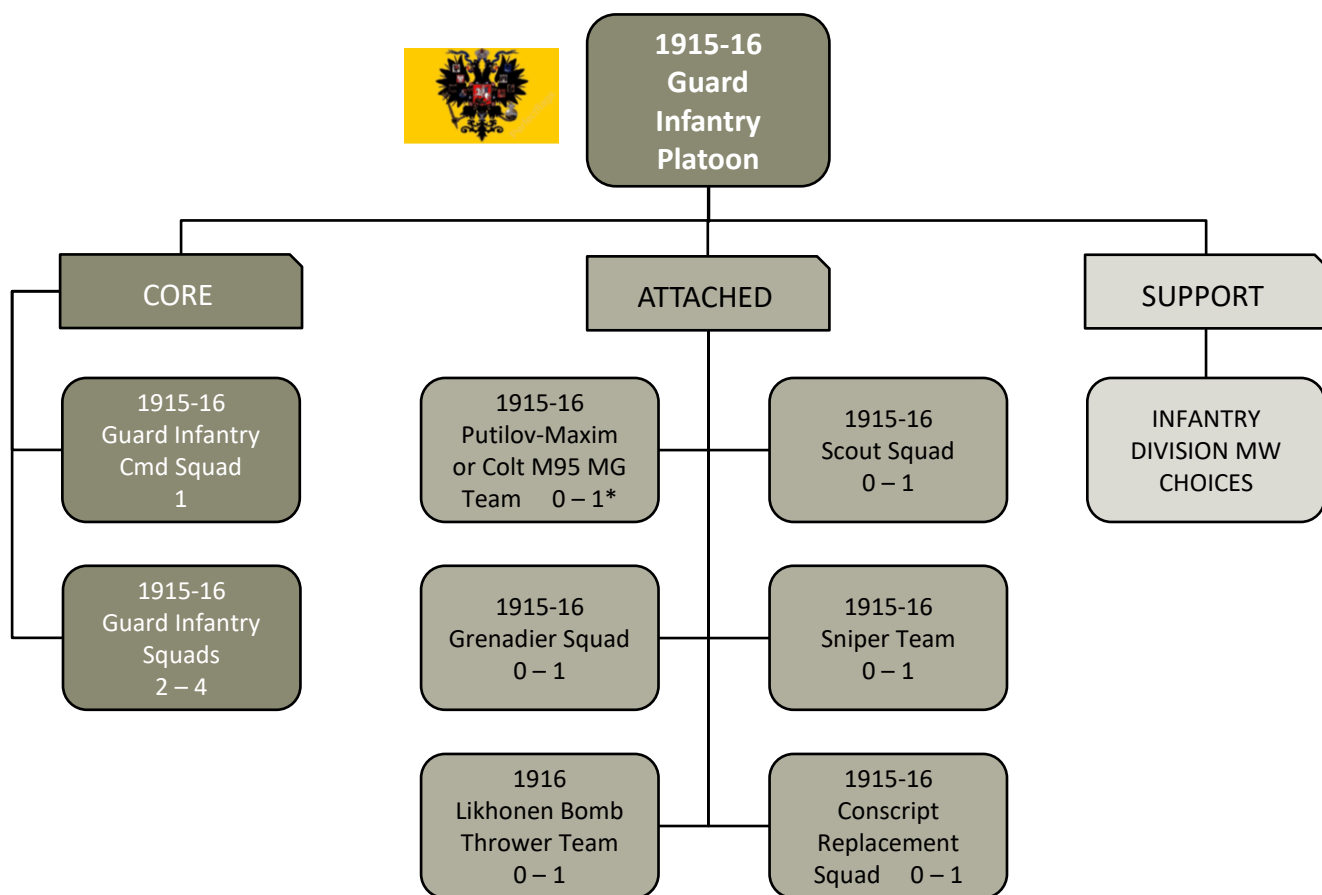
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1915-16 GUARD INFANTRY PLATOON

National Special Rules – Heartland only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Guard Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol			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			0-1	24	0-1	27
Add Riflemen with BA rifle			0-4	14	0-4	17
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Add grenades for officer, NCO and riflemen			Any	+2 ea	Any	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 5+

Formation

Attack 0
Recon 0



Infantry Unit

No Head Protection, Resilient

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

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

Unit Special Rules:

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

Resilient – unit may remove one suppression marker on a 3+ during the Rally step at the beginning of the turn.

1915-16 Guard Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	85	1	100
4 Riflemen with BA rifle						
Add Riflemen with BA rifle			0-7	14	0-7	17
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with Fedorov Avtomat			0-1#	+3	0-1#	+3
Replace BA rifle with Winchester 7.62mm			All&	+1 ea	All&	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 5+



Infantry Unit

No Head Protection, Resilient

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Fedorov Avtomat	12"	2	2	-	5+		Jams, Managed fire
Winchester 7.62mm	24"	1	1*	-	5+		Lever-Action
Grenades	6"	1	1	+2	4+		Grenade, Suppression

- a maximum number is allowed for the entire platoon as follows: 1915 (none), 1916 (up to one per platoon)

& - a maximum of one squad per platoon may utilize this weapon

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.

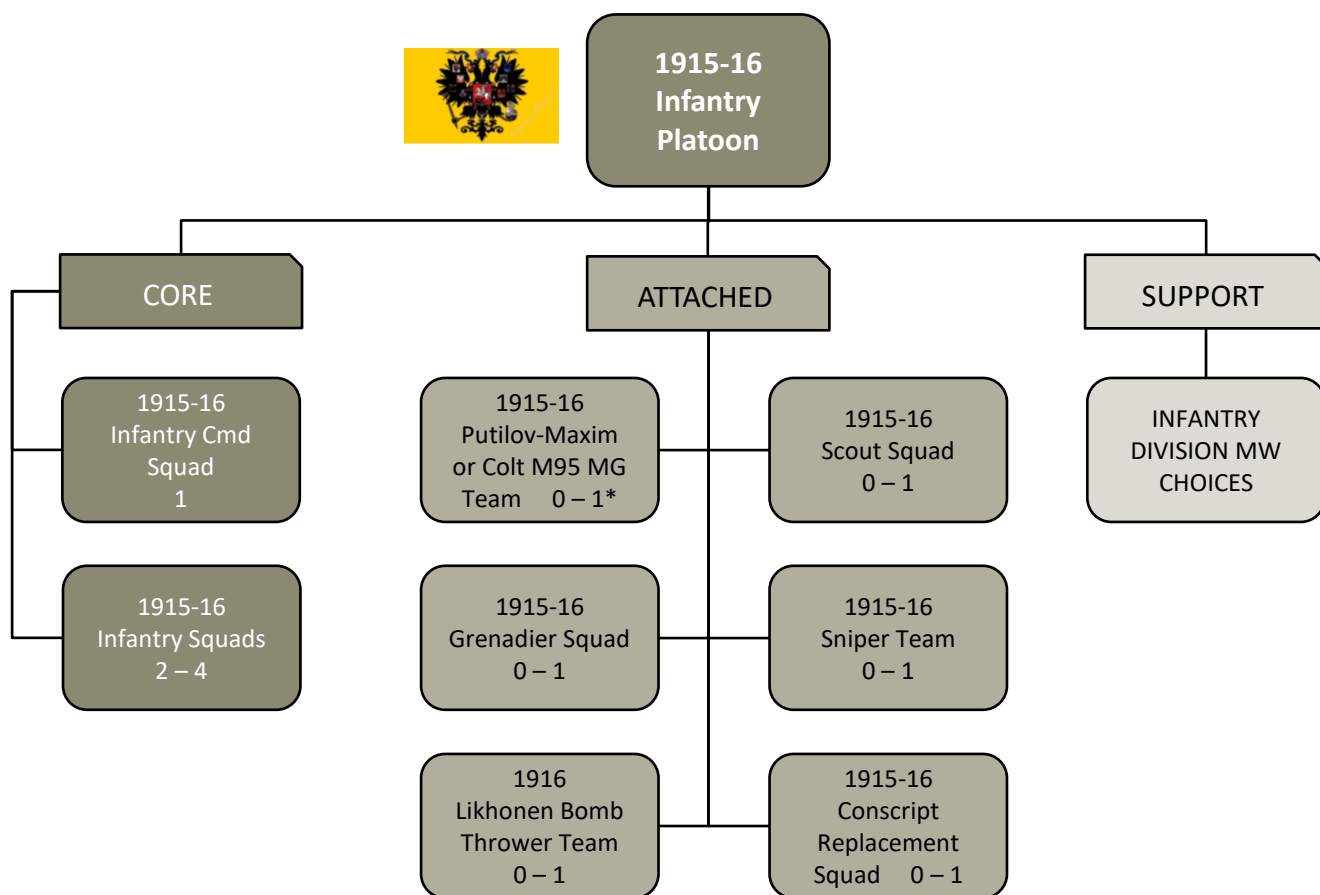
Resilient – unit may remove one suppression marker on a 3+ during the Rally step at the beginning of the turn.

