

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

<http://www.gajominis.com>

gajominis@aol.com





SPECIAL RULES – MID-WAR



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) –

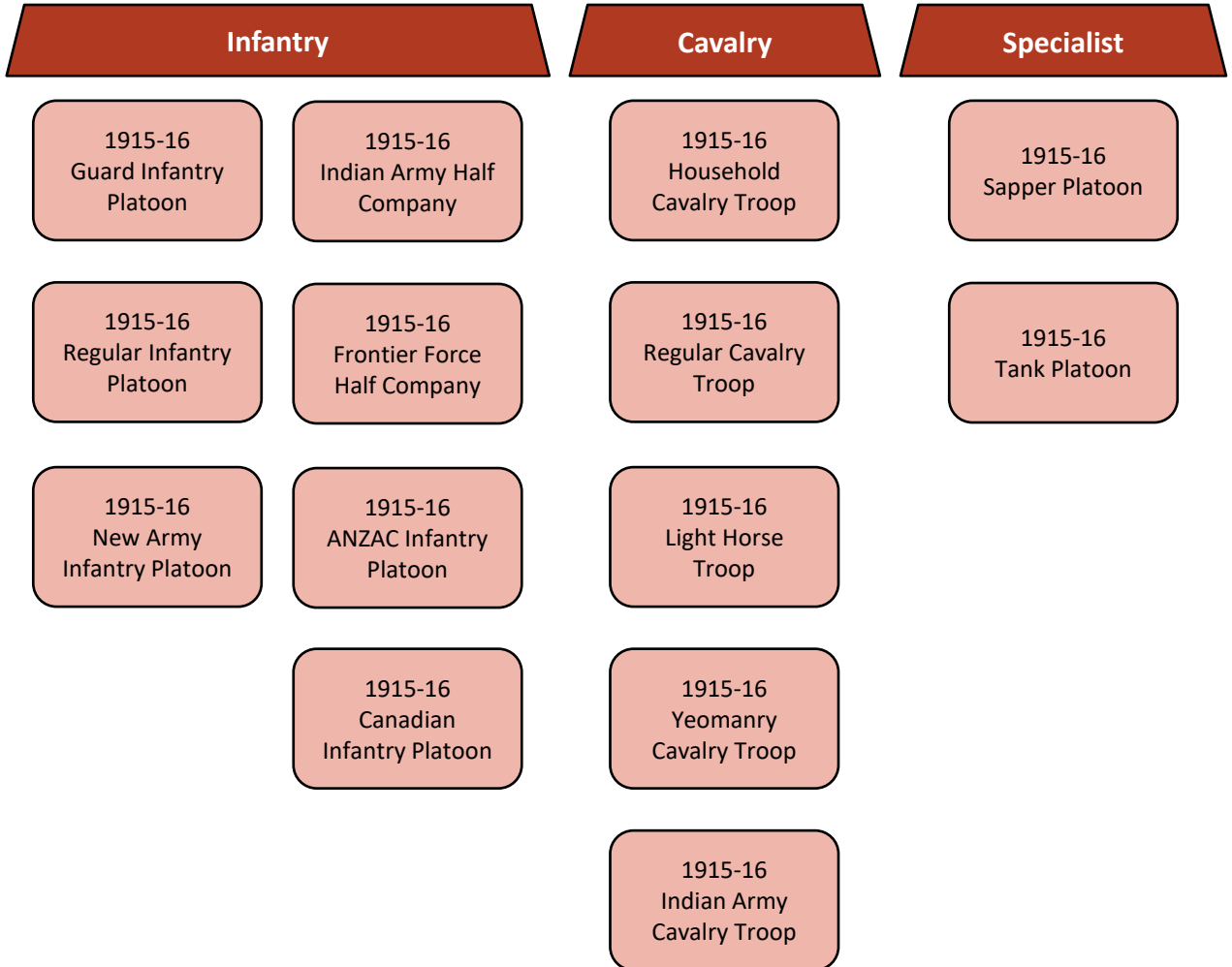
The British Indian Army was recruited and trained with an emphasis on aggressive tactics.

