British Empire 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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ERA SPECIAL RULES – BRITISH EMPIRE

A British Imperial force has the following special rules in 1915-16:

Creeping Barrage -

The British Army developed the capability to fire a creeping barrage in 1915, when it debuted at the battle of Loos. It was continually improved from then, becoming a significant strength for the Army.

British forces can employ a Creeping Barrage in missions which allow it from 1915 onward.

NATIONAL SPECIAL RULES

Plus, a British Empire force will have one of following national special rules:

Bulldog (British) -

The British soldier had a reputation as stubborn and loving a good fight.

British units with this special rule may re-roll one failed Aggression Check each time they engage in close combat.

Push On (Canadian) -

Canadian units were highly motivated, and they tried to push through fire.

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

Shock Troops (Irish) –

Irish soldiers pushed forward under withering fire again and again.

Irish units with this special rule roll one extra die when making a Rally Action and discard the lowest result.

Proficient (ANZAC) -

ANZAC had a deserved reputation for expertise in close combat.

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

Stoic (South African) -

The newly merged British and Boer societies fielded forces that were incredibly tough to shift.

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

Aggressive (Indian) –

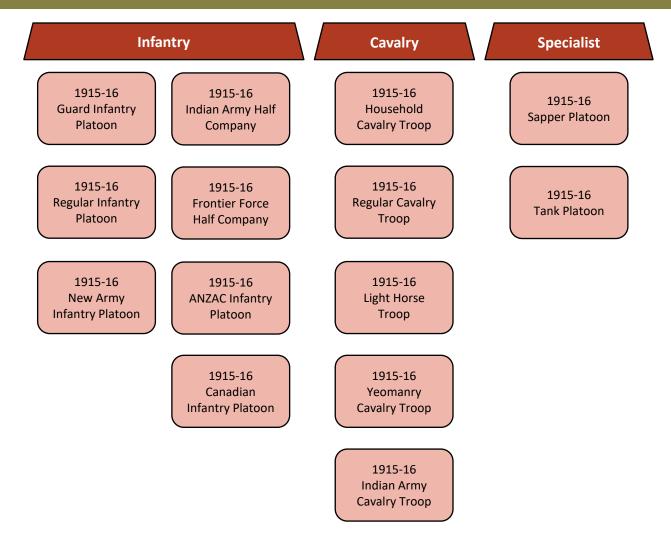
The British Indian Army was recruited and trained with an emphasis on aggressive tactics.

Indian units with this special rule ignore one suppression when making an assault move.

2

Battlegroup Diagram

British Empire 1915-16

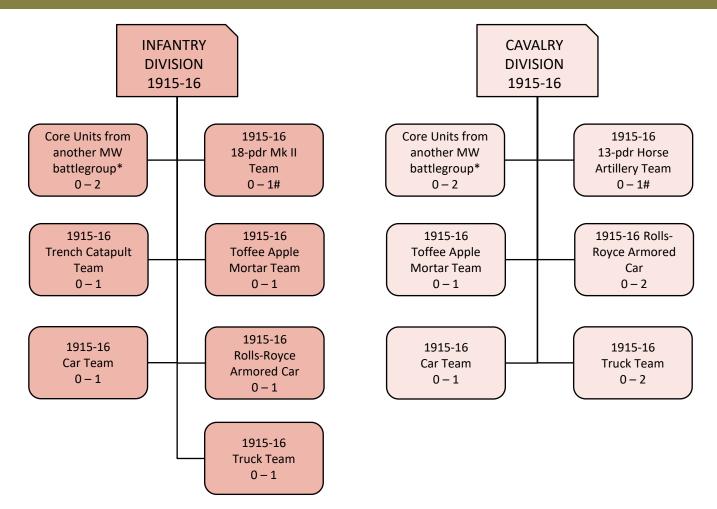


A force must include at least one Battlegroup,

but it may include more than one

Support Diagram

British Empire 1915-16



excludes command units

= Support Artillery

Infantry Battlegroups and Units

British Empire 1915-16





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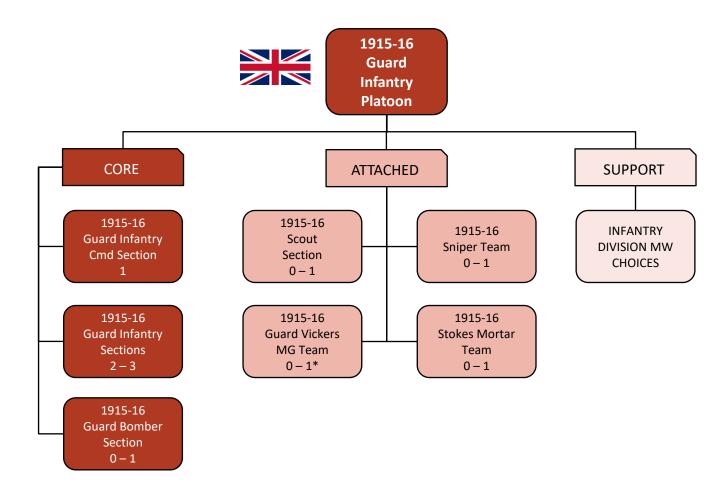
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1915-16 GUARD INFANTRY PLATOON

National Special Rules – British or Irish only.



1915-16 Guard Infantry Command Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Description	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, sword, pistol, grenades					1	30
Downgrade Officer to Green						
Downgrade Officer to Difficult					0-1	-8
Upgrade Officer to Energetic					0-1	+10
Upgrade Officer to Inspiring					0-1	+22
Attached Staff Officer and Aide, pistols					0-1	28
Medic, unarmed					0-1	19
Comms Specialist (Level 1), pistol					0-1	19
Senior NCO, BA rifle					0-1	31
Add Riflemen with BA rifle					0-4	21
Replace Officer's sword with CFW					Any	-
Upgrade Officer's pistol to SA Pistol					Any	+1 ea
Add improvised grenades for NCO and riflemen					Any	+1 ea
Upgrade improvised grenades to grenades (1916)					All/none	+1 ea
Upgrade entire unit with steel helmets					For unit	+1 ea

MoraleRally3+Aggression3+Tenacity3+EormationAttack+1Recon0



Implacable, Marksmen, No Head Protection

	Unit			Mane	Maneuver Double		Time	Assault	Agility		
	Infantry			8″		12"		6″	Auto		
1		RC	DF		≥	st					
		Range	ed	e/	PEN	Lethality	Blast				
		Ra	Halted	Move	•	et	포				
	Weapon		Т	~		-		S	pecial		
	Pistol	6″	RF	RF	-	5+		Assault			
	SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst		
	Bolt Action Rifle	24"	RF	RF*	-	5+					

1

1

+2

+2

4+

4+

Unit Special Rules:

Implacable - the unit may re-roll failed Tenacity checks.

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.

1915-16 Guard Infantry Section

Improvised

Grenades

Grenades

6"

6"

1

1

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u> </u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
NCO with pistol or BA rifle 4 Riflemen with BA rifle					1	120
Add Riflemen with BA rifle					0 – 7	21
Replace BA rifle with Lewis Gun					0-1#	+12
Replace BA rifle with rifle grenade					0-1	+4
Add improvised grenades					Any	+1 ea
Upgrade improvised grenades to grenades (1916)					All/none	+1 ea
Upgrade entire unit with steel helmets					For unit	+1 ea

Morale Rally 3+ Aggression 3+ Tenacity 3+

Infantry Unit

Grenade, Improvised,

Grenade, Suppression

Suppression



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

Unit Special Rules:

Implacable – the unit may re-roll failed Tenacity checks.

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.

Implacable, Marksmen, No Head Protection

Uni	Unit					Double Time		Agility
Infantry			8"		12"		6″	Auto
		R)F					
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Bolt Action Rifle	24"	RF	RF*	-	5+			
Lewis Gun	36″	4	3	-	5+		Loader, S	cythe
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on
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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* = Slow Firing

1915-16 Guard Bomber Section

Description	Inexpe	rienced	Reg	ular	<u>Veteran</u>	
Beschption	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades					1	140
Add Bombers with pistol or BA rifle, grenades					0 - 7	25
Replace BA rifle with shotgun					Any	+3 ea
Replace BA rifle with rifle grenade					0-2	+4 ea
Upgrade entire unit with steel helmets					For unit	+1 ea

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





Bombers, Implacable, No Head Protection

 Unit
 Maneuver
 Double Time
 Assault
 Agility

 Infantry
 8"
 12"
 6"
 Auto

Unit Special Rules:

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

Implacable - the unit may re-roll failed Tenacity checks.

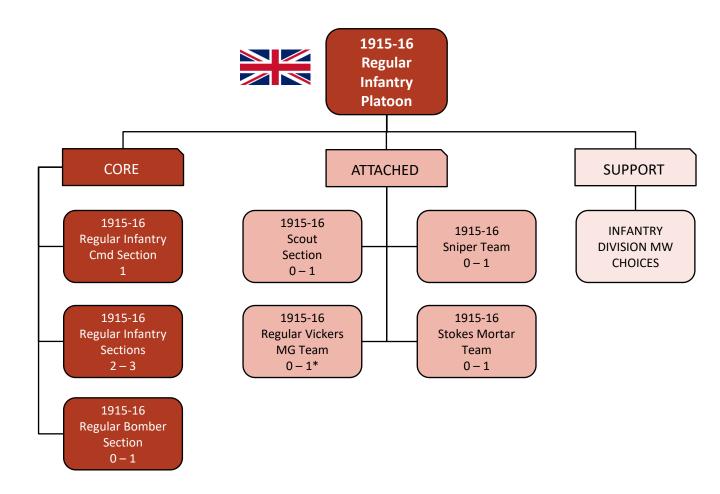
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

		R	OF		₹	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Bolt Action Rifle	24″	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

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

1915-16 REGULAR INFANTRY PLATOON

National Special Rules – British or Irish only.



1915-16 Regular Infantry Command Section

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
Beschption	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
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, BA rifle			0-1	24	0-1	27
Add Riflemen with BA rifle			0-4	14	0-4	17
Replace Officer's sword with CFW			Any	-	Any	-
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea
Upgrade improvised grenades to grenades (1916)			All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Unit Special Rules:

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.

Morale								
Rally	4+							
Aggression	3+							
Tenacity	4+							
Formation								
Attack	+1							





Infantry Unit

Marksmen, No Head Protection

Uni	t		Mane	Maneuver Double Time		Time	Assault	Agility		
Infantry			8″		12	"	6"	Auto		
	0	R	DF		₹	st				
	Range	ed	ve	PEN Lethality HE Blast		Bla				
Weapon	Ra	Halted	Move	4	Let	뽀	SI	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
Bolt Action Rifle	24″	RF	RF*	-	5+					
Improvised Grenades	6"	1	1	+2	4+		Grenade, Suppress	Improvised, ion		
Grenades	6″	1	1	+2	4+		Grenade,	Suppression		

1915-16 Regular Infantry Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
NCO with pistol or BA rifle 4 Riflemen with BA rifle			1	85	1	100
Add Riflemen with BA rifle			0-7	14	0-7	17
Replace BA rifle with Lewis Gun			0 – 1#	+12	0-1#	+12
Replace BA rifle with rifle grenade			0-1	+4	0-1	+4
Add improvised grenades			Any	+1 ea	Any	+1 ea
Upgrade improvised grenades to grenades (1916)			All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale Rally Aggression Tenacity 4+

Infantry Unit



Marksmen, No Head Protection

Uni	Mane	Maneuver Double		Time	Assault	Agility			
Infantry			8" 12"		"	6"	Auto		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial	
Pistol	6″	RF	RF	-	5+		Assault		
Bolt Action Rifle	24"	RF	RF*	-	5+				
Lewis Gun	36″	4	3	-	5+		Loader, S	cythe	
Improvised Grenades	6″	1	1	+2	4+			Grenade, Improvised, Suppression	
Grenades	6″	1	1	+2	4+		Grenade,	Grenade, Suppression	
Rifle Grenade	6-24″	1	-	+2	4+		OH Fire, Grenade,	Rifle Suppression	

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

Unit Special Rules:

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.