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

1915-16 INFANTRY PLATOON

National Special Rules – Heartland, Ukrainian, Urals or Siberian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol			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			0-1	22	0-1	25
Add Riflemen with BA rifle			0-4	12	0-4	15
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Add grenades for officer, NCO and riflemen			Any	+2 ea	Any	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 5+

Formation

Attack 0
Recon 0



Infantry Unit

No Head Protection

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

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

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.

1915-16 Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	75	1	90
4 Riflemen with BA rifle						
Add Riflemen with BA rifle			0-7	12	0-7	15
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with Fedorov Avtomat			0-1#	+3	0-1#	+3
Add grenades			Any	+2 ea	Any	+2 ea
Replace BA rifle with Winchester 7.62mm			All&	+1 ea	All&	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 5+



Infantry Unit

No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Fedorov Avtomat	12"	2	2	-	5+		Jams, Managed fire
Winchester 7.62mm	24"	1	1*	-	5+		Lever-Action
Grenades	6"	1	1	+2	4+		Grenade, Suppression

- a maximum number is allowed for the entire platoon as follows: 1915 (none), 1916 (up to one per platoon)

& - a maximum of one squad per platoon may utilize this weapon

Unit Special Rules:

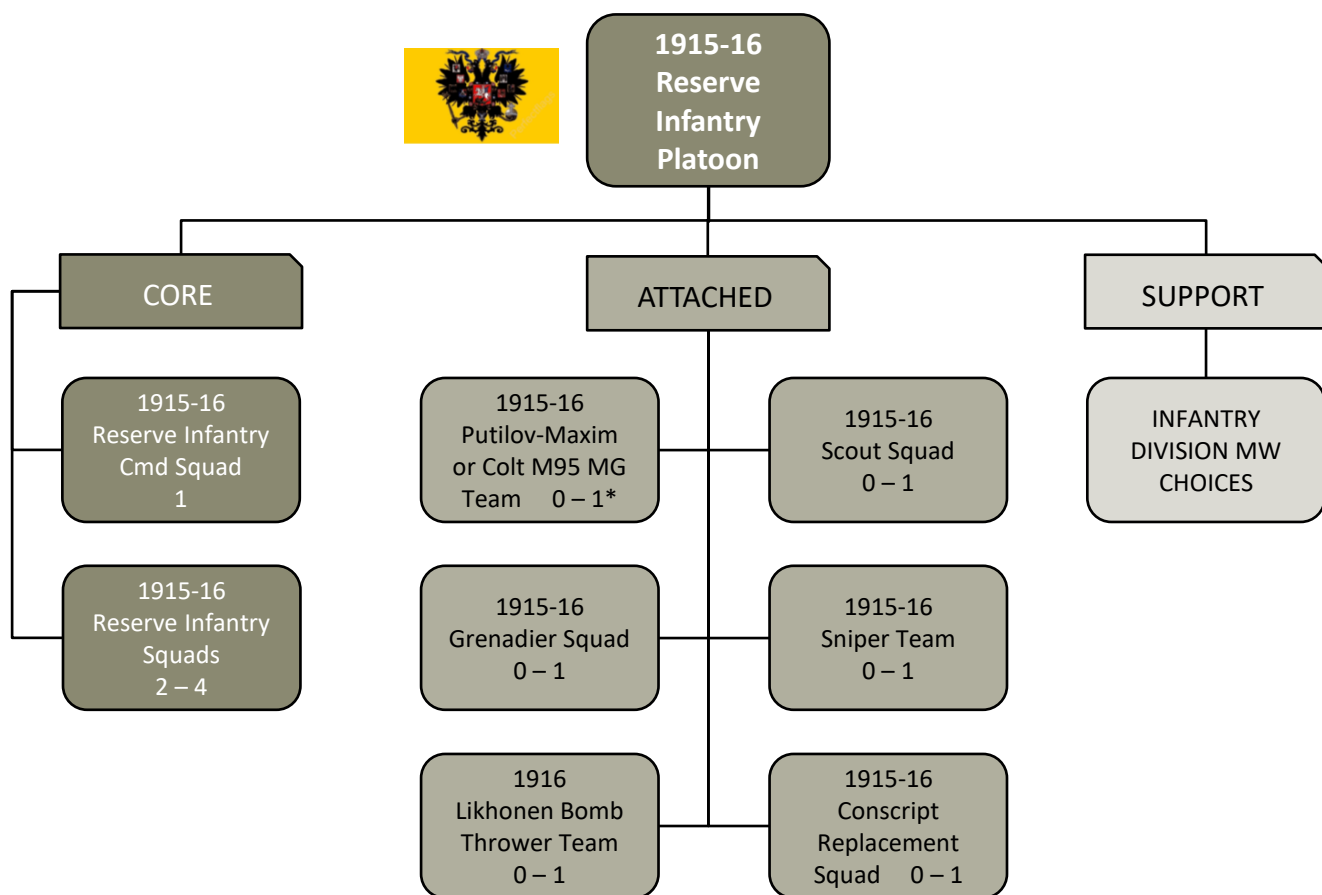
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

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

1915-16 RESERVE INFANTRY PLATOON

National Special Rules – any.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Reserve Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol	1	16				
Downgrade Officer to Green	0-1	-7				
Downgrade Officer to Difficult	0-1	-4				
Upgrade Officer to Energetic	0-1	+5				
Upgrade Officer to Inspiring						
Attached Staff Officer and Aide, pistols	0-1	20				
Medic, unarmed	0-1	15				
Musician, pistol	0-1	10				
Senior NCO, pistol or BA rifle	0-1	17				
Add Riflemen with BA rifle	0-4	7				
Upgrade pistol to SA Pistol	Any	+1 ea				
Replace Officer's sword with CFW	Any	-				
Add grenades for officer, NCO and riflemen	Any	+2 ea				
Upgrade entire unit with steel helmets	For unit	+1 ea				

Morale

Rally 4+
Aggression 3+
Tenacity 5+

Formation

Attack 0
Recon 0



Infantry Unit

Close Order, Militia, No Head Protection

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

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

Unit Special Rules:

- Close Order** – the unit may only operate in Close Order.
- Militia** – when the unit attempts a Double Time action, it must take a Skill check. If it fails, making the action requires one additional Activation die.
- No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

1915-16 Reserve Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle	1	50				
4 Riflemen with BA rifle						
Add Riflemen with BA rifle	0-7	7				
Upgrade pistol to SA Pistol	Any	+1 ea				
Add grenades	Any	+2 ea				
Upgrade entire unit with steel helmets	For unit	+1 ea				

Morale

Rally 4+
Aggression 3+
Tenacity 5+



Infantry Unit

Close Order, Militia, No Head Protection

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

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

Unit Special Rules:

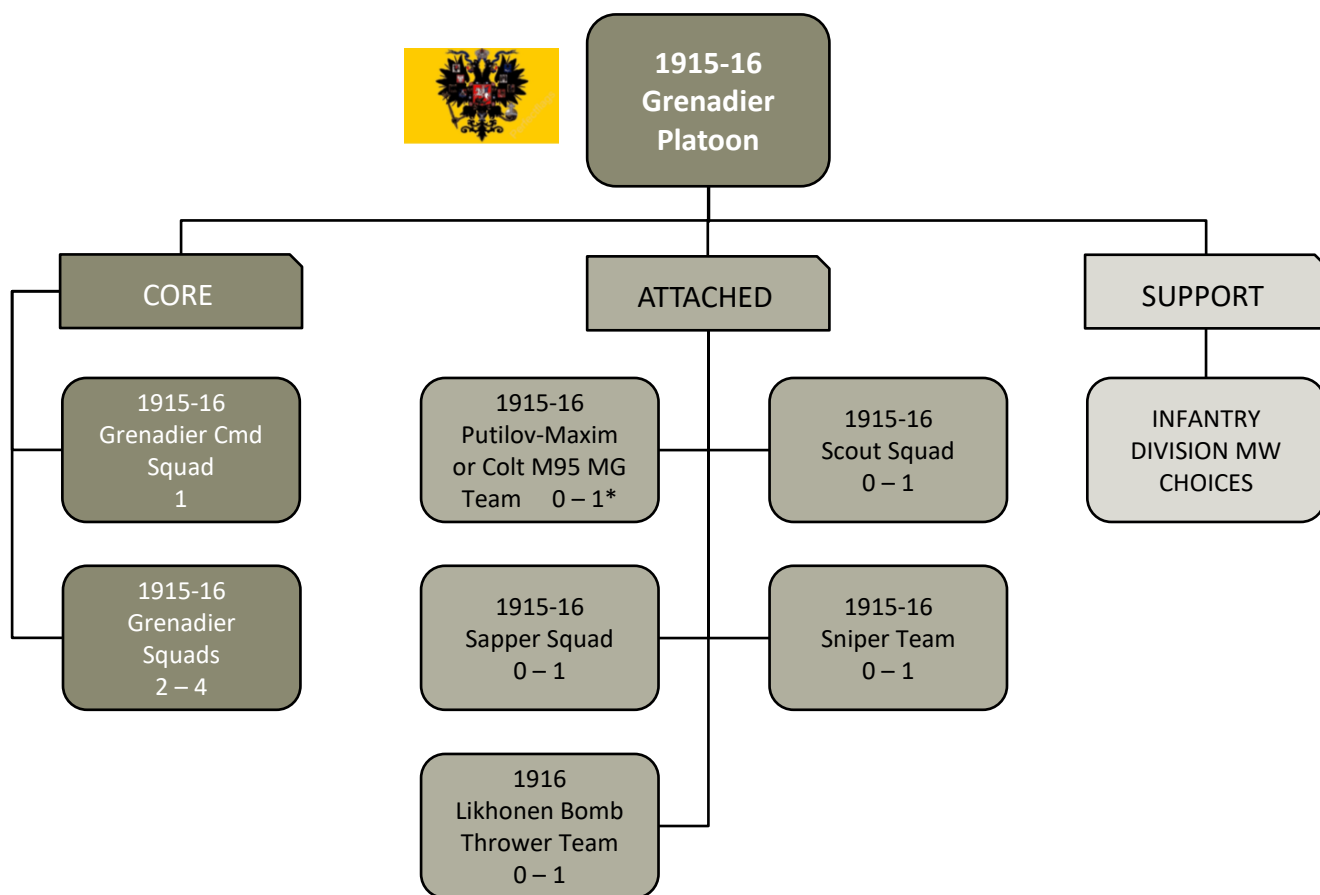
- Close Order** – the unit may only operate in Close Order.
- Militia** – when the unit attempts a Double Time action, it must take a Skill check. If it fails, making the action requires one additional Activation die.
- No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

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

1915-16 GRENADIER PLATOON

National Special Rules – Heartland, Ukrainian, Urals or Siberian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Grenadier Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, 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	26	0 - 1	29
Add Grenadier with BA rifle, grenades			0 - 4	16	0 - 4	19
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Replace BA rifle with BA carbine			Any	-	Any	-
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 5+

Formation

Attack +1
Recon 0



Infantry Unit

Bombers, No Head Protection

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

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

Unit Special Rules:

Bombers – the entire unit may throw grenades, instead of only 1/3 the models equipped with them. Bombers count as two models during Assault combat.

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

1915-16 Grenadier Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	95	1	110
4 Grenadiers with pistol or BA rifle, grenades			0 - 7	16	0 - 7	19
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with BA carbine			Any	-	Any	-
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 5+



Infantry Unit

Bombers, No Head Protection

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

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

Unit Special Rules:

Bombers – the entire unit may throw grenades, instead of only 1/3 the models equipped with them. Bombers count as two models during Assault combat.

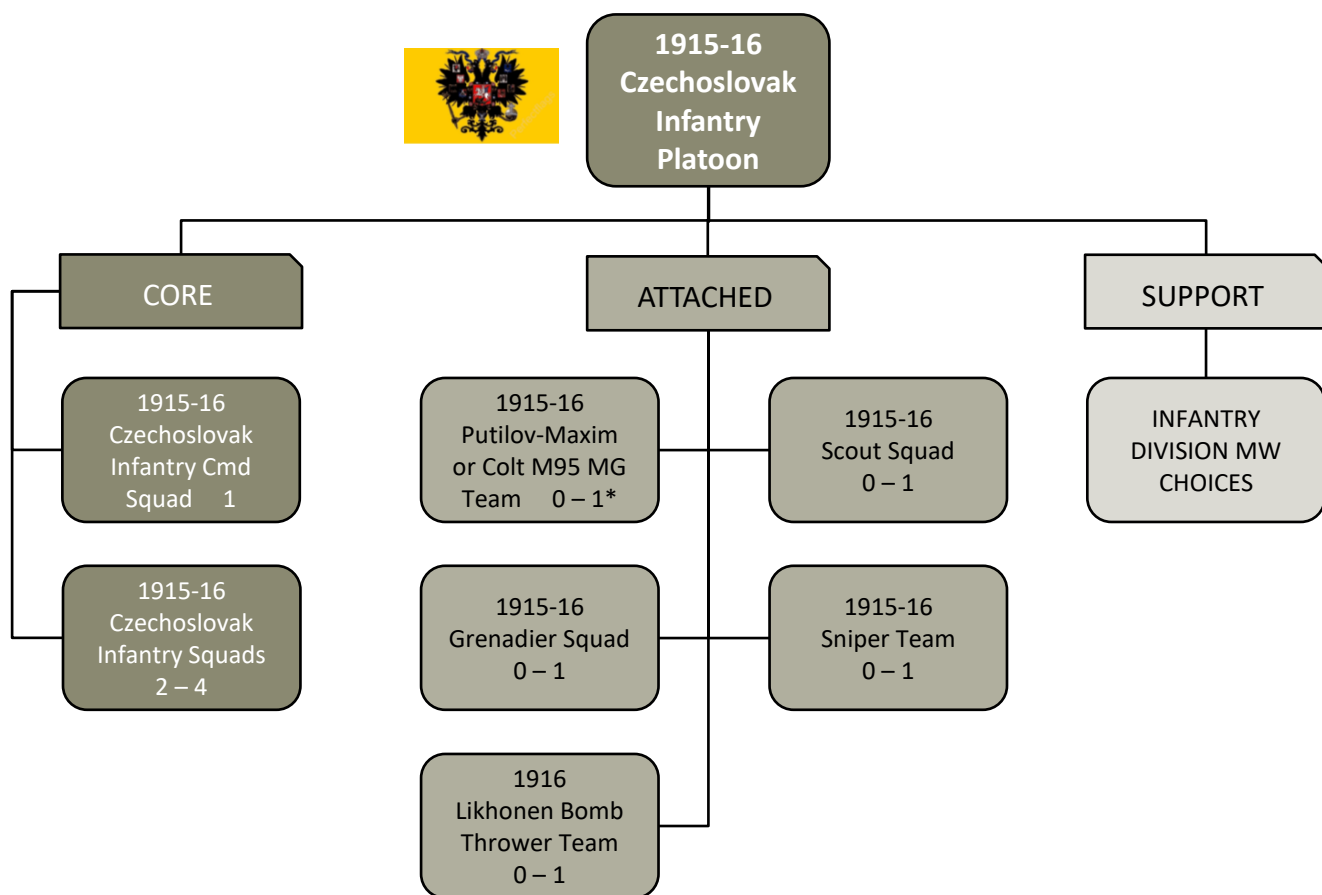
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

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

1915-16 CZECHOSLOVAK INFANTRY PLATOON

National Special Rules – Czechoslovak only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Czechoslovak Infantry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, pistol or BA rifle			0 - 1	23		
Add Riflemen with BA rifle			0 - 4	13		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace Officer's sword with CFW			Any	-		
Add grenades for officer, NCO and riflemen			Any	+2 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

Rally 3+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0



Infantry Unit

Ferocious, No Head Protection

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

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

Unit Special Rules:

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

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

1915-16 Czechoslovak Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	80		
4 Riflemen with BA rifle						
Add Riflemen with BA rifle			0 - 7	13		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace BA rifle with Fedorov Avtomat			0 - 1#	+3		
Add grenades			Any	+2 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale

Rally 3+
Aggression 4+
Tenacity 5+



Infantry Unit

Ferocious, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Fedorov Avtomat	12"	2	2	-	5+		Jams, Managed fire
Grenades	6"	1	1	+2	4+		Grenade, Suppression

- a maximum number is allowed for the entire platoon as follows: 1915 (none), 1916 (up to one per platoon)

Unit Special Rules:

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

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

AF = Accelerated Fire

RF = Rapid Fire

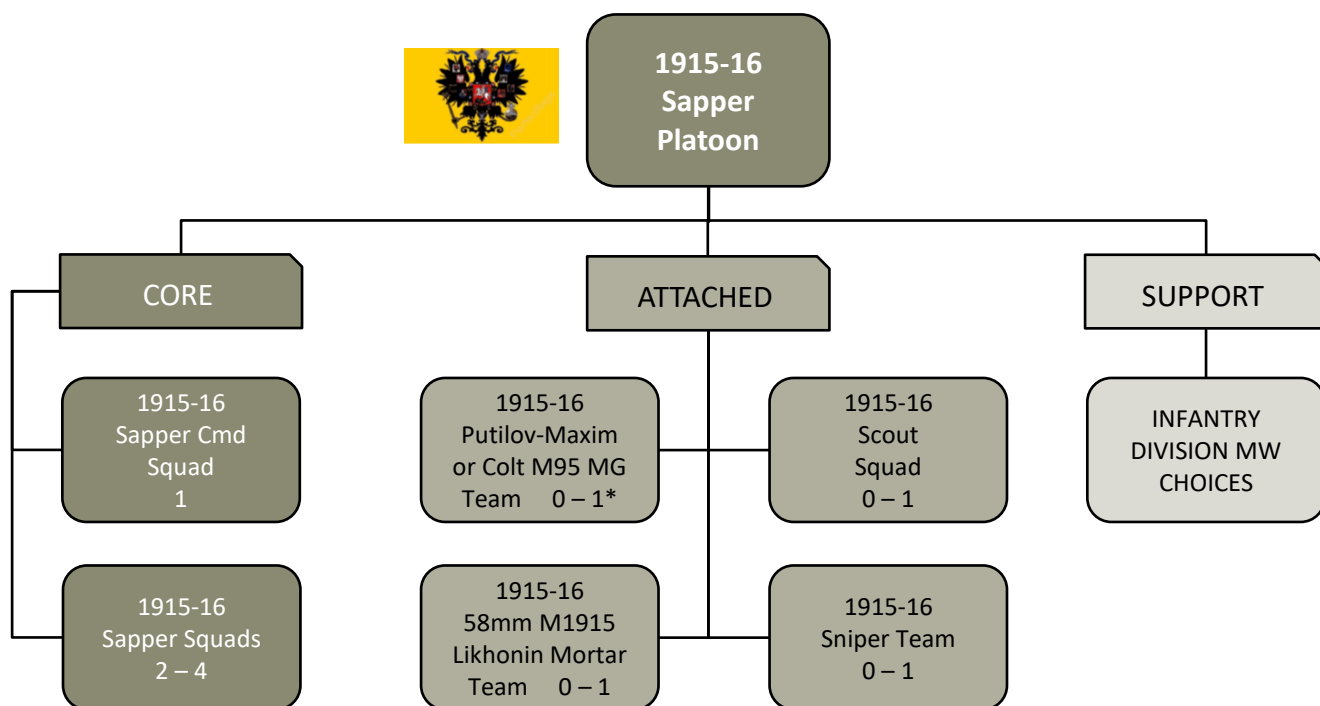
SS = Single Shot

* = Slow Firing

1915-16 SAPPER PLATOON

National Special Rules – Heartland, Ukrainian, Urals or Siberian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Sapper Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, 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	27	0 - 1	30
Add Sappers with BA rifle, grenades			0 - 4	17	0 - 4	20
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace Officer's sword with CFW			Any	-	Any	-
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack 0
Recon 0



Infantry Unit

No Head Protection, Pioneers

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.

Pioneers – receive a +1 to Assault tests when assaulting buildings or fortifications, and they may also conduct special engineering actions.

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

1915-16 Sapper Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	90	1	115
4 Sappers with BA rifle, grenades						
Add Sapper with BA rifle, grenades			0 - 7	17	0 - 7	20
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Upgrade grenades to grenade bundles			Any	+4 ea	Any	+4 ea
Replace 2 BA riflemen with Flamethrower team			0 - 1	+14	0 - 1	+14
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea
Equip unit with Bangalore Torpedoes			For unit	+15	For unit	+15

Morale

Rally 4+
Aggression 3+
Tenacity 4+



Infantry Unit

No Head Protection, Pioneers

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

Unit Special Rules:

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

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

Pioneers – receive a +1 to Assault tests when assaulting buildings or fortifications, and they may also conduct special engineering actions.

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

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

1915-16 Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	70	1	80
4 Riflemen with BA rifle						
Add Riflemen with BA rifle			0 - 7	11	0 - 7	13
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets			For unit	+4	For unit	+4

Morale

Rally 4+
Aggression 5+
Tenacity 6+



Infantry Unit

Extended Order, No Head Protection, Recon 1, Scouts

Unit Special Rules:

Extended Order – the unit may operate in extended order

No Head Protection – the unit must re-roll successful Triage tests. This rule does not apply if the unit has been upgraded to steel helmets.

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

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

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

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

1915-16 Conscript Replacement Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or SS rifle	1	35				
4 Riflemen with SS rifle						
Add Riflemen with SS rifle	0 - 7	4				
Replace SS rifles with BA rifles	All/none	+1 ea				

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Infantry Unit

Close Order, Conscripts, No Head Protection

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.

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

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Cavalry Battlegroups and Units

Russian Empire 1915-16



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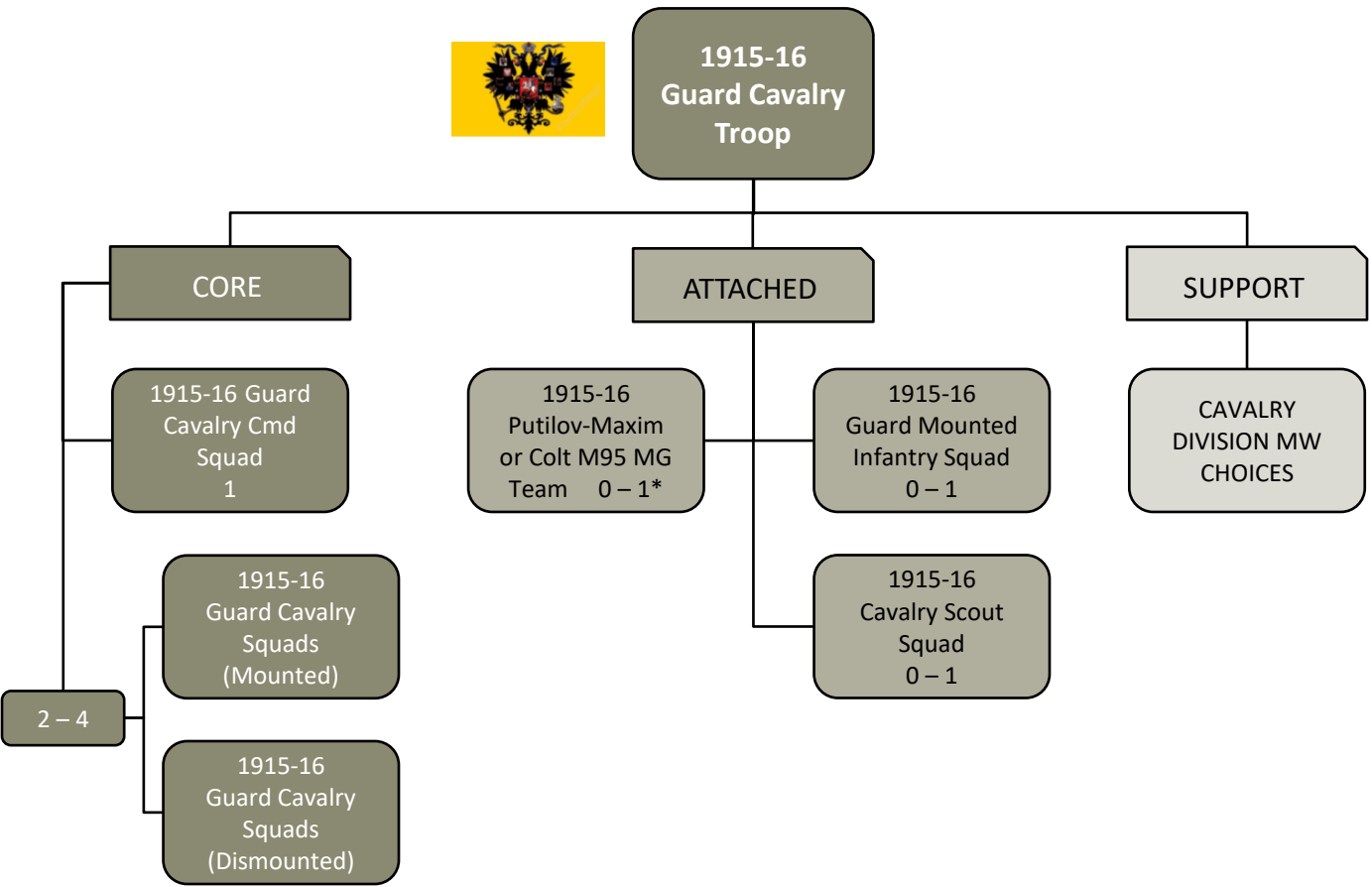
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1915-16 GUARD CAVALRY TROOP

National Special Rules – Heartland only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Guard Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-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, horse			0-1	18	0-1	20
Musician, pistol, sabre, horse			0-1	13	0-1	15
Senior NCO, BA carbine, sabre, horse			0-1	29	0-1	32
Add Trooper, BA carbine, sabre, horse			0-2	19	0-2	22
Upgrade any pistol to SA pistol			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+

Formation

Attack +2
Recon 2



Cavalry, Extended Order, Mounted, No Head Protection

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

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

Unit Special Rules:

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

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.