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

Battlegroup Diagram



British Empire
1915-16

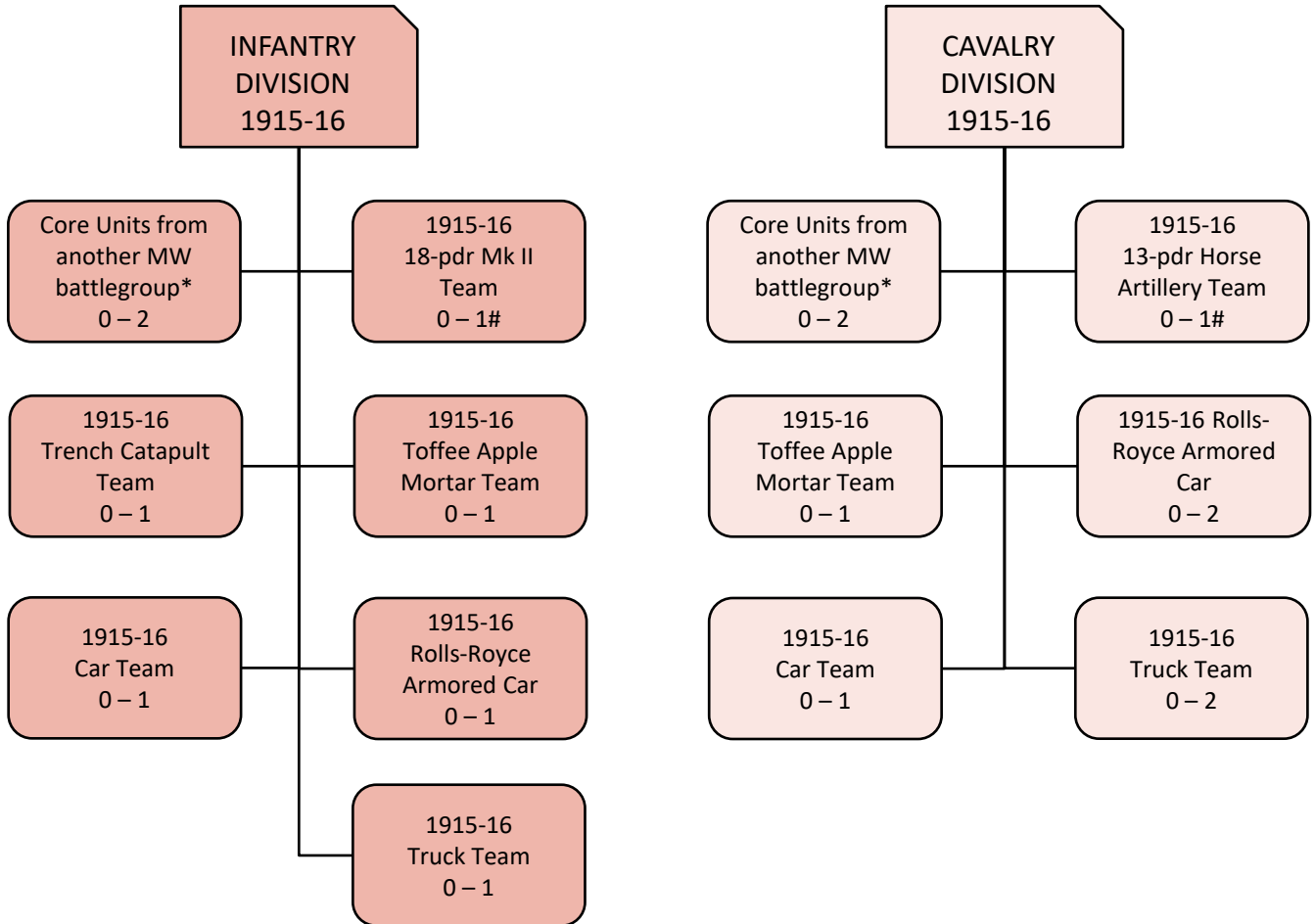


A force must include at least one Battlegroup,
but it may include more than one

Support Diagram



British Empire 1915-16



• = excludes command units

= Support Artillery

Infantry Battlegroups and Units

British Empire 1915-16



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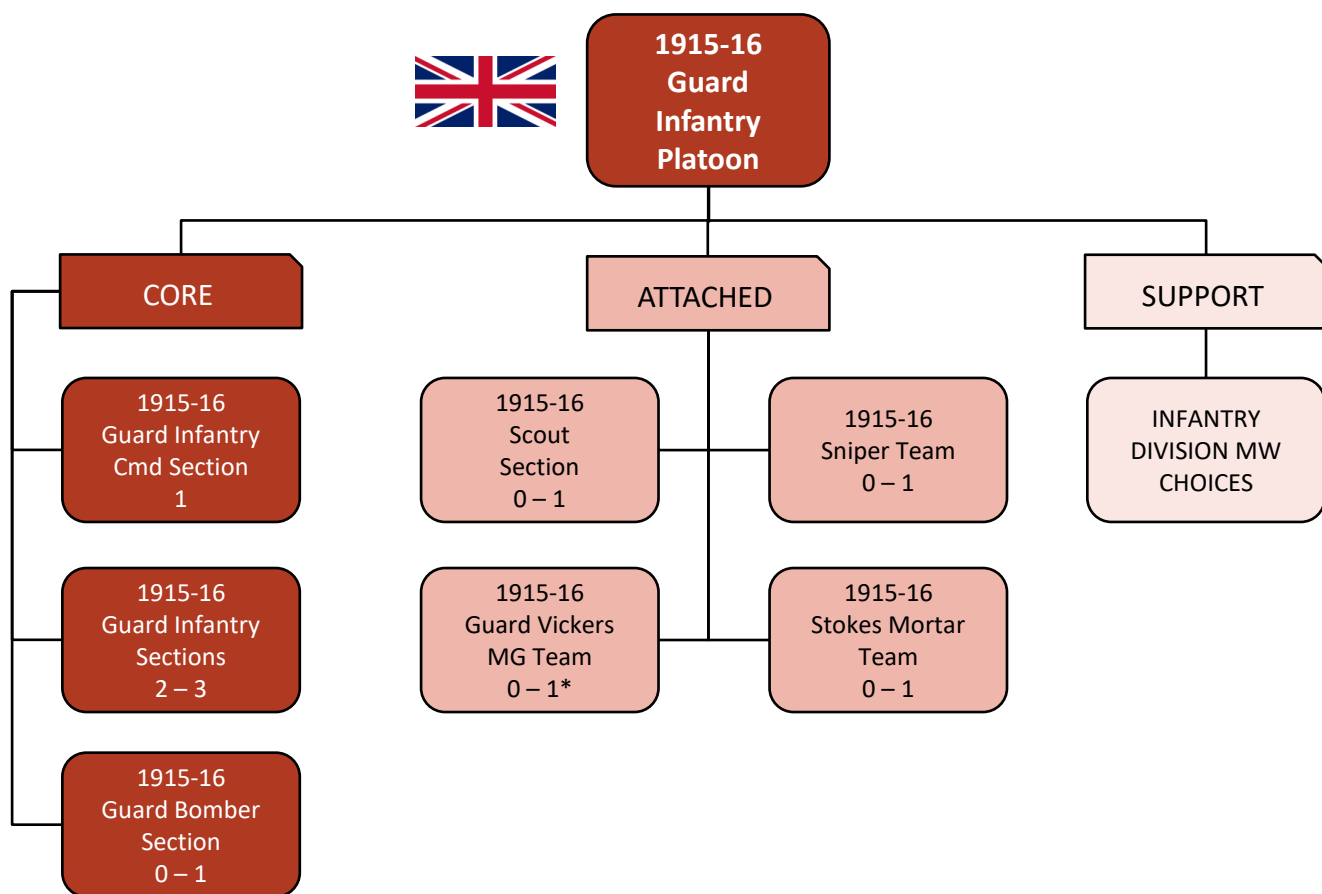
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1915-16 GUARD INFANTRY PLATOON