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1915-16 Regular Bomber Section

Infantry

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
Beschption	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>	
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	100	1	115	
Add Bombers with pistol or BA rifle, grenades			0 – 7	17	0 - 7	20	
Replace BA rifle with shotgun			0-3	+3 ea	0-3	+3 ea	
Replace BA rifle with rifle grenade			0-2	+4 ea	0-2	+4 ea	
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea	

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

Unit



Double Time

12"

Assault

6"

Agility

Auto



Bombers, No Head Protection Maneuver

8"

Unit Special Rules:

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

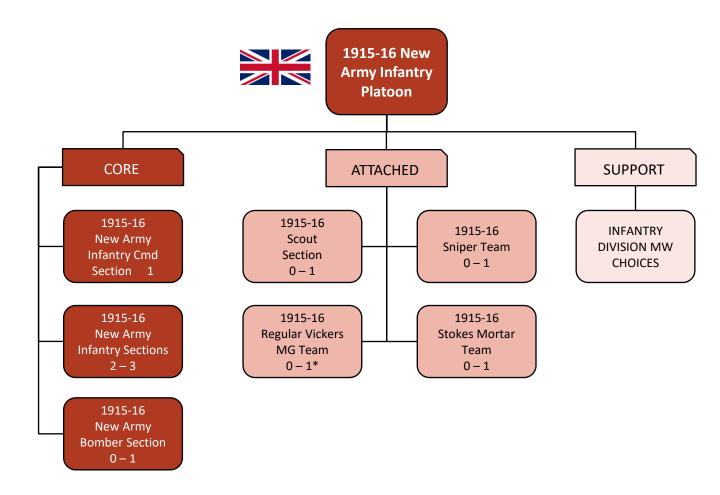
Weapon	Range	Halted	OF avore M	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Bolt Action Rifle	24″	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

* = Slow Firing

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

1915-16 NEW ARMY INFANTRY PLATOON

National Special Rules – British or Irish only.



1915-16 New Army Infantry Command Section

Description	Inexpe	ienced	Reg	<u>ular</u>	Vete	eran
Beschption	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, sword, 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, BA rifle	0-1	21	0-1	24		
Add Riflemen with BA rifle	0-4	11	0-4	14		
Replace Officer's sword with CFW	Any	-	Any	-		
Add improvised grenades for NCO and riflemen	Any	+1 ea	Any	+1 ea		
Upgrade improvised grenades to grenades (1916)	All/none	+1 ea	All/none	+1 ea		
Upgrade entire unit with steel helmets	For unit	+1 ea	For unit	+1 ea		

3+	
3+	
4+	
	1
<u>on</u>	
<u>on</u> +1	
	3+ 3+

Weapon

Bolt Action Rifle

Improvised

Grenades

Grenades

Pistol



Special

Grenade, Improvised,

Grenade, Suppression

Assault

Suppression

No Head Protection

Uni	t		Mane				Assault	Agility	
Infantry			8″		12	"	6″	Auto	
		R	DF		~	t.			
	Range	g	e	PEN	ethality	Blast			
	ai	Halted	<u>jo</u>	-	날	Ψ		acial	

RF

RF*

1

1

Hal

RF

RF

1

1

6"

24"

6"

6"

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 New Army Infantry Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
<u> </u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>	
NCO with pistol or BA rifle 4 Riflemen with BA rifle	1	70	1	85			
Add Riflemen with BA rifle	0 – 7	11	0-7	14			
Replace BA rifle with Lewis Gun	0 - 1#	+12	0-1#	+12			
Replace BA rifle with rifle grenade	0-1	+4	0-1	+4			
Add improvised grenades	Any	+1 ea	Any	+1 ea			
Upgrade improvised grenades to grenades (1916)	All/none	+1 ea	All/none	+1 ea			
Upgrade entire unit with steel helmets	For unit	+1 ea	For unit	+1 ea			

Morale Rally Aggression Tenacity

Infantry Unit

5+

5+

4+

4+

-

-

+2

+2



No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility		
Infantry			8" 12"			"	6″	Auto		
	_									
	0	R	OF		₹	st				
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial		
Pistol	6"	RF	RF	-	5+		Assault			
Bolt Action Rifle	24"	RF	RF*	-	5+					
Lewis Gun	36"	4	3	-	5+		Loader, S	cythe		
Improvised Grenades	6"	1	1	+2	4+		Grenade, Suppress	Improvised, on		
Grenades	6″	1	1	+2	4+		Grenade,	Suppression		
Rifle Grenade	6-24"	1	-	+2	4+		· · ·	OH Fire, Rifle Grenade, Suppression		

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

> AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1915-16 New Army Bomber Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
<u></u>	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>	
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	110			
Add Bombers with pistol or BA rifle, grenades			0 - 7	19			
Replace BA rifle with shotgun			0-3	+3 ea			
Replace BA rifle with rifle grenade			0-2	+4 ea			
Upgrade entire unit with steel helmets			For unit	+1 ea			

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

Infantry Unit



Bombers, No Head Protection

 Unit
 Maneuver
 Double Time
 Assault
 Agility

 Infantry
 8"
 12"
 6"
 Auto

Unit Special Rules:

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

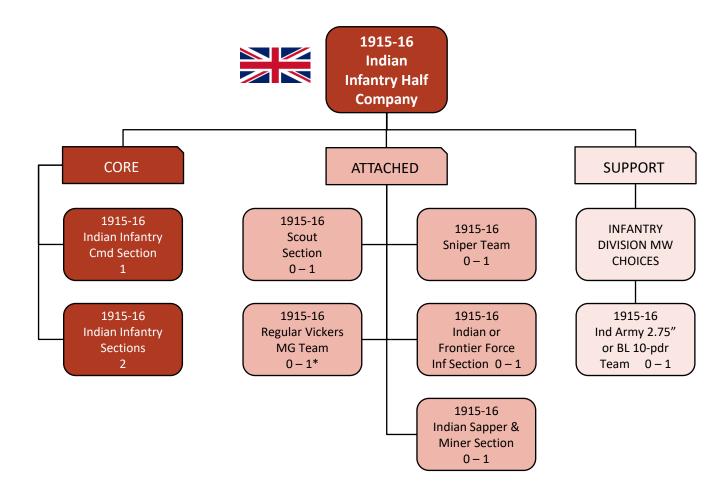
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

	0	R	OF		Ę	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Shotgun	9″	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

* = Slow Firing

1915-16 INDIAN INFANTRY HALF COMPANY

National Special Rules – Indian only.



1915-16 Indian Infantry Command Section

Description		Inexper	ienced		Reg	<u>ular</u>	Vete	eran
Description	ľ	No	<u>Pts</u>	Ν	lo	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, sword, 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, SS rifle		0-1	17	0	- 1	19		
Add Riflemen with SS rifle		0-4	7	0	- 4	9		
Replace Officer's sword with CFW		Any	-	A	ny	-		
Replace SS rifles with BA rifles		All/none	+1 ea	All/	none	+1 ea		
Add improvised grenades for NCO and riflemen		Any	+1 ea	A	ny	+1 ea		
Upgrade improvised grenades to grenades (1916)		All/none	+1 ea	AII/	none	+1 ea		
Upgrade entire unit with steel helmets		For unit	+1 ea	For	unit	+1 ea		

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.

MoraleRally4+Aggression4+Tenacity5+EormationAttack+1Recon0



No Head Protection

Unit	Unit Maneuver Double Tin		Гime	Assault	Agility	
Infantry	8"		12"		6″	Auto
	202					

		R	DF		≥	t .	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
Single Shot Rifle	24″	SS	SS*	-	5+		
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6″	1	1	+2	4+		Grenade, Suppression

1915-16 Indian Infantry Section

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
<u> </u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
NCO with pistol or SS rifle 10 Riflemen with SS rifle	1	92	1	114		
Add Riflemen with SS rifle	0-10	7	0-10	9		
Replace SS rifles with BA rifles	All/none	+1 ea	All/none	+1 ea		
Replace BA rifle with Lewis Gun	0 – 1#	+12	0-1#	+12		
Replace BA rifle with rifle grenade	0-1	+4	0-1	+4		
Add improvised grenades	Any	+1 ea	Any	+1 ea		
Upgrade improvised grenades to grenades (1916)	All/none	+1 ea	All/none	+1 ea		
Upgrade entire unit with steel helmets	For unit	+1 ea	For unit	+1 ea		

Veteran <u>Morale</u> No Pts Rally 4+

> Aggression Tenacity





No Head Protection

Uni	t		Mane	uver	Double Time		Assault	Agility	
Infantry			8″ 12″		"	6″	Auto		
	0	R	DF		ţ	st			
	Range	Halted	Move	PEN	Lethality	Blast			
Weapon	æ	Haj	Ψ	-	Let	뽀		pecial	
							 >	Jecial	
Pistol	6″	RF	RF	-	5+		Assault	Jecial	
	6" 24"		RF SS*	-					

3

1

1

4

1

1

1

5+

4+

4+

-

+2 4+

+2

+2

 $\ensuremath{\texttt{\#}}$ - a maximum number is allowed for the entire platoon as follows: 1915-16 (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.

36"

6"

6"

6-24"

* = Slow Firing

Lewis Gun

Improvised

Grenades

Grenades

Rifle Grenade

Loader, Scythe

Suppression

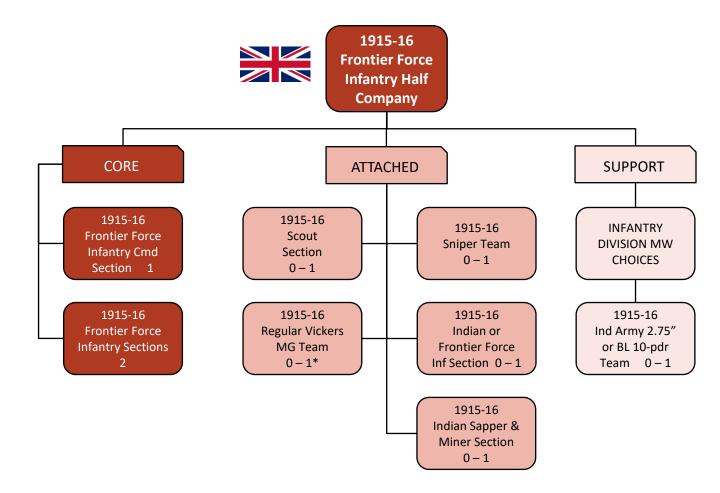
Grenade, Improvised,

Grenade, Suppression OH Fire, Rifle

Grenade, Suppression

1915-16 FRONTIER FORCE INFANTRY HALF COMPANY

National Special Rules – Indian only.



1915-16 Frontier Force Infantry Command Section

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	<u>eran</u>
Beschption	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, sword, pistol, grenades			1	22		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols			0-1	23		
Medic, unarmed			0-1	17		
Comms Specialist (Level 1), pistol			0-1	17		
Senior NCO, SS rifle			0-1	20		
Add Riflemen with SS rifle			0-4	10		
Replace Officer's sword with CFW			Any	-		
Replace SS rifles with BA rifles			All/none	+1 ea		
Add improvised grenades for NCO and riflemen			Any	+1 ea		
Upgrade improvised grenades to grenades (1916)			All/none	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Unit Special Rules:

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.

MoraleRally4+Aggression4+Tenacity5+FormationAttack+1Recon0



Infantry Unit

Mountaineers, No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility			
Infantry			8″		12	"	6″	Auto			
		R	DF		≥	tt .					
	Range	ed	ve	PEN	Lethality	Blast					
Weapon	Ra	Halted	Move		Let	뽀	S	pecial			
Pistol	6″	RF	RF	-	5+		Assault				
Single Shot Rifle	24″	SS	SS*	-	5+						
Bolt Action Rifle	24″	RF	RF*	-	5+						
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion			
Grenades	6"	1	1	+2	4+		Grenade,	Suppression			

1915-16 Frontier Force Infantry Section

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
<u>- courpuon</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or SS rifle 10 Riflemen with SS rifle			1	125		
Add Riflemen with SS rifle			0-10	10		
Replace SS rifles with BA rifles			All/none	+1 ea		
Replace BA rifle with Lewis Gun			0 – 1#	+12		
Replace BA rifle with rifle grenade			0-1	+4		
Add improvised grenades			Any	+1 ea		
Upgrade improvised grenades to grenades (1916)			All/none	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

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





- a maximum number is allowed for the entire platoon as follows: 1915-16 (up to one per platoon)

Unit Special Rules:

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.