1915-16 Guard Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	110	1	125
4 Troopers, BA carbine, sabre, horse			0-3	19	0-3	22
Add Trooper, BA carbine, sabre, horse			Any	+1 ea	Any	+1 ea
Add lance			0-1#	+7	0-1#	+7
Replace Trooper's BA carbine with Madsen LMG			Any	+2 ea	Any	+2 ea
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+



Cavalry, Extended Order, Mounted, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Madsen LMG	30"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

- a maximum number is allowed for the entire troop as follows: 1915 (up to one per troop), 1916 (up to two per troop)

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.

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

1915-16 Guard Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine 4 Troopers, BA carbine			1	90	1	110
Add Trooper, BA carbine			0 - 3	15	0 - 3	19
Add grenades			Any	+2 ea	Any	+2 ea
Replace Trooper's BA carbine with Madsen LMG			0 - 1#	+7	0 - 1#	+7
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+



- a maximum number is allowed for the entire troop as follows: 1915 (up to one per troop), 1916 (up to two per troop)

Special Rules:

Extended Order – the unit may operate in extended order.

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

Extended Order, No Head Protection

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

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

1915-16 Guard Mounted Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, horse 4 Troopers with BA rifle, horse			1	90	1	110
Add Trooper with BA rifle, horse			0 - 7	15	0 - 7	19
Add grenades			Any	+2 ea	Any	+2 ea
Replace Trooper's BA rifle with Madsen LMG			0 - 1	+7	0 - 1	+7
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 4+



Unit Special Rules:

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.

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

Extended Order, Mounted, No Head Protection, Poor Shots

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

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

AF = Accelerated Fire

RF = Rapid Fire

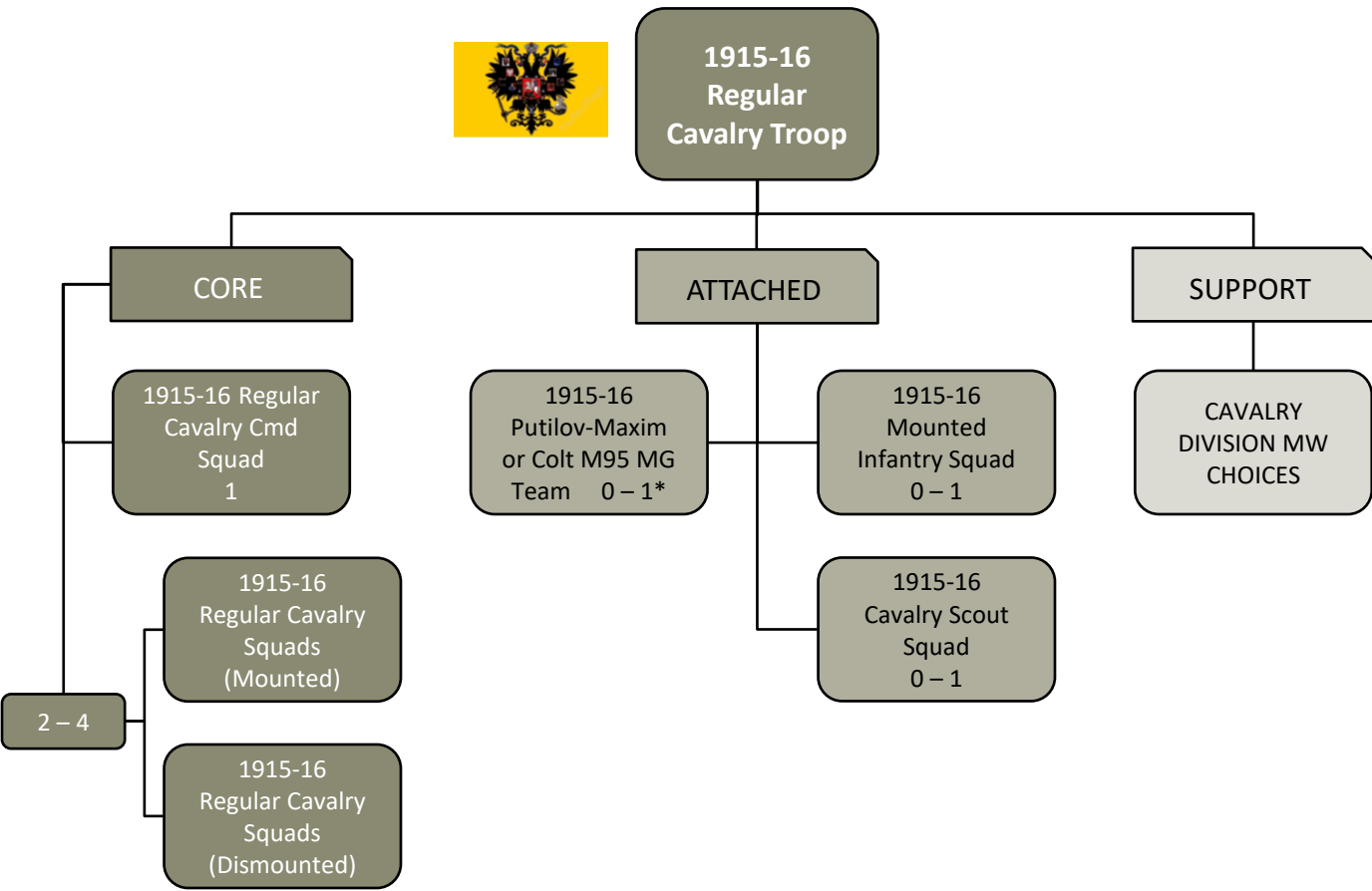
SS = Single Shot

* = Slow Firing

1915-16 REGULAR CAVALRY TROOP

National Special Rules – Heartland, Urals, Siberia, Ukrainian and non-Russians only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Regular Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-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, horse			0-1	18	0-1	20
Musician, pistol, sabre, horse			0-1	13	0-1	15
Senior NCO, BA carbine, sabre, horse			0-1	27	0-1	30
Add Trooper, BA carbine, sabre, horse			0-2	17	0-2	20
Upgrade any pistol to SA pistol			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+

Aggression 3+

Tenacity 4+

Formation

Attack +2

Recon 2



Cavalry, Extended Order, Mounted, No Head Protection

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

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

Unit Special Rules:

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

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.

1915-16 Regular Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	100	1	115
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse			0-3	17	0-3	20
Add lance			Any	+1 ea	Any	+1 ea
Replace Trooper's BA carbine with Madsen LMG			0-1#	+7	0-1#	+7
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+

Aggression 3+

Tenacity 4+



Cavalry, Extended Order, Mounted, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
BA carbine	18"	RF	RF*	-	5+		Handy
Madsen LMG	30"	3	2	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

- a maximum number is allowed for the entire troop as follows: 1915 (up to one per troop), 1916 (up to two per troop)

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.

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

1915-16 Regular Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			1	85	1	100
4 Troopers, BA carbine						
Add Trooper, BA carbine			0-3	14	0-3	17
Add grenades			Any	+2 ea	Any	+2 ea
Replace Trooper's BA carbine with Madsen LMG			0-1#	+7	0-1#	+7
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+



- a maximum number is allowed for the entire troop as follows: 1915 (up to one per troop), 1916 (up to two per troop)

Special Rules:

Extended Order – the unit may operate in extended order.