National Special Rules – British or Irish only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Guard Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades					1	30
Downgrade Officer to Green					0-1	-8
Downgrade Officer to Difficult					0-1	+10
Upgrade Officer to Energetic					0-1	+22
Upgrade Officer to Inspiring					0-1	28
Attached Staff Officer and Aide, pistols					0-1	19
Medic, unarmed					0-1	19
Comms Specialist (Level 1), pistol					0-1	31
Senior NCO, BA rifle					0-4	21
Add Riflemen with BA rifle					Any	-
Replace Officer's sword with CFW					Any	+1 ea
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

Morale

Rally 3+
Aggression 3+
Tenacity 3+

Formation

Attack +1
Recon 0



Implacable, Marksmen, No Head Protection

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

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

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



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

Morale

Rally 3+
Aggression 3+
Tenacity 3+



Implacable, Marksmen, No Head Protection

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

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

- 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.

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

1915-16 Guard Bomber Section



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

Morale	
Rally	3+
Aggression	3+
Tenacity	3+



Infantry Unit

Bombers, Implacable, No Head Protection

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.

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

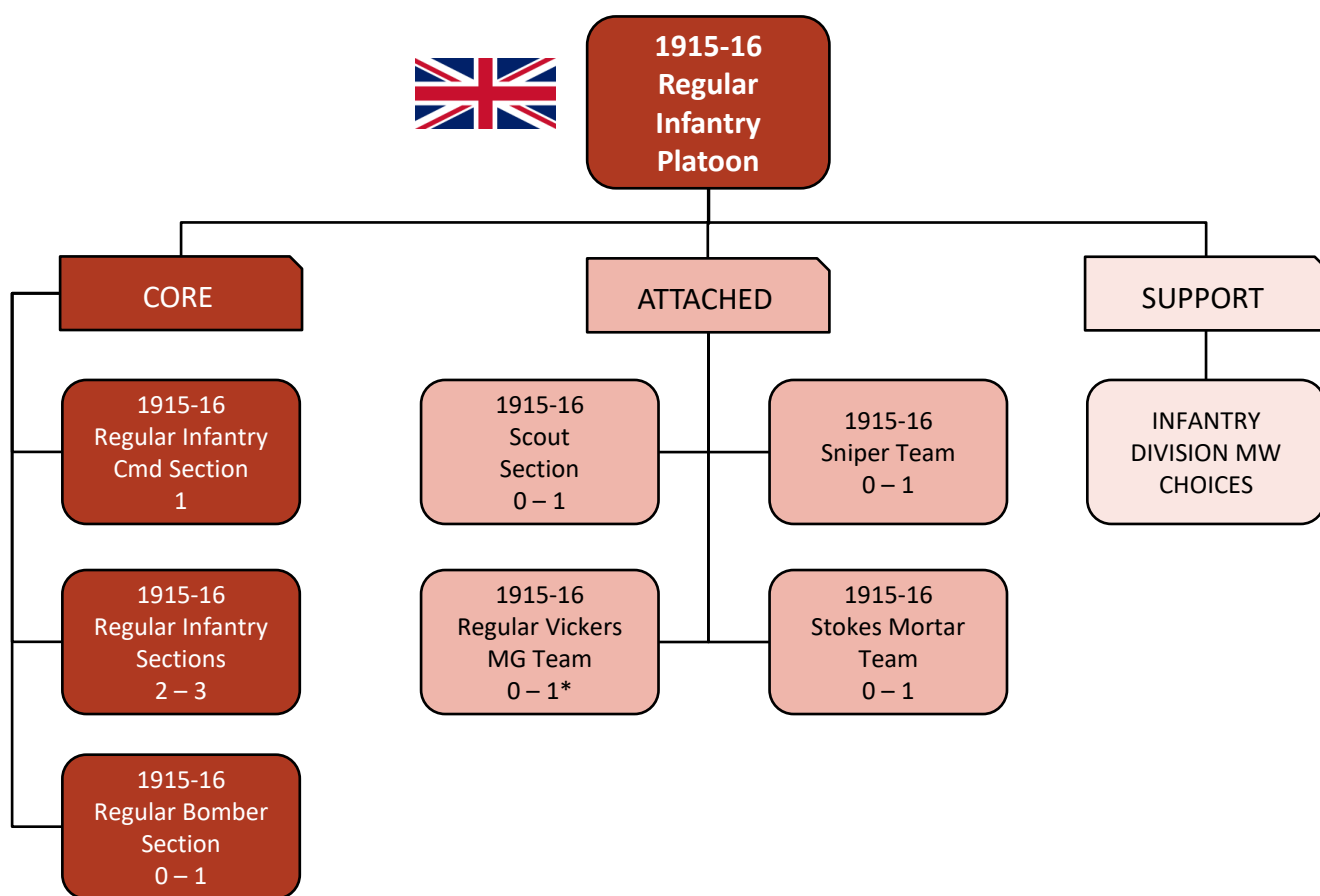
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

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

1915-16 REGULAR INFANTRY PLATOON

National Special Rules – British or Irish only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Regular Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, 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

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0



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.