Mountaineers, No Head Protection

Uni	t		Mane	uver	Double Time		Assault	Agility
Infantry			8"		12"		6"	Auto
RC		OF)F		4			
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Single Shot Rifle	24"	SS	SS*	-	5+			
Bolt Action Rifle	24″	RF	RF*	-	5+			
Lewis Gun	36″	4	3	-	5+		Loader, S	cythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Suppress	Improvised, on
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression

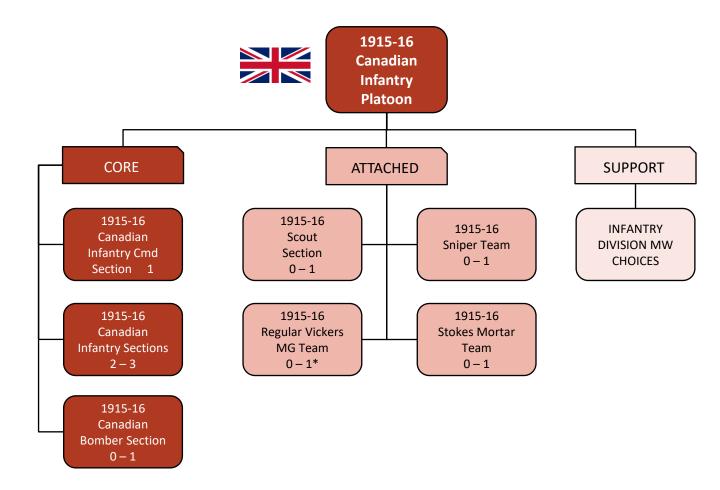
AF = Accelerated Fire RF = Rapid Fire

Storm of Fire. Wasatch Miniatures

* = Slow Firing

1915-16 CANADIAN INFANTRY PLATOON

National Special Rules - Canadian only.



1915-16 Canadian Infantry Command Section

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
<u>Description</u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, sword, pistol, grenades			1	22		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols			0-1	23		
Medic, unarmed			0-1	17		
Comms Specialist (Level 1), pistol			0-1	17		
Senior NCO, Ross rifle			0-1	25		
Add Riflemen with Ross rifle			0-4	15		
Replace Officer's sword with CFW			Any	-		
Add improvised grenades for NCO and riflemen			Any	+1 ea		
Upgrade improvised grenades to grenades (1916)			All/none	+1 ea		
Upgrade all Ross rifles to BA rifles			For unit	+2		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Infantry Unit Morale Rally 4+ Aggression Tenacity Formation Attack +1Recon 0



No Head Protection, Offensive Spirit, Woodsmen

Uni	Unit					Time	Assault	Agility			
Infantry			8" 12"			6″	Auto				
		R	OF		2						
	Range	ğ	e	PEN	Lethality	Blast					
	Ra	Halted	Move	<u> </u>	et	Ξ					
Weapon		Ĩ	2			-	S	pecial			
Pistol	6″	RF	RF	-	5+		Assault				
Ross Rifle	24″	RF	RF*	-	5+		Unbalanc	ed			
Bolt Action Rifle	24″	RF	RF*	-	5+						
Improvised	6″	1	1	+2	4+		Grenade,	Improvised,			
Grenades	0	1	1	+2	4+		Suppress	on			
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.

Offensive Spirit - +1 to Rally Checks when a Rally action follows a Maneuver action toward the closest enemy unit.

Woodsmen - unit ignores the movement penalty for woods and forests and has a minimum 6" move through dense undergrowth.

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran				
<u>- compuon</u>	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>				
NCO with pistol or Ross rifle 4 Riflemen with Ross rifle			1	90						
Add Riflemen with Ross rifle			0 – 7	15						
Replace Ross or BA rifle with Lewis Gun			0-1#	+12						
Replace Ross or BA rifle with rifle grenade			0-1	+4						
Add improvised grenades			Any	+1 ea						
Upgrade improvised grenades to grenades (1916)			All/none	+1 ea						
Upgrade all Ross rifles to BA rifles			For unit	+2						
Upgrade entire unit with steel helmets			For unit	+1 ea						

1915-16 Canadian Infantry Section

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





No Head Protection, Offensive Spirit, Woodsmen

Uni	t		Maneuver Double Time			Assault	Agility		
Infantry			8″		12	"	6″	6" Auto	
					_				
		RC	DF		₹	ਸ਼			
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial	
Pistol	6"	RF	RF	-	5+		Assault		
Ross Rifle	24"	RF	RF*	-	5+		Unbalanc	ed	
Bolt Action Rifle	24"	RF	RF*	-	5+				
Lewis Gun	36″	4	3	-	5+		Loader, S	cythe	
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on	
Grenades	6″	1	1	+2	4+		Grenade,	Suppression	
Rifle Grenade	6-24″	1	-	+2	4+		OH Fire, I Grenade,	Rifle Suppression	

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

Offensive Spirit - +1 to Rally Checks when a Rally action follows a Maneuver action toward the closest enemy unit.

Woodsmen - unit ignores the movement penalty for woods and forests and has a minimum 6" move through dense undergrowth.

Storm of Fire. Wasatch Miniatures

* = Slow Firing

1915-16 Canadian Bomber Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u></u>	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
NCO with pistol or Ross rifle, grenades 4 Bombers with pistol or Ross rifle, grenades			1	110		
Add Bombers with pistol or Ross rifle, grenades			0 - 7	19		
Replace Ross or BA rifle with shotgun			0-3	+3 ea		
Replace Ross or BA rifle with rifle grenade			0-2	+4 ea		
Upgrade all Ross rifles to BA rifles			For unit	+2		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale Rally 4+ Aggression 3+ Tenacity 4+



Bombers, No Head Protection, Offensive Spirit, Woodsmen

Maneuver Agility Unit Double Time Assault Infantry 8" 12" 6" Auto ROF Blast Lethality Range Halted PEN Move 뽀 Weapon Special

Pistol	6″	RF	RF	-	5+	Assault
Ross Rifle	24"	RF	RF*	-	5+	Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+	
Shotgun	9"	1	1	-	5+	Assault, Burst, Shotgun
Grenades	6″	1	1	+2	4+	Grenade, Suppression
Rifle Grenade	6-24″	1	-	+2	4+	OH Fire, Rifle Grenade, Suppression

Unit Special Rules:

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

Offensive Spirit - +1 to Rally Checks when a Rally action follows a Maneuver action toward the closest enemy unit.

Woodsmen - unit ignores the movement penalty for woods and forests and has a minimum 6" move through dense undergrowth.

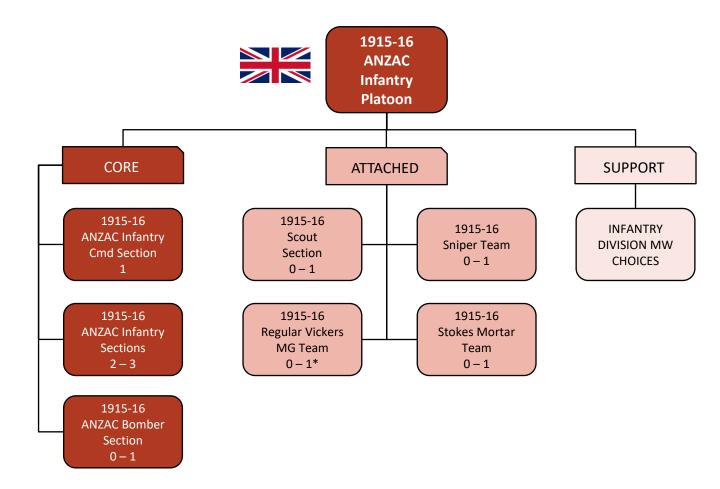
Storm of Fire, Wasatch Miniatures



Infantry Unit

1915-16 ANZAC INFANTRY PLATOON

National Special Rules – ANZAC only.



1915-16 ANZAC Infantry Command Section

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
Description	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
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, BA rifle			0-1	23	0-1	26
Add Riflemen with BA rifle			0-4	13	0-4	16
Replace Officer's sword with CFW			Any	-	Any	-
Downgrade entire New Zealand unit to LMLE Rifles (1915)			All	-2	All	-2
Add improvised grenades for NCO and riflemen			Any	+1 ea	Any	+1 ea
Upgrade improvised grenades to grenades (1916)			All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale Rally 3+ Aggression 4+ Tenacity 4+ Formation

Formation Attack +1 Recon 0



No Head Protection

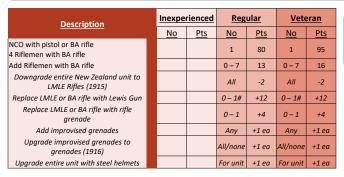
Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12"	6″	Auto

	0	R	DF		ť	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
LMLE Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
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 ANZAC Infantry Section



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

Rally Aggression Tenacity	3+ 4+ 4+
Tenacity	4+

Infantry Unit



No Head Protection

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

	0	R	OF		Ę	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6"	RF	RF	-	5+		Assault
LMLE Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Lewis Gun	36″	4	3	-	5+		Loader, Scythe
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

AF = Accelerated Fire RF =

Storm of Fire. Wasatch Miniatures

SS = Single Shot

1915-16 ANZAC Bomber Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u></u>	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	100	1	115
Add Bombers with pistol or BA rifle, grenades			0 - 7	17	0 – 7	20
Downgrade entire New Zealand unit to LMLE Rifles (1915)			All	-2	All	-2
Replace BA rifle with shotgun			0-3	+3 ea	0-3	+3 ea
Replace BA rifle with rifle grenade			0-2	+4 ea	0-2	+4 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

MoraleRally3+Aggression4+Tenacity4+



Bombers, No Head Protection

 Unit
 Maneuver
 Double Time
 Assault
 Agility

 Infantry
 8"
 12"
 6"
 Auto

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

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

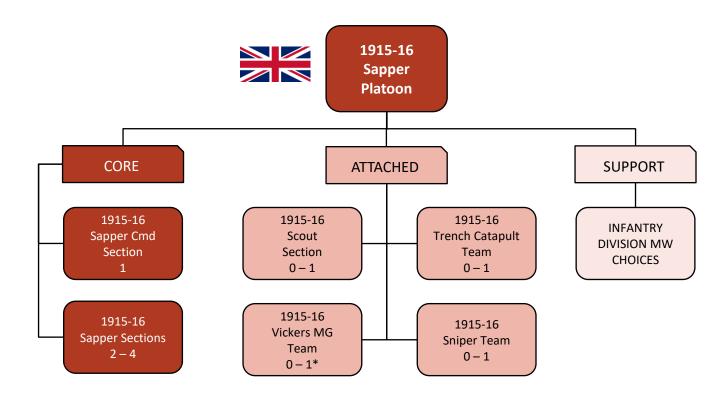
		R	OF		₹	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
LMLE Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6″	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

* = Slow Firing

Storm of Fire, Wasatch Miniatures

1915-16 SAPPER PLATOON

National Special Rules – British only.



1915-16 Sapper Command Section

Description	<u>Inexpe</u>	rienced	Reg	<u>ular</u>	Vete	eran
beschption	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
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, BA rifle, grenades			0-1	27	0-1	30
Add Sappers with BA rifle, grenades			0-4	17	0-4	20
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 Tenacity Formation Attack +1 Recon 0



No Head Protection, Pioneers

lafantru 9" 12" 6" Auto	Unit	Maneuver	Double Time	Assault	Agility
8 12 0 Auto	Infantry	8″		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 - +1 to Assault Checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

	U ROF			Ę	st		
	Range	Halted Move		PEN	Lethality	HE Blast	
Weapon	-	На	Σ		Ľ	Ŧ	Special
Pistol	6″	RF	RF	-	5+		Assault
Bolt Action Rifle	24″	RF	RF*	-	5+		
Grenades	6″	1	1	+2	4+		Grenade, Suppression

1915-16 Sapper Section

Rally

Aggression Tenacity

<u>Morale</u>

4+

4+

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u> </u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
NCO with pistol or BA rifle, grenades 4 Sappers with BA rifle, grenades			1	100	1	115
Add Sappers with BA rifle, grenades			0-7	17	0-7	20
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

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



No Head Protection, Pioneers

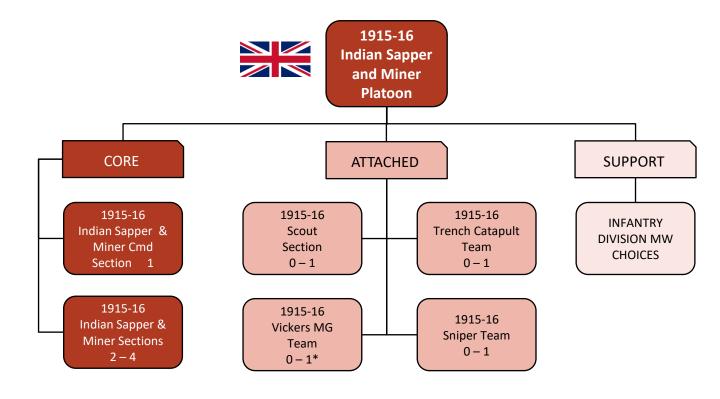
Un	it		Mane	uver	Double	Time	Assault	Agility
Infantry		8″	8" 12"		6″	Auto		
					_		_	
		RC			L ≥	5		
	8	Q	e	PEN	hality	Blast		
	Range	alted	ð	8	g l			

Weapon	Rang	Halted	Move	PEN	Lethali	HE Bla	Special
Pistol	6″	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade Suppression

Storm of Fire. Wasatch Miniatures

1915-16 INDIAN ARMY SAPPER & MINER PLATOON

National Special Rules – Indian only.