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

Extended Order, No Head Protection

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

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

1915-16 Regular Mounted Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, horse			1	85	1	100
4 Troopers with BA rifle, horse						
Add Trooper with BA rifle, horse			0-7	14	0-7	17
Add grenades			Any	+2 ea	Any	+2 ea
Replace Trooper's BA rifle with Madsen LMG			0-1	+7	0-1	+7
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+



Unit Special Rules:

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.

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

Extended Order, Mounted, No Head Protection, Poor Shots

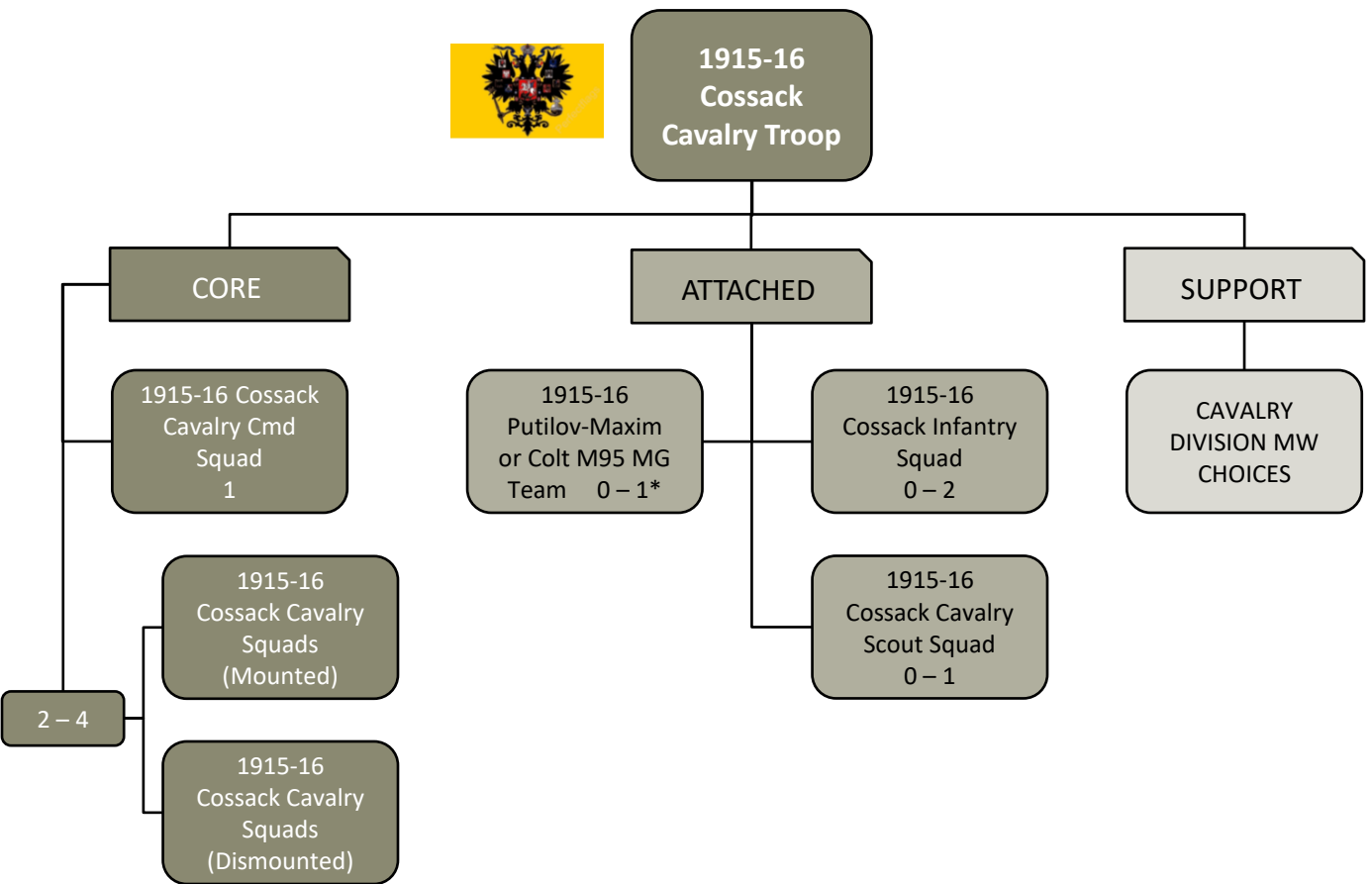
Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

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

1915-16 COSSACK CAVALRY TROOP

National Special Rules – Ukrainian, Urals or Siberian (Cossacks) or non-Russians (National Cavalry).

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Cossack Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse	1	18	1	24		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols, sabre, horse	22	14	0-1	25		
Medic, unarmed, horse	0-1	16	0-1	18		
Farrier, pistol, sabre, horse	0-1	16	0-1	18		
Musician, pistol, sabre, horse	0-1	11	0-1	13		
Senior NCO, BA carbine, sabre, horse	0-1	19	0-1	22		
Add Trooper, BA carbine, sabre, horse	0-4	9	0-4	12		
Upgrade any pistol to SA pistol	Any	+1 ea	Any	+1 ea		
Add grenades	Any	+2 ea	Any	+2 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.

Flankers – unit may not assault an enemy infantry or mounted unit from within the target's frontal arc unless the enemy unit has 2 or more suppression markers.

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.

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

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Formation	
Attack	+2
Recon	2



Mounted Unit

Cavalry, Extended Order, Flankers, Independent, Mounted, No Head Protection, Poor Shots

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

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

1915-16 Cossack Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse	1	60	1	75		
4 Troopers, BA carbine, sabre, horse	0-5	9	0-5	12		
Add Trooper, BA carbine, sabre, horse	Any	+1 ea	Any	+1 ea		
Add lance	Any	+2 ea	Any	+2 ea		
Add grenades	Any	+2 ea	Any	+2 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.

Flankers – unit may not assault an enemy infantry or mounted unit from within the target's frontal arc unless the enemy unit has 2 or more suppression markers.

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.

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

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Mounted Unit

Cavalry, Extended Order, Flankers, Independent, Mounted, No Head Protection, Poor Shots

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

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

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1915-16 Dismounted Cossack Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine 4 Troopers, BA carbine	1	55	1	70		
Add Trooper, BA carbine <i>Add grenades</i>	0-5	8	0-5	11		
	<i>Any</i>	<i>+2 ea</i>	<i>Any</i>	<i>+2 ea</i>		

Morale

Rally	4+
Aggression	5+
Tenacity	5+

Infantry Unit



Special Rules:

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.

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

Extended Order, Independent, No Head Protection

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

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

1915-16 Cossack Infantry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, horse 4 Troopers with BA rifle, horse	1	55	1	70		
Add Trooper with BA rifle, horse <i>Replace Trooper's BA rifle with Madsen LMG</i>	0-8	8	0-8	11		
<i>Add grenades</i> <i>Upgrade entire unit with steel helmets</i>	0-1	+7	0-1	+7		
	<i>Any</i>	<i>+2 ea</i>	<i>Any</i>	<i>+2 ea</i>		
	<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>		

Morale

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 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.