Marksmen, No Head Protection

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

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



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	85	1	100
4 Riflemen with BA rifle						
Add Riflemen with BA rifle			0-7	14	0-7	17
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 4+
Aggression 3+
Tenacity 4+



- 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.

Marksmen, No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
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 = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Regular Bomber Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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
<i>Replace BA rifle with shotgun</i>			0-3	+3 ea	0-3	+3 ea
<i>Replace BA rifle with rifle grenade</i>			0-2	+4 ea	0-2	+4 ea
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>

Morale

Rally 4+
Aggression 3+
Tenacity 4+



Bombers, No Head Protection

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.

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

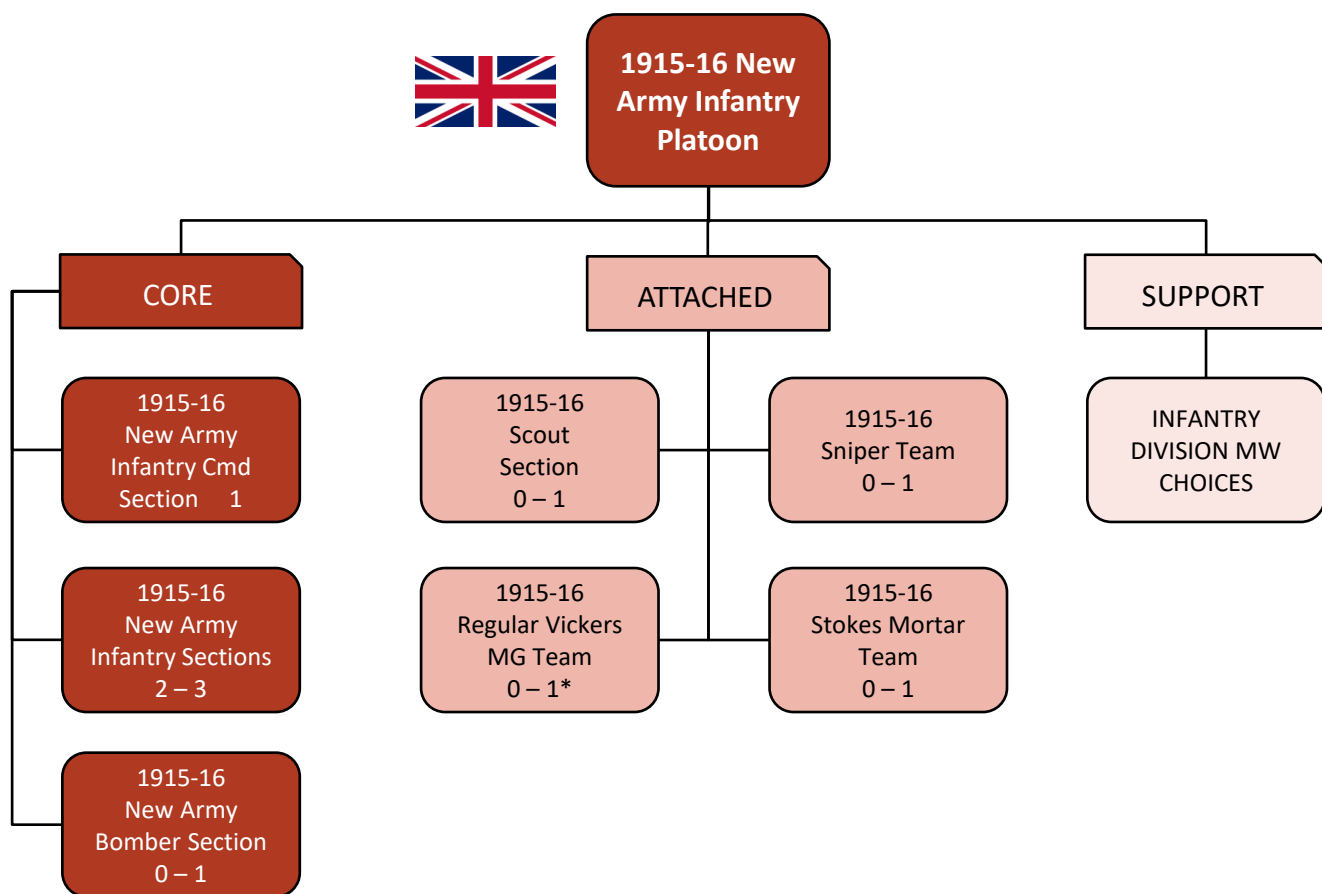
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

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

1915-16 NEW ARMY INFANTRY PLATOON

National Special Rules – British or Irish only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 New Army Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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		

Morale

Rally 3+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0



No Head Protection

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

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



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle	1	70	1	85		
4 Riflemen with BA rifle						
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 3+
Aggression 3+
Tenacity 4+



No Head Protection

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

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

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

Morale	
Rally	3+
Aggression	3+
Tenacity	4+



Infantry Unit

Bombers, No Head Protection

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.