1915-16 Indian Sapper & Miner Command Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, sword, pistol, grenades			1	22		
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5		
Upgrade Officer to Energetic			0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols			0-1	23		
Medic, unarmed			0-1	17		
Comms Specialist (Level 1), pistol			0-1	17		
Senior NCO, SS rifle, grenades			0-1	23		
Add Sappers with SS rifle, grenades			0-4	13		
Replace Officer's sword with CFW			Any	-		
Replace SS rifles with BA rifles			All/none	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

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



No Head Protection, Pioneers

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8″	12"	6″	Auto
manay	0	12	Ū	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 - +1 to Assault Checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

	0	R	OF		ť	st	
Weapon	Range	Halted Move		PEN	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

1915-16 Indian Sapper & Miner Section

Rally Aggre Tenad

Description .		rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>- cou.p.o</u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
NCO with pistol or SS rifle, grenades 4 Sappers with SS rifle, grenades			1	80		
Add Sappers with SS rifle, grenades			0-7	13		
Replace SS rifles with BA rifles			All/none	+1 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		
Equip unit with Bangalore Torpedoes			For unit	+15		

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

viorale		
	4+	
ssion	4+	-
ity	5+	
		4



No Head Protection, Pioneers

Infantry Unit

Uni	t		Maneuver Double Time		Assault	Agility		
Infantry			8″		12	"	6"	Auto
		R	DF		5	tt.		
	Range	ba	e	PEN	Lethality	HE Blast		
	Ra	Halted	Move	<u> </u>	et	Ψ		
Weapon		Ĩ	2			-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
Circula Chast Diffe								
Single Shot Rifle	24″	SS	SS*	-	5+			
Bolt Action Rifle	24" 24"	SS RF	SS* RF*	-	5+			

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

Storm of Fire. Wasatch Miniatures

* = Slow Firing

1915-16 Scout Section

Grenades

6"

1

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u> </u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
NCO with pistol or BA rifle 4 Scouts with BA rifle			1	75	1	90
Add Scouts with BA rifle			0-7	12	0-7	15
Replace any BA rifle with BA Carbine			Any	-	Any	-
Add smoke grenades (for unit)			For unit	+5	For unit	+5
Add grenades			Any	+2 ea	Any	+2 ea
Upgrade entire unit to Marksmen			All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale Rally 4+ Aggression 5+ Tenacity 5+



Extended Order, Independent, No Head Protection, Recon 1, Scouts

Uni	t		Mane	uver	Double	Time	Assault	Agility		
Infantry			8″		12	"	6″	Auto		
		R	DF		≥	Ħ				
	lge	p	e	PEN	alit	Blast				
	Range	Halted	Move	a a	Lethality	Ξ				
Weapon		Ĩ	2		_	-	S	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
BA Carbine	18"	RF	RF*	-	5+		Handy			
Bolt Action Bifle	24"	DE	DE*		5.4					

1

* = Slow Firing

+2

4+

Grenade, Suppression

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.

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.

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.

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

Cavalry Battlegroups and Units

British Empire 1915-16





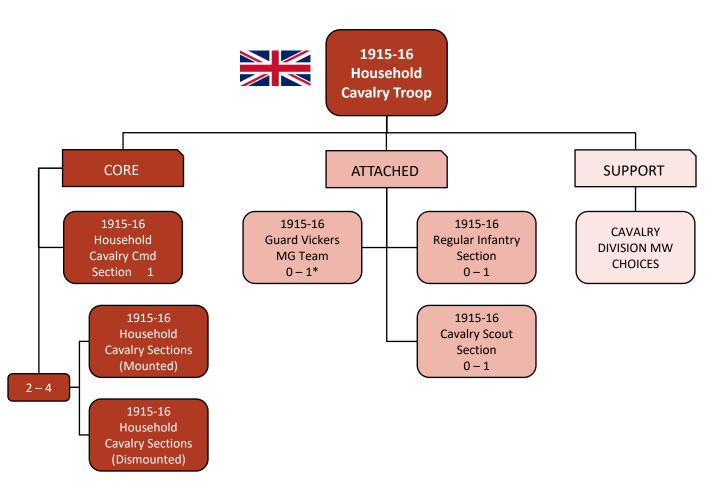
Offered by Wasatch Miniatures and GAJO Games
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1915-16 HOUSEHOLD CAVALRY TROOP

National Special Rules – British only.



1915-16 Household Cavalry Command Section



Mounted Unit

Description	Inexpe	rienced	Reg	<u>Regular</u>		eran
<u>Description</u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
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 rifle, sabre, horse			0-1	32	0-1	36
Add Trooper, BA rifle, sabre, horse			0 - 2	22	0 – 2	26
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add improvised grenades			All/none	+1 ea	All/none	+1 ea
Add grenades			All/none	+2 ea	All/none	+2 ea

Rally 4+ Aggression 3+ Tenacity Formation Attack +2 Recon 2

Morale



Cavalry, Extended Order, HM (Excellent), Implacable. Marksmen, **Mounted, No Head Protection**

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mounted			10	10"		16″		3+
Dismounted			8″		12	"	6″	Auto
	D	25						
	e	ĸ	DF	_	ity ast			
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+			
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks It move

Unit Special Rules:

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

Extended Order - the unit may operate in extended order.

Horse Mastership / HM (Excellent) - the unit adds 1" to its Maneuver and

Double Time move distances when mounted. Implacable - the unit may re-roll failed Tenacity checks.

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

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.

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Description	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
NCO, pistol, sabre, horse 4 Troopers, BA rifle, sabre, horse			1	125	1	145
Add Trooper, BA rifle, sabre, horse			0-3	22	0-3	26
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add lance			Any	+1 ea	Any	+1 ea
Add improvised grenades			All/none	+1 ea	All/none	+1 ea
Add grenades			All/none	+2 ea	All/none	+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.

Horse Mastership / HM (Excellent) - the unit adds 1" to its Maneuver and Double Time move distances when mounted.

Implacable - the unit may re-roll failed Tenacity checks.

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

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.

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

SS = Single Shot

1915-16 Household Cavalry Section

Mounted Unit



Cavalry, Extended Order, HM (Excellent), Implacable, Marksmen, Mounted. No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility						
Mounted			10"		16"		8″	3+						
Dismounted			8″		12"		6″	Auto						
	۵ 🗕			ROF	₹	st								
	Range	ed	EN G		9 N		PEN		e E		Lethality HE Blast			
	Ra	Halted	Move		et	뽀								
Weapon		I	~				S	pecial						
Pistol	6″	RF	RF	-	5+		Assault							
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst						
Bolt Action Rifle	24"	RF	RF*	-	5+									
Improvised	6″	1	1	+2	4+		Grenade,	Improvised,						
Grenades		-	-				Suppress	ion						
Grenades	6″	1	1	+2	4+		Grenade,	Suppression						
Sabre	melee						+1 to Ass	ault Checks						
Jabre	melee						on Assau	lt move						
Lance	melee						Re-roll As	sault Checks						
Lance	melee						on Assau	lt move						

AF = Accelerated Fire RF = Rapid Fire

Storm of Fire. Wasatch Miniatures

1915-16 Household Dismounted Cavalry Section

Grenades

6"

1

1

* = Slow Firing

+2

4+

Grenade, Suppression

Description	<u>Inexpe</u>	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u> </u>	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
NCO, pistol or BA rifle 4 Troopers with BA rifle			1	100	1	120
Add Trooper with BA rifle			0-3	17	0-3	21
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with Hotchkiss Mk I			0-1#	+7	0-1#	+7
Add improvised grenades			All/none	+1 ea	All/none	+1 ea
Add grenades			All/none	+2 ea	All/none	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

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

Unit Special Rules:

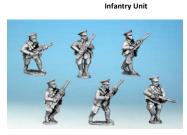
Extended Order – the unit may operate in extended order.

Implacable - the unit may re-roll failed Tenacity checks.

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.

Morale Rally 4+ Aggression 3+ Tenacity 3+



Extended Order, Implacable, Marksmen, No Head Protection

		-						
Unit	t		Mane	uver	Double	Time	Assault	Agility
Dismounted			8″	8" 12"		6″	Auto	
	R	OF		5	st			
	Range	Halted	Move	PEN	Lethality	HE Blast		
Weapon		T	-		-		S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst
Bolt Action Rifle	24"	RF	RF*	-	5+			
Hotchkiss Mk I LMG	36″	3	2	-	5+		Loader, S	cythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Suppress	Improvised, ion

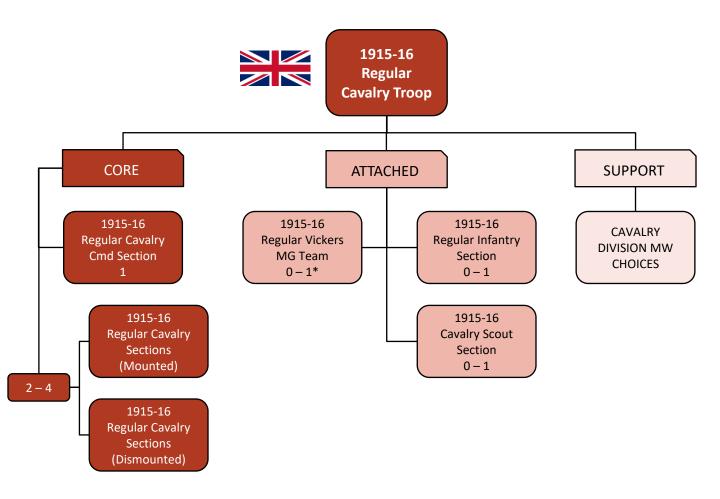
AF = Accelerated Fire RF = Rapid Fire SS = Single Shot

Storm of Fire, Wasatch Miniatures

Battlegroup Organization Diagram

1915-16 REGULAR CAVALRY TROOP

National Special Rules – British, Irish, ANZAC or Canadian.



1915-16 Regular Cavalry Command Section

Veteran

1 -8 1 +10

1 +10 1 +22

1 30

1 20

1 20

1 15

Pts

32

1 33 2 23 y +1 ea one +1 ea one +2 ea

Description	Inexpe	<u>rienced</u>	Reg	Regular		
<u>- cooription</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	N	
Competent Officer, pistol, sabre, horse			1	24	1	
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0 -	
Upgrade Officer to Energetic			0-1	+8	0 -	
Upgrade Officer to Inspiring			0-1	+18	0 -	
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0 –	
Medic, unarmed, horse			0-1	18	0 -	
Farrier, pistol, sabre, horse			0-1	18	0 –	
Musician, pistol, sabre, horse			0-1	13	0 -	
Senior NCO, BA rifle, sabre, horse			0-1	29	0 -	
Add Trooper, BA rifle, sabre, horse			0 – 2	19	0 -	
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	An	
Add improvised grenades			All/none	+1 ea	All/n	
Add grenades			All/none	+2 ea	All/n	

Unit Special Rules:

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

Extended Order - the unit may operate in extended order.

Horse Mastership / HM (Excellent) – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

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

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.

			Dee		Votoran		
Description	inexpe	rienced	Reg	ular	Veteran		
	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>	
NCO, pistol, sabre, horse			1	110	1	130	
4 Troopers, BA rifle, sabre, horse			-	110	-	150	
Add Trooper, BA rifle, sabre, horse			0 – 3	19	0-3	23	
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea	
Add lance			Any	+1 ea	Any	+1 ea	
Add improvised grenades			All/none	+1 ea	All/none	+1 ea	
Add grenades			All/none	+2 ea	All/none	+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.