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

Extended Order, Independent, Mounted, No Head Protection, Poor Shots

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

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

AF = Accelerated Fire

RF = Rapid Fire

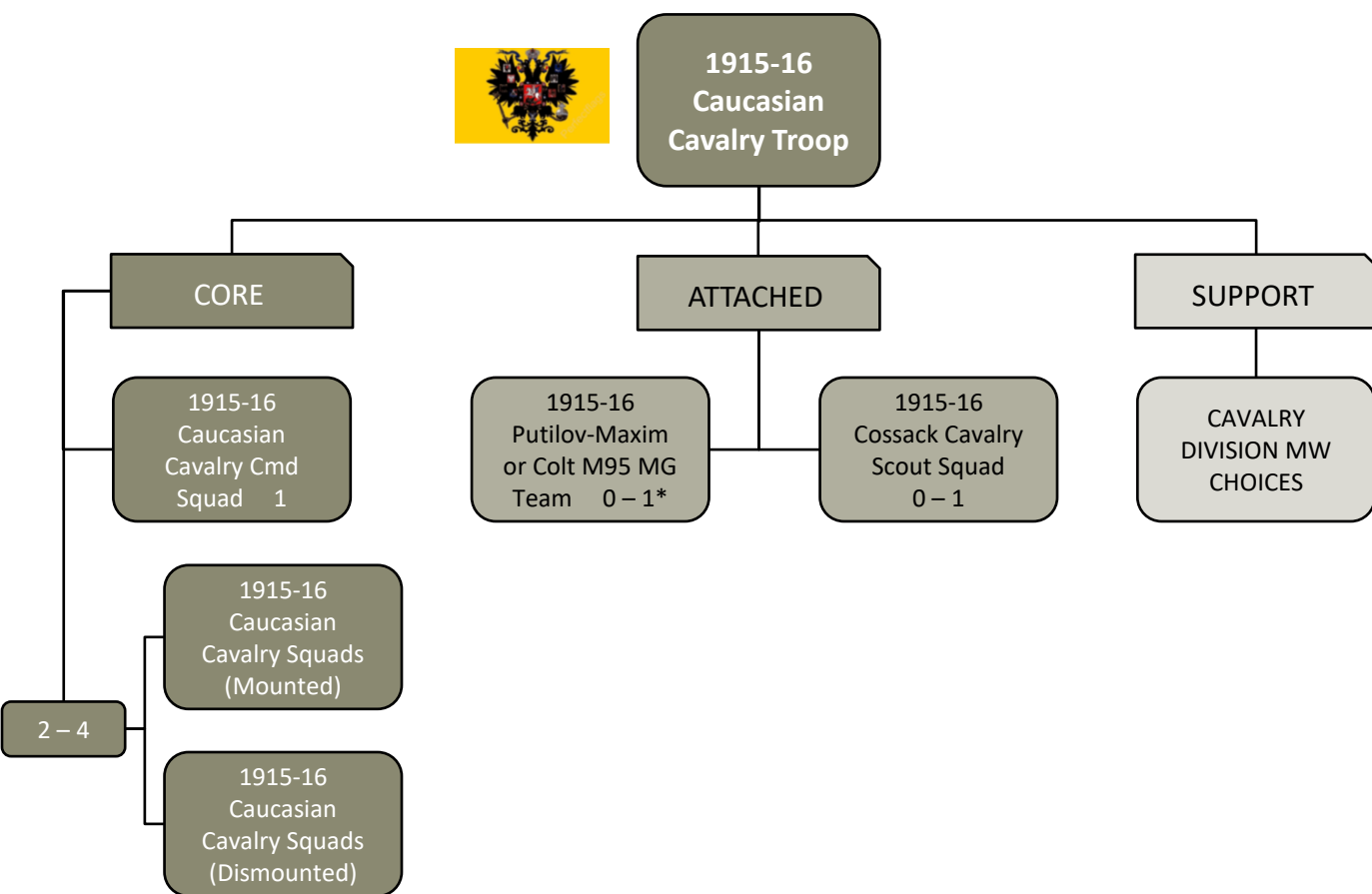
SS = Single Shot

* = Slow Firing

1915-16 CAUCASIAN CAVALRY TROOP

National Special Rules – Caucasus only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Caucasian Cavalry Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse	1	18	1	24		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols, sabre, horse	0-1	22	0-1	25		
Medic, unarmed, horse	0-1	16	0-1	18		
Farrier, pistol, sabre, horse	0-1	16	0-1	18		
Musician, pistol, sabre, horse	0-1	11	0-1	13		
Senior NCO, BA carbine, sabre, horse	0-1	25	0-1	29		
Add Trooper, BA carbine, sabre, horse	0-4	15	0-4	19		
Upgrade any pistol to SA pistol	Any	+1 ea	Any	+1 ea		
Add grenades	Any	+2 ea	Any	+2 ea		

Morale	
Rally	4+
Aggression	3+
Tenacity	3+

Formation	
Attack	+2
Recon	2



Mounted Unit

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

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

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

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.

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

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.

1915-16 Caucasian Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse	1	90	1	110		
4 Troopers, BA carbine, sabre, horse	0-5	15	0-5	19		
Add Trooper, BA carbine, sabre, horse	Any	+2 ea	Any	+2 ea		

Morale	
Rally	4+
Aggression	3+
Tenacity	3+



Mounted Unit

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

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

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

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.

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

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.

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

1915-16 Dismounted Caucasian Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine 4 Troopers, BA carbine	1	80	1	95		
Add Trooper, BA carbine	0-5	13	0-5	16		
Add grenades	Any	+2 ea	Any	+2 ea		
Add Close Fighting Weapon (CFW)	All/none	+1 ea	All/none	+1 ea		

Morale	
Rally	4+
Aggression	3+
Tenacity	3+



Infantry Unit

Special Rules:

Extended Order – the unit may operate in extended order.

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

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

Extended Order, Ferocious, No Head Protection

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

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

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

1915-16 Cavalry Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	90	1	100
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse			0 - 3	15	0 - 3	17
<i>Upgrade pistol to SA pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Add lance</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Add grenades</i>			<i>Any</i>	<i>+2 ea</i>	<i>Any</i>	<i>+2 ea</i>
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Mounted Unit



Unit Special Rules:

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

Extended Order – the unit may operate in extended order.

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.

Cavalry, Extended Order, Independent, Mounted, No Head Protection, Recon 2

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

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

1915-16 Cossack Cavalry Scout Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse	1	60	1	75		
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse	0 - 5	9	0 - 5	12		
<i>Upgrade pistol to SA pistol</i>	<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>		
<i>Add grenades</i>	<i>Any</i>	<i>+2 ea</i>	<i>Any</i>	<i>+2 ea</i>		
<i>Add lance</i>	<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>		

Morale

Rally 4+
Aggression 5+
Tenacity 6+

Mounted Unit



Unit Special Rules:

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

Extended Order – the unit may operate in extended order.

Flankers – unit may not assault an enemy infantry or mounted unit from within the target's frontal arc unless the enemy unit has 2 or more suppression markers.

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.

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

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

Cavalry, Extended Order, Flankers, Independent, Mounted, No Head Protection, Poor Shots, Recon 2

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

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

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Vehicle Battlegroups and Units

Russian Empire 1915-16



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1915-16 AUTO MACHINE GUN PLATOON

National Special Rules – Heartland only.

ORGANIZATION DIAGRAM



1915-16
Auto
Machine Gun
Platoon

CORE

1915-16
Cmd Austin 2nd /
3rd Series AC
1

1915-16
Austin 2nd / 3rd
Series AC
1

1915-16
Escort Squad
0 – 2*

1915-16
Austin 1st or 2nd
/ 3rd Series AC

1915-16
Imp MG or Gun,
or Garford-
Putilov AC

0 – 1

ATTACHED

1915-16
Cavalry Scout
Squad
0 – 1

1915-16
Lanchester
Support AC
0 – 1

1915-16
Regular Mtd
Infantry Squad
0 – 1

1915-16
Truck Team
0 – 2

SUPPORT

CAVALRY
DIVISION MW
CHOICES

* = Line Holder Unit

1915-16 Command Austin 2nd / 3rd Series Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	1	16	1	22	1	30
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5	0-1	-8
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Austin 2 nd /3 rd Series Armored Car	1	42	1	50	1	58
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

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

Special Rules:

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

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

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

Morale	
Rally	4+
Aggression	4+
Tenacity	5+
Formation	
Attack	+2
Recon	1



Resilience	
	3
Armor	
Front	7
Side	7
Top	7

Defensive MGs (3), Tank Terror, Reverse Drive, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Austin 2/3 Series Armored Car	5"	8"	4"	5+

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

1915-16 Austin 2nd / 3rd Series Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Austin 2 nd /3 rd Series Armored Car	1	42	1	50	1	58
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

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

Special Rules:

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

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

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

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Resilience	
	3
Armor	
Front	7
Side	7
Top	7

Defensive MGs (3), Tank Terror, Reverse Drive, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Austin 2/3 Series Armored Car	5"	8"	4"	5+

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

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

1915-16 Austin 1st Series Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Austin 1 st Series Armored Car	1	36	1	42	1	49
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+7
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+5
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+10

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Resilience	
	3

Armor	
Front	7
Side	7
Top	7

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

Special Rules:

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Austin 1 Series Armored Car	5"	8"	4"	6+

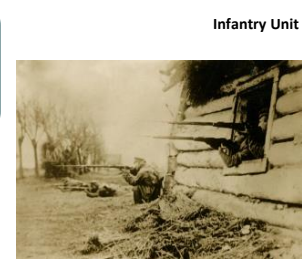
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MG Turret	24"	3	2	W	5+		Arc, Scythe, Suppression
Left MG Turret	24"	3	2	W	5+		Arc, Scythe, Suppression

1915-16 Escort Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, BA carbine or BA rifle			1	70	1	85
4 Escorts, BA carbine or BA rifle						
Add Escort, BA carbine or BA rifle			0-3	11	0-3	14
Add grenades			Any	+2 ea	Any	+2 ea
Replace Trooper's BA carbine or BA rifle with Madsen LMG			0-1	+7	0-1	+7
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Special Rules:

Extended Order – the unit may operate in extended order.