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

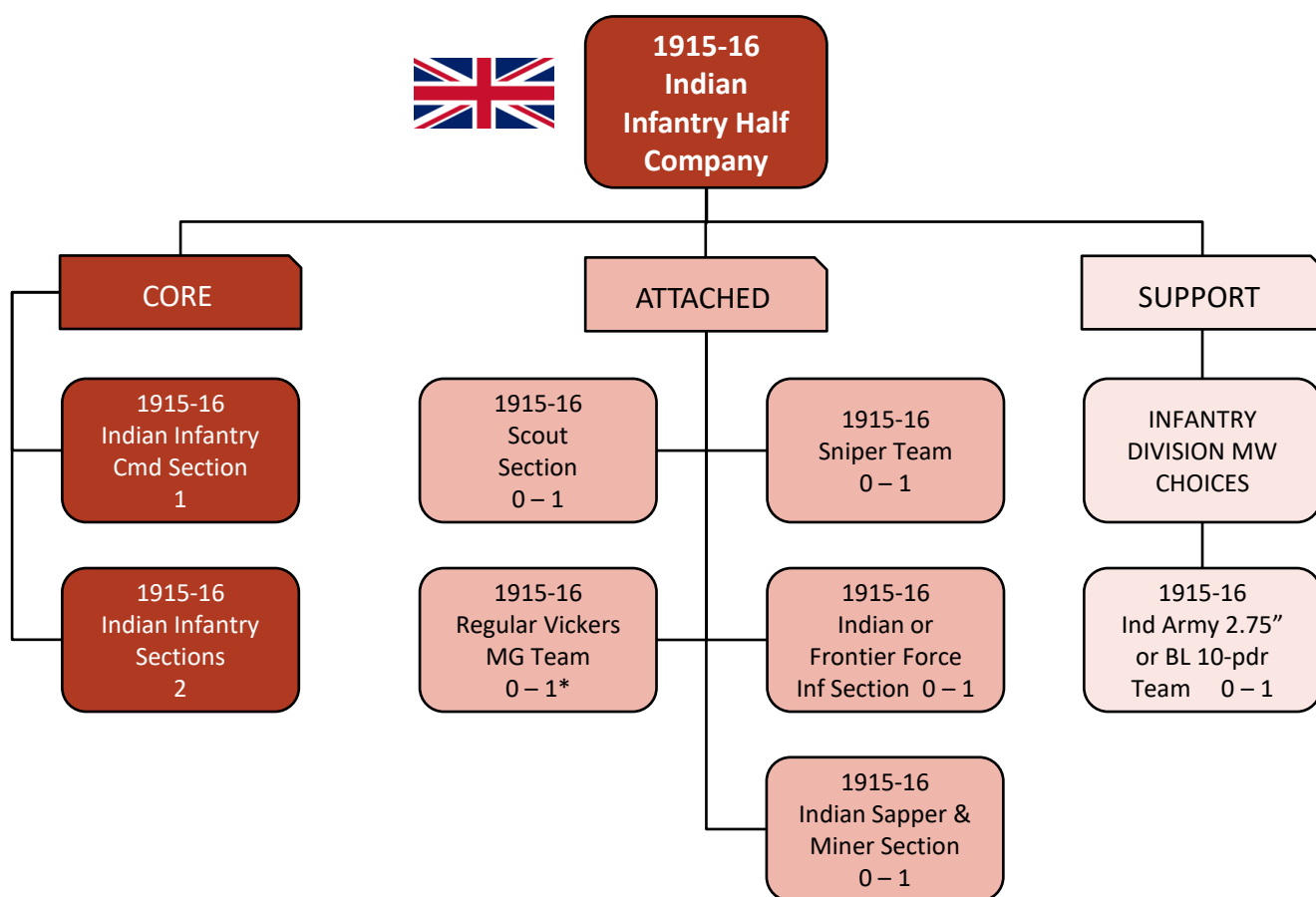
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

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

1915-16 INDIAN INFANTRY HALF COMPANY

National Special Rules – Indian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Indian Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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	-	Any	-		
Replace SS rifles with BA rifles	All/none	+1 ea	All/none	+1 ea		
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:

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

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0



No Head Protection

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
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	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or SS rifle	1	92	1	114		
10 Riflemen with SS rifle						
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		

- 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.