Horse Mastership / HM (Excellent) – the unit adds 1" to its Maneuver and Double Time move distances when mounted.

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

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.





Mounted Unit

Cavalry, Extended Order, HM (Excellent), Marksmen, Mounted, No Head Protection

Uni	Unit				Double	Time	Assault	Agility
Mounted			10"		16″		8″	3+
Dismounted			8″		12	"	6"	Auto
	a F		DF		2	t		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6"	RF	RF	-	5+		Assault, E	Burst
Bolt Action Rifle	24"	RF	RF*	-	5+			
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks It move

Cavalry, Extended Order, HM (Excellent), Marksmen, Mounted, No

Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mounted			10"		16"		8″	3+
Dismounted			8″		12"		6″	Auto
		ROF						
			JF	_	₽	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	5	pecial
•	6"				-			Jeciai
Pistol	6	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst
Bolt Action Rifle	24"	RF	RF*	-	5+			
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion
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

1915-16 Regular Cavalry Section

 Morale

 Pts
 Rally
 4+

 130
 Aggression
 3+

Tenacity

4+

Mounted Unit



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1915-16 Regular Dismounted Cavalry Section

Description	Inexpe	Inexperienced		<u>Regular</u>		Veteran	
<u> </u>	No	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
NCO, pistol or BA rifle 4 Troopers with BA rifle			1	90	1	105	
Add Trooper with BA rifle			0-3	15	0-3	18	
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea	
Replace BA rifle with Hotchkiss Mk I			0-1#	+7	0-1#	+7	
Add improvised grenades			All/none	+1 ea	All/none	+1 ea	
Add grenades			All/none	+2 ea	All/none	+2 ea	
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea	

IVIOLAIE	
Rally	4+
Aggression	3+
Tenacity	4+

Dismounted

Unit

Infantry Unit



Maneuver Double Time

12"

Assault

6"

Agility

Auto

Extended Order, Marksmen, No Head Protection 8"

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

		R	OF		₹.	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+		
Hotchkiss Mk I LMG	36″	3	2	-	5+		Loader, Scythe
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6″	1	1	+2	4+		Grenade, Suppression

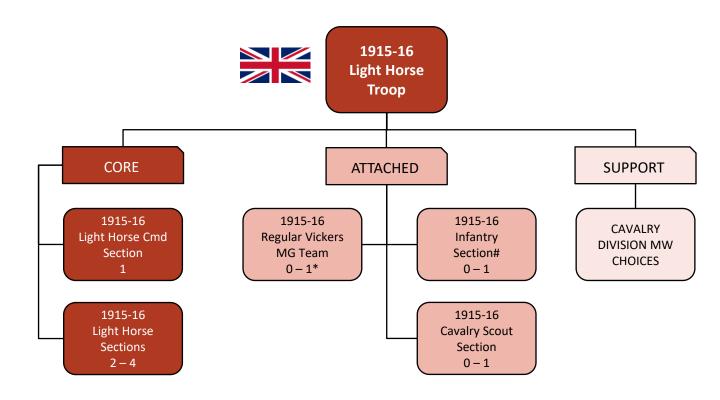
* = Slow Firing

Storm of Fire, Wasatch Miniatures

1915-16 LIGHT HORSE TROOP

National Special Rules – ANZAC, Canadian or South African.

ORGANIZATION DIAGRAM



* = Line Holder Unit

= must be the same nationality as the Battlegroup (ANZAC, Canadian or South African)

1915-16 Light Horse Command Section

Description	Inexpe	rienced	Reg	ular	Vete	eran
Description	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, pistol, 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, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
Farrier, pistol, horse			0-1	18	0-1	20
Musician, pistol, horse			0-1	13	0-1	15
Senior NCO, BA rifle, horse			0-1	24	0-1	27
Add Trooper, BA rifle, horse			0 – 2	14	0 – 2	17
Upgrade Officer's pistol to SA pistol			Any	+1 ea	Any	+1 ea
Add improvised grenades			All/none	+1 ea	All/none	+1 ea
Add grenades			All/none	+2 ea	All/none	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea
Upgrade Australian Unit to Cavalry, add sabre to Officer, NCO and troopers			All/none	+3 ea	All/none	+3 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.

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

Rally	4+						
Aggression	3+						
Tenacity	4+						
Formation							
Attack	+2						
Recon	2						

Morale



Mounted Unit

Extended Order, Mounted, No Head Protection, Poor Shots

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mounted			10"		16″		8″	3+
Dismounted			8″		12	"	6"	Auto
		R	DF		≥	st		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6"	RF	RF	-	5+		Assault	
SA Pistol	6"	RF	RF	-	5+		Assault, E	Burst
Bolt Action Rifle	24"	RF	RF*	-	5+			
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks It move

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>- courption</u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
NCO, pistol or BA rifle, horse 4 Troopers, BA rifle, horse			1	85	1	100
Add Trooper, BA rifle, horse			0-9	14	0-7	17
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Replace BA rifle with Hotchkiss Mk I			0-1	+7	0-1	+7
Replace BA rifle with rifle grenade			0-1	+4	0-1	+4
Add improvised grenades			All/none	+1 ea	All/none	+1 ea
Add grenades			All/none	+2 ea	All/none	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea
Upgrade Australian Unit to Cavalry, add			All/none	+3 ea	All/none	+3 ea

1915-16 Light Horse Section

Rally

Aggression

Tenacity

<u>Morale</u>

4+

3+

4+





Extended Order, Mounted, No Head Protection, Poor Shots

Maneuver Double Time Unit Agility Assault Mounted 10" 16" 3+ Dismounted 12 Auto 8' ROF Lethality Range Blast Halted PEA Move 뽀 Weapon Special Pistol 6" RF RF 5+ Assault SA Pistol 6" RF RF 5+ Assault, Burst **Bolt Action Rifle** 24" RF RF* 5+ Hotchkiss Mk I LMG 36" 2 5+ 3 Loader, Scythe Grenade, Improvised, Improvised 6" 1 1 +2 4+ Grenades Suppression Grenades 6" 1 1 +2 4+ Grenade, Suppression OH Fire, Rifle **Rifle Grenade** 6-24" 1 +2 4+ Grenade, Suppression +1 to Assault Checks Sabre melee 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.

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

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

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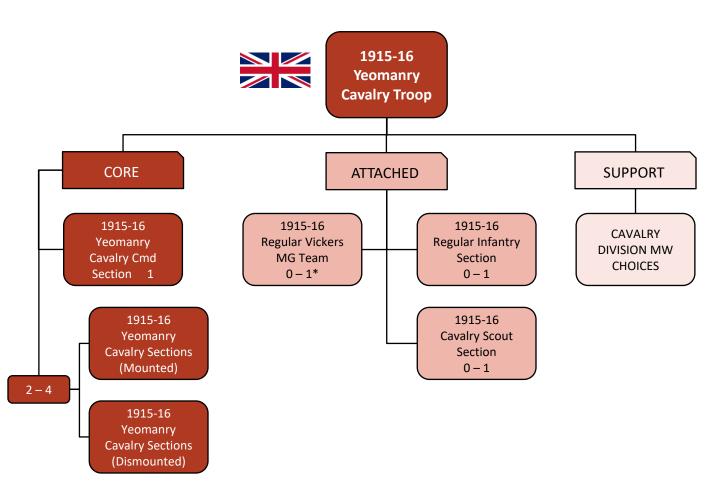
* = Slow Firing

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1915-16 YEOMANRY CAVALRY TROOP

National Special Rules – British or Irish only.



1915-16 Yeomanry Cavalry Command Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
Beschption	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, pistol, sabre, 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, horse			0-1	18		
Musician, pistol, sabre, horse			0-1	13		
Senior NCO, BA rifle, sabre, horse			0-1	28		
Add Trooper, BA rifle, sabre, horse			0 – 2	18		
Upgrade Officer's pistol to SA Pistol			Any	+1 ea		
Add improvised grenades			All/none	+1 ea		
Add grenades			All/none	+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.

Horse Mastership / HM (Excellent) - the unit adds 1" to its Maneuver and Double Time move distances when mounted.

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

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.

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>				
<u>- courption</u>	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>			
NCO, pistol, sabre, horse 4 Troopers, BA rifle, sabre, horse			1	105					
Add Trooper, BA rifle, sabre, horse			0-3	18					
Upgrade pistol to SA Pistol			Any	+1 ea					
Add lance			Any	+1 ea					
Add improvised grenades			All/none	+1 ea					
Add grenades			All/none	+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.

Horse Mastership / HM (Excellent) - the unit adds 1" to its Maneuver and Double Time move distances when mounted.

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

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.





Cavalry, Extended Order, HM (Excellent), Marksmen, Mounted, No Head Protection

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mounted			10"		16″		8″	3+
Dismounted			8″		12	"	6"	Auto
		R	DF		≥	t		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6"	RF	RF	-	5+		Assault, E	Burst
Bolt Action Rifle	24"	RF	RF*	-	5+			
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, ion
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks It move



1915-16 Yeomanry Cavalry Section

Mounted Unit



Cavalry, Extended Order, HM (Excellent), Marksmen, Mounted, No **Head Protection**

Uni	t		Mane	uver	Double	Time	Assault	Agility		
Mounted			10"		16"		8″	3+		
Dismounted			8″		12	"	6″	Auto		
	a <u>I</u>		DF		₹.	st				
	Range	Halted	Move	PEN	Lethality	HE Blast				
Weapon	_	Ϊ	≥		ٽ	_ _	S	pecial		
Pistol	6″	RF	RF	-	5+		Assault			
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst		
Bolt Action Rifle	24″	RF	RF*	-	5+					
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on		
Grenades	6″	1	1	+2	4+		Grenade,	Suppression		
Sabre	melee							+1 to Assault Checks		
								on Assault move Re-roll Assault Checks		
Lance	melee						on Assau	t move		

Mounted Unit

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* = Slow Firing

1915-16 Yeomanry Dismounted Cavalry Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u></u>	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
NCO, pistol or BA rifle 4 Troopers with BA rifle			1	80		
Add Trooper with BA rifle			0-3	13		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace BA rifle with Hotchkiss Mk I			0-1#	+7		
Add improvised grenades			All/none	+1 ea		
Add grenades			All/none	+2 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

<u>iviorale</u>	
Rally	4+
Aggression	4+
Tenacity	4+

Dismounted

Unit

Infantry Unit



Maneuver Double Time

12"

Assault

6"

Agility

Auto

Extended Order, Marksmen, No Head Protection 8"

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

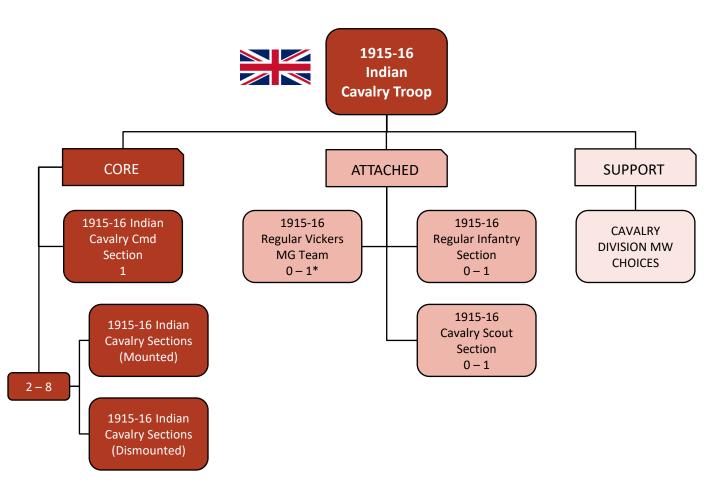
		R	OF		₹	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Pistol	6″	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Hotchkiss Mk I LMG	36″	3	2	-	5+		Loader, Scythe
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6″	1	1	+2	4+		Grenade, Suppression

* = Slow Firing

Storm of Fire, Wasatch Miniatures

1915-16 INDIAN ARMY CAVALRY TROOP

National Special Rules – Indian only.