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

Extended Order, No Head Protection

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

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

1915-16 Improvised Armored Car - Gun



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Improvised Armored Car – Gun	1	25	1	29	1	33
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

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

Special Rules:

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

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

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

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

Tank Terror – the vehicle causes Tank Terror.

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

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

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Vehicle Unit



Resilience

2

Armor

Front 7
Side 7
Top 6

Open Topped, Tank Terror, Unreliable, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Improvised Armored Car – Gun	5”	8”	4”	6+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central Mount 57 – 76mm Gun	24”	1	1*	+5	3+	d3	

1915-16 Improvised Armored Car - MG



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Improvised Armored Car – MG	1	22	1	25	1	28
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

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

Special Rules:

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

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

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

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

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

Tank Terror – the vehicle causes Tank Terror.

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

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

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Vehicle Unit



Resilience

2

Armor

Front 7
Side 7
Top 6

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

Unit	Maneuver	Double Time	Assault	Agility
Improvised Armored Car – MG	5”	8”	4”	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central Mount MG	24”	3	2	W	5+		Arc, Scythe, Suppression

1915-16 Garford-Putlev Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Garford-Putlev Armored Car	1	55	1	66	1	77
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Resilience	
	3

Armor	
Front	7
Side	7
Top	7

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

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.

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

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

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

Unit	Maneuver	Double Time	Assault	Agility
Garford Armored Car	5"	8"	4"	6+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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
Rear 76.2mm Gun	24"	1	1*	+5	3+	d3	Arc

1915-16 Lanchester Support Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Lanchester Support Armored Car	1	56	1	68	1	79
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Resilience	
	3

Armor	
Front	8
Side	7
Top	7

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

Special Rules:

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Lanchester Armored Car	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central Mount 37mm Hotchkiss QF	24"	2	1	+3	4+	d3	

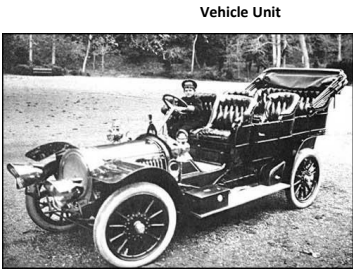
1915-16 Imperial Russian Car Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Car, 2 crew with pistols	1	12	1	14	1	17
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>

Morale

Rally 4+
Aggression 5+
Tenacity 6+



Vehicle Unit

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.

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

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

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

No Head Protection, Unarmed Transport (6), Wheeled

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

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

1915-16 Imperial Russian Truck Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Truck, 2 crew with pistols	1	16	1	20	1	24
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>2</i>

Morale

Rally 4+
Aggression 5+
Tenacity 6+



Vehicle Unit

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.

Tow (x) – the vehicle may tow one gun unit (and transport its crew) of no more than (x) weight.

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

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

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

No Head Protection, Tow (H), Unarmed Transport (12), Wheeled

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

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

Weapons Units

Russian Empire 1915-16



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1915-16 Putilov-Maxim MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Putilov-Maxim MG, NCO + 2 crew	1	39	1	49	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	4+
Tenacity	5+

Weapon Unit



Unit Special Rules:

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

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

No Head Protection – the unit must re-roll successful Triage tests. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, Gun Shield, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Putilov-Maxim MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression

1915-16 M95 Colt MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	M1895 Colt MG, NCO + 2 crew	1	37	1	47	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	4+
Tenacity	5+

Weapon Unit



Unit Special Rules:

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

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

Fixed, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
M1895 Colt MG	36"	4	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression

1916 Likhonen 20mm Bomb Thrower Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Likhonen Bomb Thrower, 2 crew	1	19	1	24	1	29
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>

Morale

Rally 4+
 Aggression 4+
 Tenacity 5+



Weapon Unit

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.

No Head Protection

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

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

1915-16 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol			1	26	1	31
<i>Add Body Armor to unit</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>

Morale

Rally 4+
 Aggression 5+
 Tenacity 5+



Weapon Unit

Snipers were in use from the beginning of the war, but really came into their own where the front became static, and in trench fighting.

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.

No Head Protection – the unit must re-roll successful Triage tests. This rule does not apply if the unit has been upgraded to steel helmets.

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

Camouflage, No Head Protection, Yield Ground

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

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

1915-16 9cm Type GR Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
9cm Type GR Mortar, NCO + 2 crew	1	16	1	23	1	30
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Fixed, No Head Protection

Unit Special Rules:

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
9cm Type GR Mortar	12-36"	1	-	+3	3+	d3+1	Crew 2, Indirect Only, Salvo, Suppression

1915-16 Stokes Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Stokes Medium Mortar, NCO + 2 crew	1	23	1	33	1	43
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Fixed, No Head Protection

Unit Special Rules:

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

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

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

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

1915-16 Likhonen 47mm Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	Likhonen 47mm Mortar, NCO + 2 crew	1	13	1	19	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	4+
Tenacity	5+

Weapon Unit



Fixed, No Head Protection

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

Unit Special Rules:

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Likhonen 47mm Mortar	6-24"	1	-	+2	4+	d3+1	Crew 2, Indirect Only, Smoke, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1915-16 37mm M1915 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
37mm M1915 Gun, NCO and 2 crew	1	23	1	29	1	34
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale

Rally 4+
 Aggression 4+
 Tenacity 5+



Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
37mm m1915	30"	1	1*	+3	5+	d3	Crew 2

1915-16 37mm McClean Auto Cannon Mk III Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
McClean Auto Cannon MkIII, NCO + 2 crew	1	26	1	32	1	39
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale

Rally 4+
 Aggression 4+
 Tenacity 5+



Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
37mm McClean AC	30"	3	1	+3	5+	d3	Black Powder, Crew 2

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

Gun Units

Russian Empire 1915-16



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1915-16 76.2mm M1902 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	76.2mm M1902 Gun, NCO and 3 crew	1	46	1	66	1
Upgrade entire unit with HE Ammunition (1916)	For unit	+7	For unit	+10	For unit	+13
Upgrade entire unit with steel helmets	For unit	+4	For unit	+4	For unit	+4

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
76.2mm M1902	48"	2	1	+7	3+	d6	Crew 3, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-72"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
Indirect: HE	24-72"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1915-16 76.2mm M1902 Horse Artillery Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	76.2mm M1902 Gun, NCO and 3 crew, Limber	1	52	1	74	1
Upgrade entire unit with HE Ammunition (1916)	For unit	+7	For unit	+10	For unit	+13
Upgrade entire unit with steel helmets	For unit	+4	For unit	+4	For unit	+4

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
76.2mm M1902	48"	2	1	+7	3+	d6	Crew 3, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-72"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
Indirect: HE	24-72"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

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

1915-16 76.2mm Schneider Mountain Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	76.2mm Schneider Gun, NCO and 3 crew, pack animal	1	43	1	61	1
Upgrade entire unit with HE Ammunition (1916)	For unit	+7	For unit	+10	For unit	+13
Upgrade entire unit with steel helmets	For unit	+4	For unit	+4	For unit	+4

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Gun Unit

Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
76.2mm Schneider	48"	2	1	+4	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-60"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-60"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1915-16 76.2mm Infantry Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	76.2mm Putilov Gun, NCO and 4 crew	1	44	1	63	1
Upgrade entire unit with HE Ammunition (1916)	For unit	+7	For unit	+10	For unit	+13
Upgrade entire unit with steel helmets	For unit	+5	For unit	+5	For unit	+5

Morale	
Rally	4+
Aggression	4+
Tenacity	5+



Gun Unit

Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
76.2mm Putilov	48"	2	1*	+3	3+	d6	Crew 2, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 2, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-54"	1	-	+1	4+	d6+1	Crew 2, Indirect, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

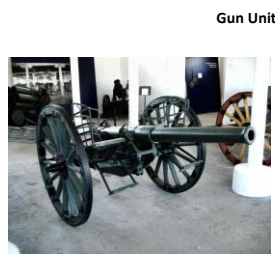
1915-16 76.2mm M1900 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	76.2mm M1900 Gun, NCO and 3 crew	1	39	1	56	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally 4+
 Aggression 4+
 Tenacity 5+



Fixed, No Head Protection

Unit Special Rules:

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
76.2mm M1900	48"	1AF	1*	+7	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

1916 58mm Type 2 Trench Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
	58mm Type 2 Mortar, NCO and 3 crew	1	44	1	63	1
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally 4+
 Aggression 4+
 Tenacity 5+



Fixed, Gun Shield, No Head Protection

Unit Special Rules:

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

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

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

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

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