Morale

Rally 4+
Aggression 4+
Tenacity 5+



No Head Protection

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

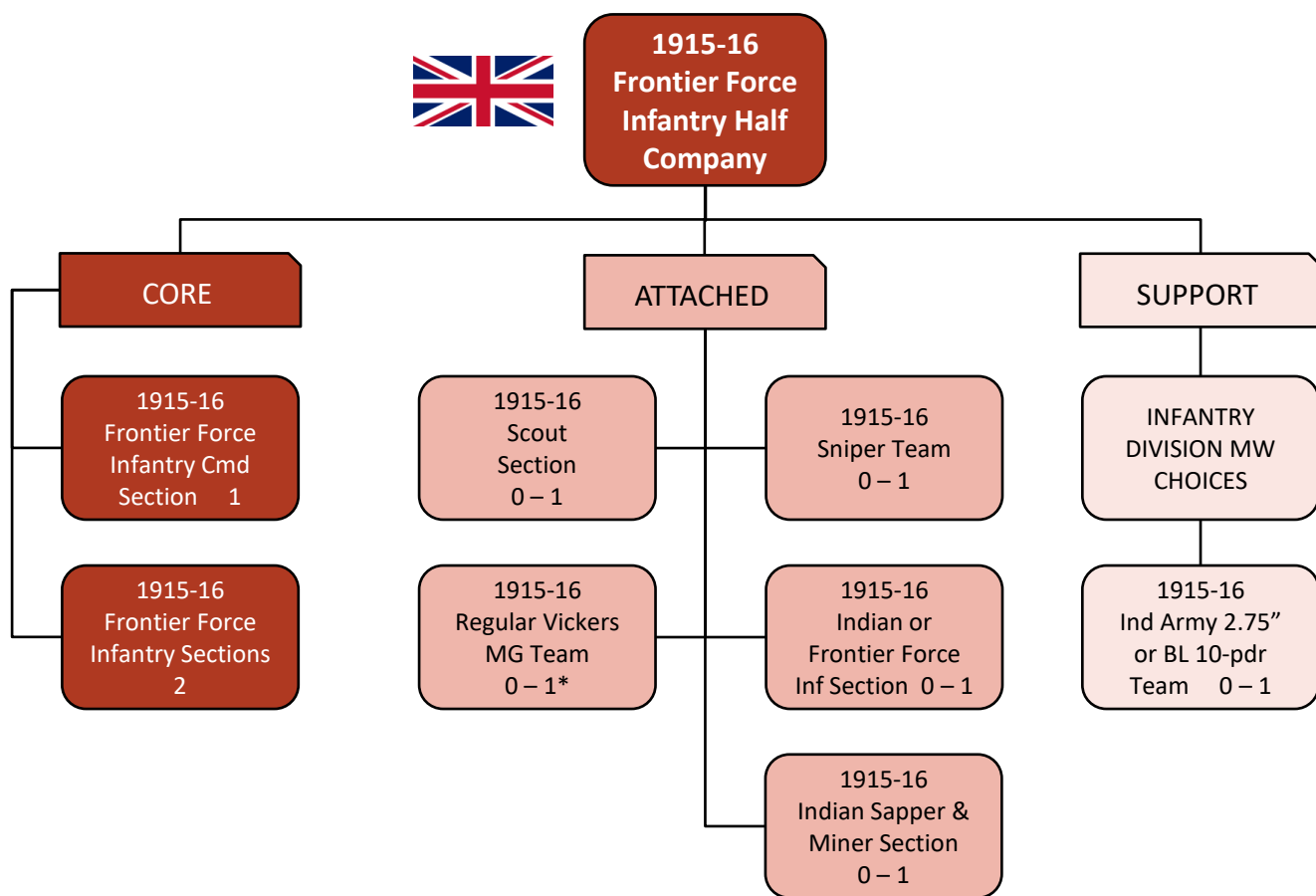
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Single Shot Rifle	24"	SS	SS*	-	5+		
Bolt Action Rifle	24"	RF	RF*	-	5+		
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

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

1915-16 FRONTIER FORCE INFANTRY HALF COMPANY

National Special Rules – Indian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Frontier Force Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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		

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack +1
Recon 0



Mountaineers, No Head Protection

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

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

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.

1915-16 Frontier Force Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or SS rifle			1	125		
10 Riflemen with SS rifle						
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		

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Mountaineers, No Head Protection

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

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

- 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.