1915-16 Indian Cavalry Command Section

Description	Inexpe	rienced	Reg	ular	Vete	eran
Beschption	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
Competent Officer, pistol, sabre, 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, horse			0-1	18		
Musician, pistol, sabre, horse			0-1	13		
Senior NCO, BA rifle, sabre, horse			0-1	25		
Add Trooper, BA rifle, sabre, horse			0-4	15		
Upgrade Officer's pistol to SA Pistol			Any	+1 ea		
Add improvised grenades			All/none	+1 ea		
Add grenades			All/none	+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.

Horse Mastership / HM (Excellent) - the unit adds 1" to its Maneuver and Double Time move distances when mounted.

Mounted - unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units. No Head Protection - unit receives -1 on Triage Checks.

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
Description	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>	
NCO, pistol, sabre, horse 4 Troopers, BA rifle, sabre, horse			1	90			
Add Trooper, BA rifle, sabre, horse			0-4	15			
Upgrade pistol to SA Pistol			Any	+1 ea			
Add lance			Any	+1 ea			
Add improvised grenades			All/none	+1 ea			
Add arenades			All/none	+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.

Horse Mastership / HM (Excellent) - the unit adds 1" to its Maneuver and Double Time move distances when mounted.

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

No Head Protection - unit receives -1 on Triage Checks.

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



Mounted Unit

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

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mounted			10	v	16	"	8″	3+
Dismounted			8″		12	"	6"	Auto
	F F		OF		≥	t		
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	SI	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	lurst
Bolt Action Rifle	24"	RF	RF*	-	5+			
Improvised Grenades	6″	1	1	+2	4+		Grenade, Suppress	Improvised, on
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass on Assau	ault Checks t move



Mounted Unit

Cavalry, Extended Order, HM (Excellent), Mounted, No Head Protection												
Uni	it		Mane	uver	Double	Time	Assault	Agility				
Mounted	10	"	16	"	8″	3+						
Dismounted			8″		12	"	6″	Auto				
Weapon	Range	Halted	DF avoM	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+							
Improvised Grenades	6"	1	1	+2	4+		Grenade, Suppress	, Improvised, ion				
Grenades	6″	1	1	+2	4+		Grenade,	Suppression				

Sabre

Lance

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1915-16 Indian Cavalry Section

Rally

Tenacity

AF = Accelerated Fire RF = Rapid Fire melee

melee

* = Slow Firing

+1 to Assault Checks

on Assault move **Re-roll Assault Checks**

on Assault move

1915-16 Indian Dismounted Cavalry Section

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>- courption</u>	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
NCO, pistol or BA rifle 4 Troopers with BA rifle			1	70		
Add Trooper with BA rifle			0-4	11		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace BA rifle with Hotchkiss Mk I			0-1#	+7		
Add improvised grenades			All/none	+1 ea		
Add grenades			All/none	+2 ea		
Upgrade entire unit with steel helmets			For unit	+1 ea		

Morale	
Rally	4+
Aggression	4+
Tenacity	5+

Infantry Unit



Extended Order, No Head Protection

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

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

		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+		
Hotchkiss Mk I LMG	36″	3	2	-	5+		Loader, Scythe
Improvised Grenades	6″	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6″	1	1	+2	4+		Grenade, Suppression

* = Slow Firing

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1915-16 Cavalry Scout Section

Description	Inexpe	rienced	Reg	ular	Veteran		
Beschption	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>	
NCO, pistol, sabre, horse 4 Troopers, BA rifle, sabre, horse			1	95	1	110	
Add Trooper, BA rifle, sabre, horse			0-3	16	0-3	19	
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea	
Add improvised grenades			All/none	+1 ea	All/none	+1 ea	
Add grenades			All/none	+2 ea	All/none	+2 ea	
Add lance			Any	+1 ea	Any	+1 ea	

Unit Special Rules:

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

Extended Order - the unit may operate in extended order.

Horse Mastership / HM (Excellent) – the unit adds 1'' to its Maneuver and Double Time move distances when mounted.

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

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

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.

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

Rally 4+ Aggression 5+ Tenacity 5+

Morale



Cavalry, Extended Order, HM (Excellent), Independent, Marksmen, Mounted, No Head Protection, Recon 2

Uni	t		Mane	uver	Double	Time	Assault	Agility
Mounted			10	"	16	"	8″	3+
Dismounted			8″		12	"	6"	Auto
							_	
		RC	DF		1 2	st		
	Range	eq	ē	L L	PEN Lethality HE Blast			
	Ra	Halted	Move	<u> </u>				
Weapon		Ï	2			-	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	
SA Pistol	6″	RF	RF	-	5+		Assault, E	Burst
Bolt Action Rifle	24"	RF	RF*	-	5+			
Improvised	6"	1	1	+2	4+		Grenade,	Improvised,
Grenades		-	-				Suppress	ion
Grenades	6″	1	1	+2	4+		Grenade,	Suppression
Sabre	melee						+1 to Ass	ault Checks
							on Assau	
Lance	melee						Re-roll As	sault Checks
Lance	melee						on Assau	lt move

Mounted Unit

Storm of Fire. Wasatch Miniatures

Vehicle Battlegroups and Units

British Empire 1915-16





Offered by Wasatch Miniatures and GAJO Games

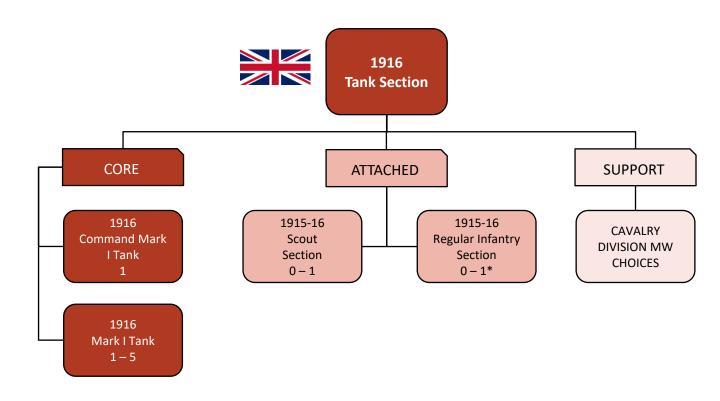
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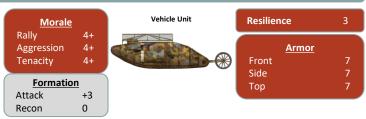
1916 TANK SECTION

National Special Rules – British only.



1916 Platoon Command Mark I Male

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
Beschption	No	Pts	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			
Male Mark I Tank	1	68	1	82			
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

Special Rules:

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

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

Defensive N	Defensive MGs (3), Large Crew, Tank Terror, Unreliable, Unstable												
Uni	t		Mane	uver	Double	Time	Assault	Agility					
Mark I Tank		6"		9"	,	4″	4+						
	OF		4	t									
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial					
Right 6-pdr OQF	36″	2	1*	+5	4+	d3	Arc						
Right MGs	24"	3	2	w	5+		Arc, Scytl Suppress	,					
Left 6-pdr OQF	36″	2	1*	+5	4+	d3	Arc						
Left MGs	24″	3	2	w	5+		Arc, Scytl Suppress	,					
Front MG	24″	3	2	w	5+		Arc, Scytl	,					

	1916 Mark I Male														
Description	<u>Inexpe</u>	rienced	Reg	<u>ular</u>	Vet	eran	(Morale		Vehicle Unit	Resilience				
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>		Rally	4+						
Male Mark I Tank	1	68	1	82				Aggression	4+	C STORES	Armor				
Upgrade 1 crewman to Mechanic			0-1#	+7				Tenacity	4+		Front	7			
Upgrade 1 crewman to Skilled Driver			0 – 1#	+5				, í			Side	7			
Upgrade 1 crewman to Expert Gunner			0-1#	+10							Тор	7			

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- 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.

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

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

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

Tank Terror - the vehicle causes Tank Terror.

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

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

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

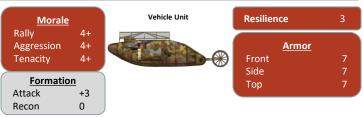
Defensive iv	103 (3), 1	aiget		ank	renor,	one	nable, O	istable		
Uni	it		Mane	uver	Double	Time	Assault	Agility		
Mark I Tank			6"		9'	,	4"	4+		
		R	OF		≥	tt -				
	Range	Halted	Move	PEN	Lethality	HE Blast				
Weapon	-	н	Σ		<u>ت</u>	т	S	pecial		
Right 6-pdr OQF	36″	2	1*	+5	4+	d3	Arc			
Right MGs	24"	3	2	w	5+		Arc, Scytl Suppress			
Left 6-pdr OQF	36″	2	1*	+5	4+	d3	Arc			
Left MGs	24"	3	2	w	5+		Arc, Scytl Suppress			
Front MG	24"	3	2	w	5+		Arc, Scytl			

AF = Accelerated Fire

Suppression

1916 Platoon Command Mark I Female

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>		
<u>Description</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	
Competent Officer	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 Mark I Tank	1	57	1	69			
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

Special Rules:

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

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

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

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

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

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

Defensive MGs (4), Large Crew, Tank Terror, Unreliable, Unstable												
Un	it		Mane	uver	Double	Time	Assault	Agility				
Mark I Tank			6"		9'	'	4″	4+				
	a)	R	OF		5	st						
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	S	pecial				
Right MGs	24"	6	4	w	5+		Arc, Scyth Suppress	ne,				
Left MGs	24"	6	4	w	5+		Arc, Scyth Suppress					
Front MG	24"	3	2	w	5+		Arc, Scyth					

	1916 Mark I Female														
Description	Inexpe	rienced	Reg	<u>ular</u>	Veteran		Veteran		Veteran		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+							
Female Mark I Tank	1	57	1	69			Aggression	4+		Armor	1				
Upgrade 1 crewman to Mechanic			0-1#	+7			Tenacity	4+		Front	7				
Upgrade 1 crewman to Skilled Driver			0-1#	+5						Side	7				
Upgrade 1 crewman to Expert Gunner			0-1#	+10						Тор	7				

Storm of Fire. Wasatch Miniatures

- 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.

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

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

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

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

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

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

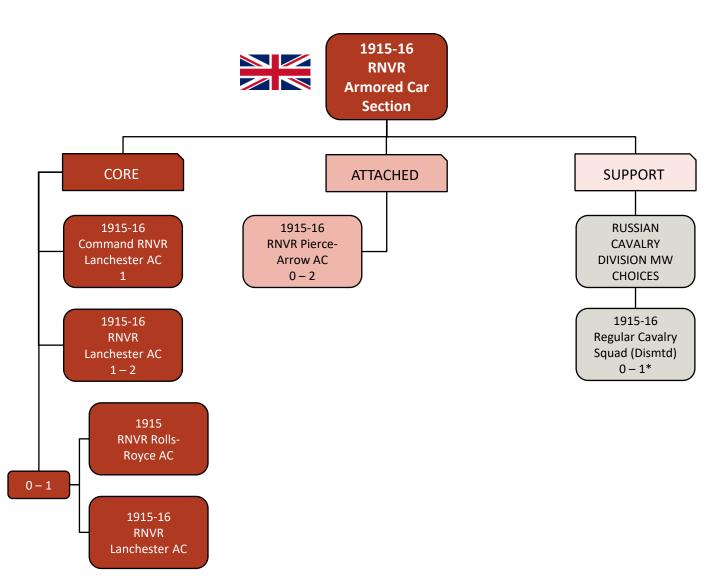
	-				-			
Uni	t		Mane	uver	Double	Time	Assault	Agility
Mark I Tank			6"		9'	,	4″	4+
		R	OF		* 3			
	Range	σ	۵	z	Lethality	Blast		
	ar	Halted	Move	PEN	Ë	HE		
Weapon	-	На	Σ		<u>۳</u>	–	S	pecial
Right MGs	24"	6	4	w	5+		Arc, Scytl	ne,
Right Wids	24	0	4	~~~	5+		Suppress	ion
Left MGs	24"	6	4	w	5+		Arc, Scytl	ne,
Leit Wids	24	0	4	~~	57		Suppress	ion
Front MG	24"	3	2	w	5+		Arc, Scythe,	
FIDILING	24	5	2	vv	57		Suppress	ion

AF = Accelerated Fire

Suppression

1915-16 RNVR ARMORED CAR SECTION (EASTERN FRONT)

National Special Rules – British only.



1915-16 RNVR Command Lanchester Armored Car

Description	Inexpe	rienced	Reg	<u>ular</u>	Veteran		
<u> </u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Competent Officer			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			
Lanchester Armored Car			1	85			
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			

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

Vehicle Unit	Re
	Fi Si Ti

Resilience	3
Armor	
Front	8
Side	7
Тор	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

Uni	ι		wane	uver	Double	Time	Assault	Aginty	
Lanchester Armored C	ar		8″		12	"	6″	4+	
	0	R	DF		₹	st t			
	Range	ted	ve	PEN	Lethality	Blast			
Weapon	Ä	Halted	Move	-	Let	뽀	S	pecial	
Turret MG	24″	3	2	w	5+		Scythe, S	uppression	
Front Arc MG	24"	3	2	w	5+		Arc, Scyth Suppress		

	1915-16 RNVR Lanchester Armored Car														
Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>			Morale		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+						
Lanchester Armored Car			1	85				Aggression	4+		Armo	r			
Upgrade 1 crewman to Mechanic			0-1#	+7				Tenacity	4+		Front	- 8			
Upgrade 1 crewman to Skilled Driver			0-1#	+5						A M Stille	Side	7			
Upgrade 1 crewman to Expert Gunner			0-1#	+10							Тор	7			

Storm of Fire. Wasatch Miniatures

- 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

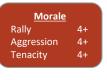
Uni Lanchester Armored C			Mane 8"		Double 12		Agility 4+	
				ľ				
	ıge	R			ality	llast		

Weapon	Rang	Halted	Move	PEN	Lethal	HE Bla	Special
Pintle MG	24″	3	2	w	5+		Scythe, Suppression
Front Arc MG	24"	3	2	w	5+		Arc, Scythe, Suppression

AF = Accelerated Fire

1915-16 RNVR Pierce-Arrow Armored Car

Description	Inexpe	rienced	Reg	<u>ular</u>	Veteran		
<u></u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Pierce-Arrow Armored Car			1	47			
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	3
Armo	<u>or</u>
Front	7
Side	7
Тор	7

Tank Terror, Wheeled

Maneuver Double Time Unit Assault Agility Armored Car 6" ٩" ROF Lethality Blast Range Halted Move PEN 뿓 Weapon Special Pedestal 3-pdr Gun 24" 2 1* +5 4+ d3

- 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.

	1915-16 RNVR Rolls Royce Armored Car													
Description	Inexpe	rienced	Reg	ular	Vete	<u>eran</u>		Morale		Vehicle Unit	Resilience	3		
Description	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>		Rally	4+					
Rolls-Royce Armored Car			1	69				Aggression	4+		Armor			
Upgrade 1 crewman to Mechanic			0-1#	+7				Tenacity	4+		Front	8		
Upgrade 1 crewman to Skilled Driver			0-1#	+5				· ·			Side	7		
Upgrade 1 crewman to Expert Gunner			0-1#	+10							Тор	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 (2), Tank Terror, Wheeled

w

5+

Uni	Mane		Double	-	Assault	Agility		
Rolls Royce Armored C	8"	′	12	"	6"	4+		
	a	R	OF		lity	st		
	Range	lalted	Move	PEN	Lethal	HE Bla		

2

Ξ

3

AF = Accelerated Fire

24"

Special

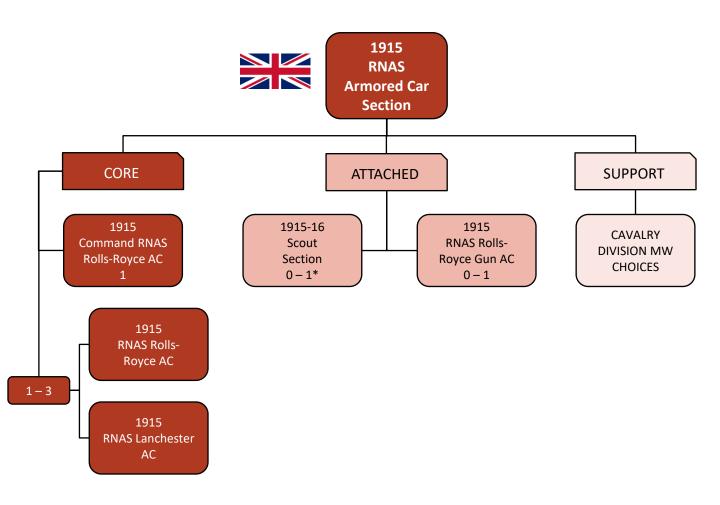
Scythe, Suppression

Weapon

Turret MG

1915 RNAS ARMORED CAR SECTION

National Special Rules – British only.



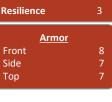
1915 RNAS Command Rolls-Royce Armored Car

Roll

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran_
<u>- cou.p.o.</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Competent Officer			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		
Rolls-Royce Armored Car			1	74		
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		

<u>Morale</u>										
Rally	3+									
Aggression	4+									
Tenacity	4+									
Formation										
Attack	+2									
Recon	1									





Defensive MGs (2), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
ls-Royce Armored Car	8″	12"	6″	4+

	ROF		Ę	st			
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
Turret MG	24″	3	2	w	5+		Scythe, Suppression

- 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.

1915 RNAS Lanchester Armored Car													
Description	Inexpe	rienced	Reg	<u>ular</u>	Vet	<u>eran</u>	Morale		Vehicle Unit	Resilience	3		
	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	Rally	3+					
Lanchester Armored Car			1	93			Aggression	4+		Armor			
Upgrade 1 crewman to Mechanic			0-1#	+7			Tenacity	4+		Front	8		
Upgrade 1 crewman to Skilled Driver			0-1#	+5					· · · · · · · · · · · · · · · · · · ·	Side	7		
Upgrade 1 crewman to Expert Gunner			0-1#	+10					Ser Planning	Тор	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	t		Mane	uver	Double	Time	Assault	Agility
Lanchester Armored C	8″	8″			6″	4+		
					-			
		R	OF		Ĩ₹	last		
	Range	Q	e	PEN	ali:	Bla		
	gar	alte	5	–	eth			

Weapon	Rang	Halted	Move	PEN	Lethali	HE Bla	Special
Pintle MG	24″	3	2	w	5+		Scythe, Suppression
Front Arc MG	24"	3	2	w	5+		Arc, Scythe, Suppression

AF = Accelerated Fire

1915 RNAS Rolls Royce Armored Car

Description	Inexpe	rienced	Reg	<u>ular</u>	Veteran		
	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
Rolls-Royce Armored Car			1	74			
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			

Morale	
Rally	3+
Aggression	4+
Tenacity	4+

Unit



Resilien	ce	3
	Armor	
Front		8
Side		7
Тор		7

Maneuver Double Time Assault Agility

- 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 (2), Tank Terror, Wheeled

Rolls Royce Armored O	Car		8″		12	"	6″	4+
	a	R	DF		ţ	st		
	Range	Halted	ove	PEN	ethality	Blast		
Weapon	R	Hal	Mov		Let	뽀	S	pecial
Turret MG	24"	3	2	w	5+		Scythe, S	uppression

		19)15 I	RNA	S Ro	olls F	oyce Gun	Arm	ored Car		
Description	Inexpe	rienced	Reg	ular	Vet	eran	Morale		Vehicle Unit	Resilience	3
<u></u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>	Rally	3+			
Rolls-Royce Gun Armored Car			1	81			Aggression	4+		Armo	
Upgrade 1 crewman to Mechanic			0-1#	+7			Tenacity	4+		Front	- 8
Upgrade 1 crewman to Skilled Driver			0-1#	+5					Free C	Side	7
Upgrade 1 crewman to Expert Gunner			0-1#	+10						Тор	

Storm of Fire. Wasatch Miniatures

- 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.

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

Open Topped, Tank Terror, Wheeled

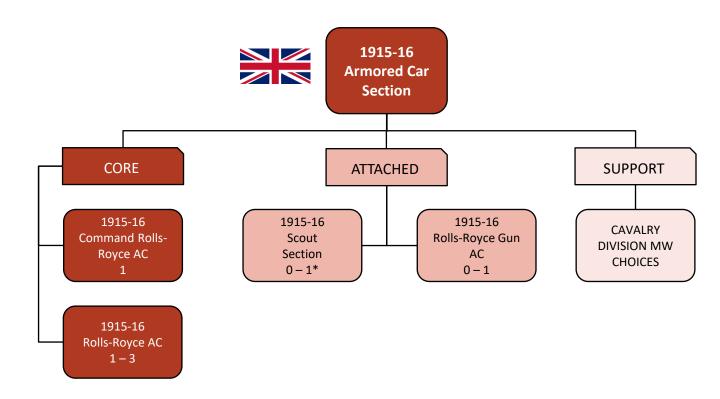
Unit	Ma	neuver	Double	Time	Assault	Agility
Rolls Royce Armored Car		8″	12'	,	6″	4+
	ROF		y	L.		
a –			-	U.		

Weapon	Range	Halted	Move	PEN	Lethali	HE Bla	Special
Central mount 40mm Pom-pom	24″	2	1	+4	4+	d3	

AF = Accelerated Fire

1915-16 ARMORED CAR SECTION

National Special Rules – British only.



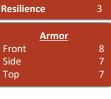
1915-16 Command Rolls-Royce Armored Car

Rol

Description	Inexpe	rienced	Reg	<u>ular</u>	<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		
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		
Rolls-Royce Armored Car			1	69		
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		

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





Defensive MGs (2), Tank Terror, Wheeled

Is Poyce Armored Car 8" 12" 6" (+	Unit	Maneuver	Double Time	Assault	Agility
	ls-Royce Armored Car	8″		6″	4+

	U	R	OF		₹	st	
	Range	Halted	Move	PEN	Lethality	HE Blast	Constin
Weapon		-	_				Special
Turret MG	24″	3	2	w	5+		Scythe, Suppression

- 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.

			19	15-:	16 R	olls	Royce Arm	nore	d Car		
Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran	Morale		Vehicle Unit	Resilience	3
	No	Pts	No	Pts	No	Pts	Rally	4+			
Rolls-Royce Armored Car			1	69			Aggression	4+		Armoi	
Upgrade 1 crewman to Mechanic			0-1#	+7			Tenacity	4+		Front	- 8
Upgrade 1 crewman to Skilled Driver			0-1#	+5			renderty			Side	7
Upgrade 1 crewman to Expert Gunner			0-1#	+10						Тор	, 7
									- FOFT.		

- 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 (2), Tank Terror, Wheeled

Uni	Unit			uver	Double	Time	Assault	Agility
Rolls Royce Armored C	Car		8"	'	12	"	6″	4+
					_		_	
		R	OF		≥	st		
	ge	Q	a	Z	ality	o l		
	5	ē	5		2	8		

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5+

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2

Hal

3

AF = Accelerated Fire

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24"

Weapon

Turret MG

57

Special

Scythe, Suppression

1915-16 Rolls Royce Gun Armored Car

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
<u>- compatin</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Rolls-Royce Armored Car			1	75		
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		

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



Resilience	3
Arr	<u>nor</u>
Front	8
Side	7
Тор	6

- 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.

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

Open Topped, Tank Terror, Wheeled

Uni	t		Maneuver			Time	Assault	Agility
Rolls Royce Armored	Car		8"		12	"	6″	4+
		R	DF		~	t		
	e e			-	1 1 1	Blast		
	Range	Halted	Move	PEN	Lethality			
	22	a <u>t</u>	6	-	et	뽀		
Weapon		Í	2		-	-	S	pecial
Central mount	2.47					10		
40mm Pom-pom	24"	2	1	+4	4+	d3		

58

1915-16 British Empire Car Team

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran 🛛
<u></u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
Great War Era Car, 2 crew with pistols	1	12	1	14	1	17
Upgrade entire unit with steel helmets	For unit	+2	For unit	+2	For unit	+2

Morale Rally 4+ Aggression Tenacity 6+





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

	Uni	t		Mane	uver	Double	Time	Assault	Agility
	Car Team			8″		12"		-	5+
1									
						_			
			R	DF		≥	st		
		l ge	ð	e	PEN	ali:	Blast		
		Range	Halted	Move	–	Lethality	포		
	Weapon		Ë	≥		Ľ	T	S	pecial
	Pistol	6″	RF	RF	-	5+		Assault	

1915-16 British Empire Truck Team

Description	Inexpe	rienced	Reg	ular	Veteran	
<u></u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Great War Era Truck, 2 crew with pistols	1	16	1	20	1	24
Upgrade entire unit with steel helmets	For unit	+2	For unit	+2	For unit	+2

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.