AF = Accelerated Fire RF = Rapid Fire

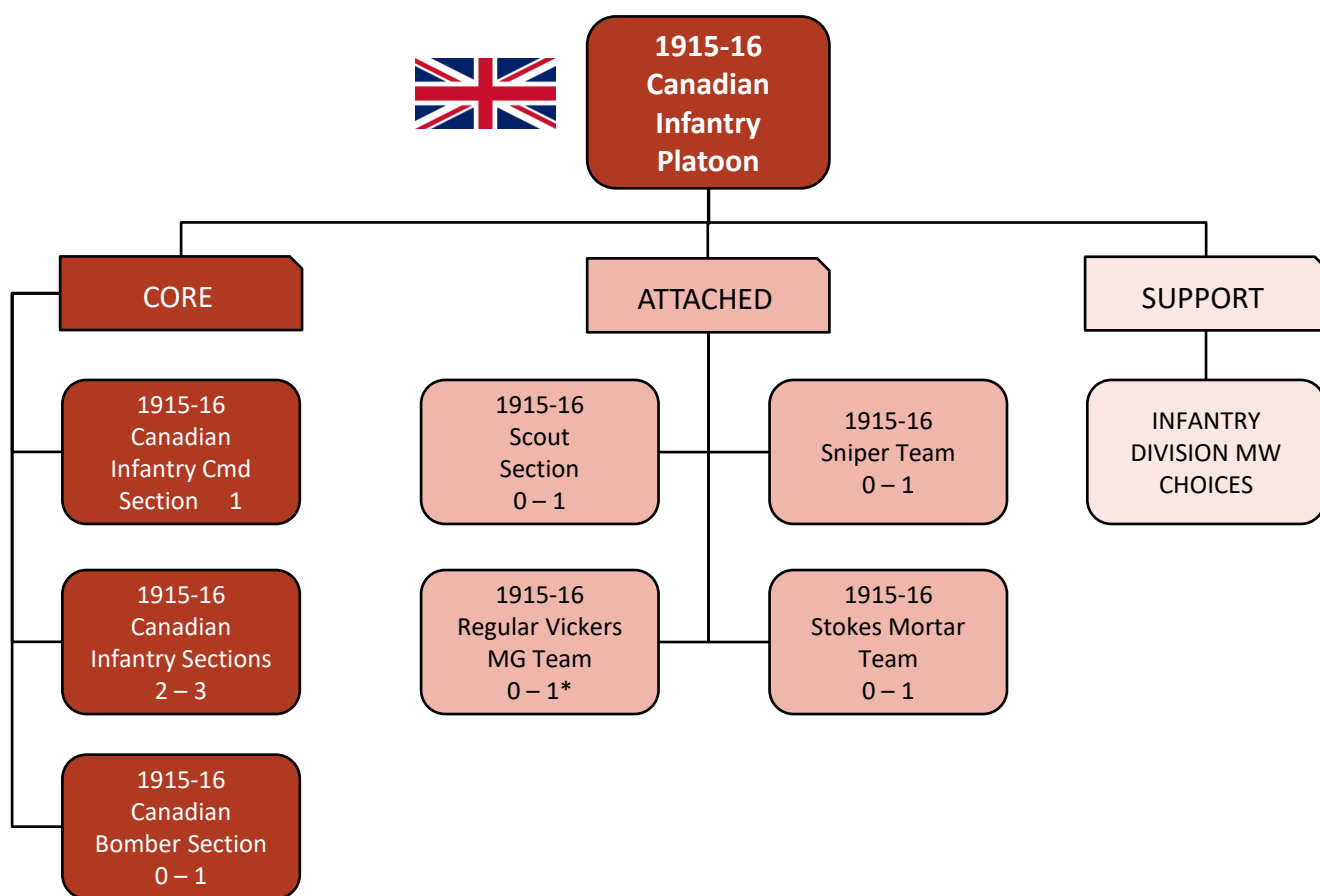
SS = Single Shot

* = Slow Firing

1915-16 CANADIAN INFANTRY PLATOON

National Special Rules – Canadian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Canadian Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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		

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0



No Head Protection, Offensive Spirit, Woodsmen

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

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

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.

1915-16 Canadian Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or Ross rifle			1	90		
4 Riflemen with Ross rifle						
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		

Morale

Rally 4+
Aggression 3+
Tenacity 4+



No Head Protection, Offensive Spirit, Woodsmen

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

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

- 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.

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

1915-16 Canadian Bomber Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

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.

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

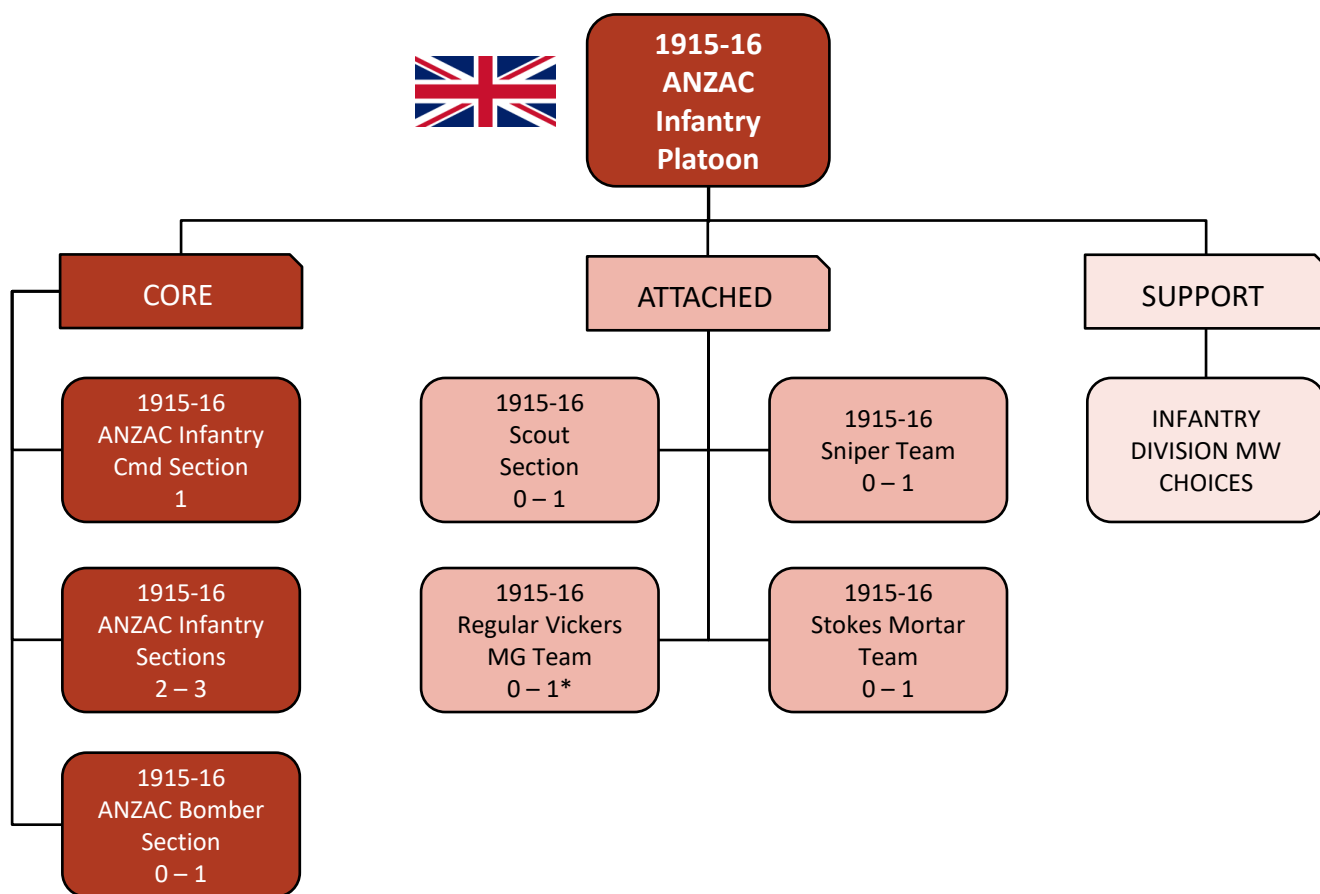
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Ross Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire,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