Rally 4+ Aggression Tenacity 6+

Morale

Vehicle Unit



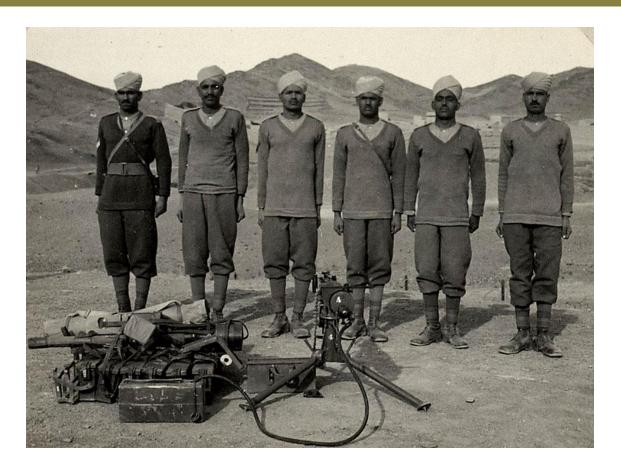
No Head Protection, Tow (H), Unarmed Transport (12), Wheeled

Uni	t		Maneuver			Time	Assault	Agility
Truck Team			8"		14	"		5+
		· · ·						
		R	ROF					
	ge			~	l ii	Blast		
	Range	Halted	Move	PEN	Lethality			
Weapon	æ	На	Σ		Le	HE	S	pecial
Pistol	6″	RF	RF	-	5+		Assault	

Storm of Fire. Wasatch Miniatures

Weapons Units

British Empire 1915-16





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1915-16 Guard Vickers MG Team

Description		Inexpe	rienced	Reg	ular	Vete	eran_
<u></u>		<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Vickers MG, NCO + 2 crew						1	81
Upgrade unit to MG Sharpshooters						For unit	+6
Add Indirect Fire Training						For unit	+3
Upgrade entire unit with steel helmets						For unit	+3

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

Weapons Unit



Fixed, Implacable, No Head Protection

 Unit
 Maneuver
 Double Time
 Assault
 Agility

 Weapon Team
 8"
 3+

Unit Special	Rules:
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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.

Implacable - the unit may re-roll failed Tenacity checks.

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	DF avo M	PEN	Lethality	HE Blast	Special
Vickers MG	36″	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing Indirect	12-48″	1	-	-	5+	d3	Crew 3, Indirect, Suppression

1915-16 Regular Vickers MG Team

Rally Aggression Tenacity

Morale

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>- compuon</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Vickers MG, NCO + 2 crew			1	52	1	63
Upgrade unit to MG Sharpshooters					For unit	+6
Add Indirect Fire Training			For unit	+3	For unit	+3
Upgrade entire unit with steel helmets			For unit	+3	For unit	+3



Fixed, No Head Protection

Weapons Unit

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

	0	R	DF		ť	st			
	Range	Halted	Move	PEN	Lethality	HE Blast			
Weapon		H	2		1	Ŧ	Special		
Vickers MG	36″	6	2	-	4+		Beaten Zone, Crew 2,		
VICKETS IVIG	50	0	2	-	41		Scythe, Suppression		
Firing Indirect	12-48″	1	-		E.	d3	Crew 3, Indirect,		
Firing indirect	12-46	1	-	-	5+	5+	5+	us	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.

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

Storm of Fire. Wasatch Miniatures

* = Slow Firing

1915-16 Stokes Mortar Team

Description	Inexpe	rienced	Regular		Veteran	
<u></u>	No	Pts	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>
Stokes Medium Mortar, NCO + 2 crew			1	33	1	43
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

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

Weapon Unit



Fixed, No Head Protection

	Uni	Unit			uver	Double	Time	Assault	Agility		
	Gun Team	- 6"		-	3+						
1			RC)F		>	÷				
		Range		e U	PEN	ethality	Blast				
		Rar	Halted	Mov	8	eth	Ë				
	Weapon		Ĩ	2			-	S	pecial		
	Stokes 3" Mortar	12-36″	1		+2	4+	d6	Crew 2, I	ndirect Only,		
	Stokes 5 World	12-30	1	2	r2	47	40	Smoke, S	uppression		

1915-16 Sniper Team

Description	Inexpe	rienced	Reg	<u>ular</u>	<u>Veteran</u>	
<u>- cou pron</u>	No	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
Sniper Team – Sniper with sniper rifle, Spotter with pistol	1	22	1	27	1	33
Upgrade – remove Amateurs [1916 only]			For unit	+2	For unit	+2
Add Ghillie Suit to unit [1916 only]			For unit	+3	For unit	+3
Upgrade entire unit with steel helmets	For unit	+2	For unit	+2	For unit	+2

Unit Special Rules:

Unit Special Rules:

their moving ROF if they then use a fire action.

if the unit has been upgraded to steel helmets.

 $\mbox{\bf Amateurs}$ – the unit will automatically withdraw when it falls below minimum unit strength.

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

 $\mbox{\bf Ghillie}$ $\mbox{\bf Suit}$ – enemy units targeting the unit receive an additional -1 to their Accuracy checks.

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







Amateurs, Camouflage, No Head Protection, Yield Ground

Unit					Time	Assault	Agility		
		8″		12	"	-	Auto		
	R	DF		≥	st.				
nge	ed	e	L	lali	Blas				
Ra	Halt	Mov	•	Let	HE	S	pecial		
6″	RF	RF	-	5+		Assault			
36"	1	-	-	4+		Sniper Rit	,		
	Bange 6″	DR Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Haited 78 Hai	*8 JON Range RF RF RF RF RF	B Halter Halter Kange Kove Halter Kove	Bernard Be Bernard Bernard B Bernard Bernard B	HE Biast HE Biast HE Biast HE Biast HE Biast HE Biast HE Biast HE Biast HE Biast HE Company HE Comp	8" 12" ROF Arrow But H Arrow But H Arrow But H		

AF = Accelerated Fire RF = Rapid Fire

Storm of Fire, Wasatch Miniatures

* = Slow Firing

Gun Units

British Empire 1915-16





Offered by Wasatch Miniatures and GAJO Games

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1915-16 QF 18-pdr Mk II Field Gun Team

Description	Inexpe	Inexperienced		<u>ular</u>	<u>Veteran</u>	
<u></u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
18-pdr Gun, NCO and 3 crew			1	62	1	80
Upgrade entire unit with HE Ammunition (1916)			For unit	+10	For unit	+13
Upgrade entire unit with steel helmets			For unit	+4	For unit	+4

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





Fixed, Gun Shield, No Head Protection

 Unit
 Maneuver
 Double Time
 Assault
 Agility

 Gun Team
 4"
 5+

May only Indirect fire with Shrapnel unless HE ammo is purchased.

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.

	ge		OF م	z	ality	llast	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
18-pdr Mk II	48"	2	1	+7	3+	d6	Crew 3, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
Indirect: HE	24-54"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1915-16 QF 13-pdr Horse Artillery Field Gun Team

Description	Inexpe	Inexperienced		<u>ular</u>	<u>Veteran</u>	
<u> </u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	No	<u>Pts</u>
13-pdr Gun, NCO and 3 crew, Limber			1	79	1	102
Upgrade entire unit with HE Ammunition (1916)			For unit	+12	For unit	+16
Upgrade entire unit with steel helmets			For unit	+4	For unit	+4





May only Indirect fire with Shrapnel unless HE ammo is purchased.

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.

Fixed, Gun Shield, No Head Protection

Uni	Unit			uver	Double	Time	Assault	Agility
Gun Team			-	-		,	-	4+
		R	DF			.		
	Range				Lethality	HE Blast		
	Sar	Halted	Move	8	L L	ш Ш		
Weapon	-	Ξ	Σ		<u>۳</u>	–	S	pecial
							Crew 3, S	cythe,
13-pdr Field Gun	48"	2	1	+6	3+	d6	Suppress	ion,
							Trajector	y
Indirect: Shrapnel	24-54"	1	_		3+	d6	Crew 3, I	,
maneet. Smupher	24 34	-				40	Shrapnel,	Suppression
Indirect: HE	24-54"	1	-	+2	4+	d6	Crew 3, I	ndirect,
urect. nL	24 34	1	_	12	4.	uu	Suppress	ion

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1915-16 Trench Catapult Team

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran
	No	Pts	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>
Trench Catapult, NCO and 2 crew			1	23	1	30
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





Fixed, No Head Protection

Uni	Unit			uver	Double	Time	Assault	Agility	
Gun Team	n Team				6"	'	-	3+	
		R) F						
	a	ĸ			Ē	st			
	Range	eq	é	E.	PEN	a	Blast		
	Ra	Halted	δ	<u> </u>	ethal	포			
Weapon		Ĥ	2		L 1	Ŧ	S	pecial	
Trench Catapult	6 – 16″	1		+1	4+	d6	Indirect C	Only, Crew 2,	
Trench Catapuit	0-10	1		1	47	uo	Suppress	ion, Smoke	

1915-16 Toffee Apple Mortar Team

Description	Inexpe	rienced	Reg	<u>ular</u>	Vete	eran	
<u> </u>	No	<u>Pts</u>	<u>No</u>	<u>Pts</u>	No	<u>Pts</u>	
Toffee Apple Mortar, NCO and 3 crew			1	52	1	67	
Upgrade entire unit with steel helmets			For unit	+4	For unit	+4	

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

Gun Unit

Fixed, No Head Protection

Uni	Mane	uver	Double	Time	Assault	Agility		
Gun Team			-			'	-	4+
	ROF			₹	t d			
	l ag	D	ų و	PEN	ali	Blast		
	Range	Halted	Mov	–	Lethality	Ξ		
Weapon	_	Ξ	≥		<u>ت</u>	- -	S	pecial
Toffee Apple	12.20%				2.	2.40	Crew 3, I	ndirect Only,
Mortar	12-36"	1	-	+3	3+	2d6	Salvo, Su	opression

Unit Special Rules:

Unit Special Rules:

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.

AF = Accelerated Fire RF = Rapid Fire

Storm of Fire, Wasatch Miniatures

* = Slow Firing





1915-16 Indian Army 2.75" Mountain Gun Team

Gun Team

Description	Inexpe	Inexperienced		<u>ular</u>	Vete	eran
<u> </u>	No	Pts	No	<u>Pts</u>	No	<u>Pts</u>
2.75" Mtn Gun, NCO and 3 crew, pack animal			1	45		
Upgrade entire unit with HE Ammunition (1916)			For unit	+9		
Upgrade entire unit with steel helmets			For unit	+4		

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

Unit

Gun Unit

Double Time

Gun Unit

Assault

Agility

3+



Fixed, No Head Protection Maneuver

May only Indirect fire with Shrapnel unless HE ammo is purchased.

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.

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

	0	R	DF		₹	st	
Weapon	Range	Halted	Move	PEN	Lethality	HE Blast	Special
2.75" Mtn Gun	36″	1AF	1*	+4	3+	d6	Crew 3, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-48"	1	-	-	3+	d6	Crew 3, Indirect, Shrapnel, Suppression
Indirect: HE	24-48″	1	-	+2	4+	d6	Crew 3, Indirect, Suppression

1915-16 Indian Army BL 10-pdr Mountain Gun Team

Description	Inexpe	rienced	<u>Regular</u>		<u>Veteran</u>		
<u></u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	<u>No</u>	<u>Pts</u>	
BL 10-pdr Gun, NCO and 3 crew, pack animal			1	28			
Upgrade entire unit with steel helmets			For unit	+4			

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



Fixed, No Head Protection

Unit				Maneuver		Double Time		Agility
Gun Team			2″		6″		-	3+
							_	
		ROF			Ξź	st		
	Range	ō	a	PEN	ali:	o l		
	a	alted	Š	8	fr	8		
	_ <u>~</u>	o	i i		j aj	1 7		

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

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

	0	ROF			₹	st	
	Range	Range Move PEN		Lethality	E Blast		
Weapon	Ľ	На	Σ		Le	HE	Special
BL 10-pdr Mtn Gun	30"	1	1*	+3	4+	d6	Crew 3, Scythe, Suppression,
							Trajectory
Indirect: Shrapnel	24-48"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Unit Special Rules:

their moving ROF if they then use a fire action.

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