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

1915-16 ANZAC INFANTRY PLATOON

National Special Rules – ANZAC only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 ANZAC Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, 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

Attack +1
Recon 0



No Head Protection

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

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



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	80	1	95
4 Riflemen with BA rifle						
Add Riflemen with BA rifle			0-7	13	0-7	16
Downgrade entire New Zealand unit to LMLE Rifles (1915)			All	-2	All	-2
Replace LMLE or BA rifle with Lewis Gun			0-1#	+12	0-1#	+12
Replace LMLE or 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 3+
Aggression 4+
Tenacity 4+



No Head Protection

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

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

- 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 ANZAC Bomber Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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
<i>Downgrade entire New Zealand unit to LMLE Rifles (1915)</i>			All	-2	All	-2
<i>Replace BA rifle with shotgun</i>			0-3	+3 ea	0-3	+3 ea
<i>Replace BA rifle with rifle grenade</i>			0-2	+4 ea	0-2	+4 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 4+
Tenacity 4+



Bombers, No Head Protection

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.

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

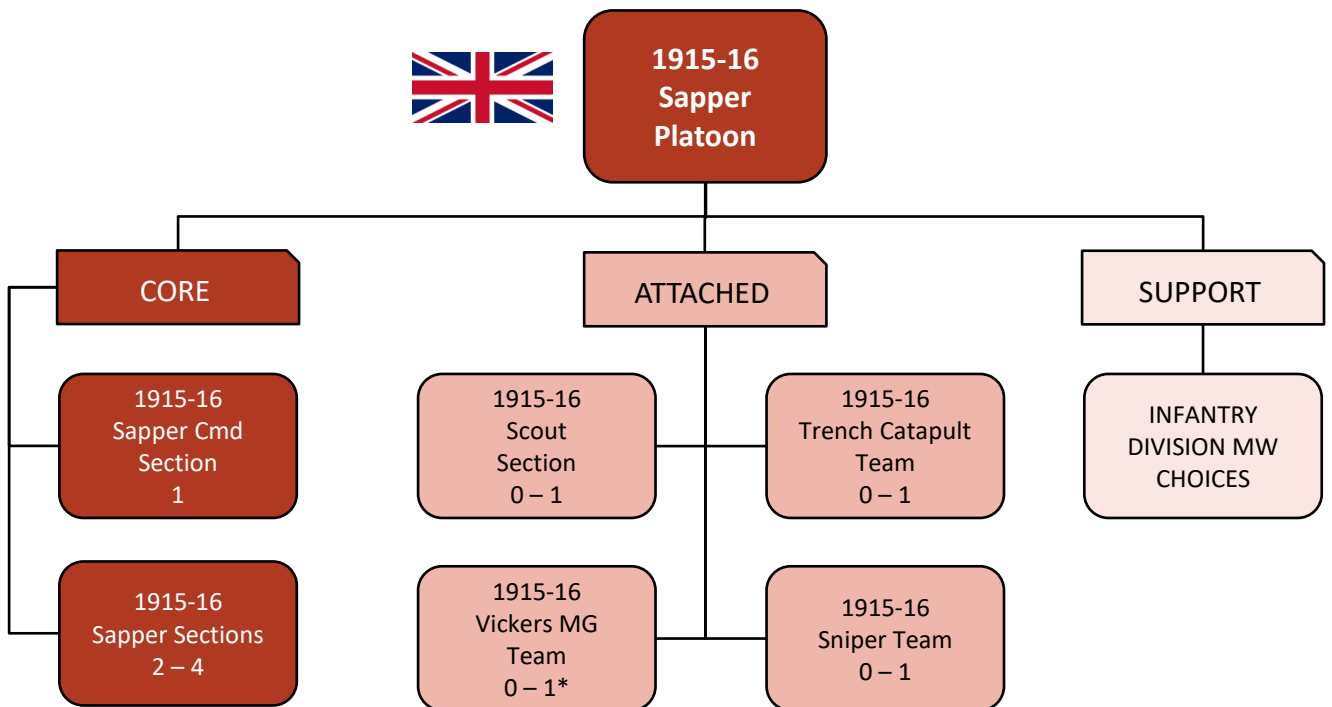
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
LMLE Rifle	24"	RF	RF*	-	5+		Unbalanced
Bolt Action Rifle	24"	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire,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

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

1915-16 SAPPER PLATOON

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Sapper Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, 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 3+
Tenacity 4+

Formation

Attack +1
Recon 0



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.

No Head Protection, Pioneers

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

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

1915-16 Sapper Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	100	1	115
4 Sappers with BA rifle, grenades						
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

Morale

Rally 4+
Aggression 3+
Tenacity 4+



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

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

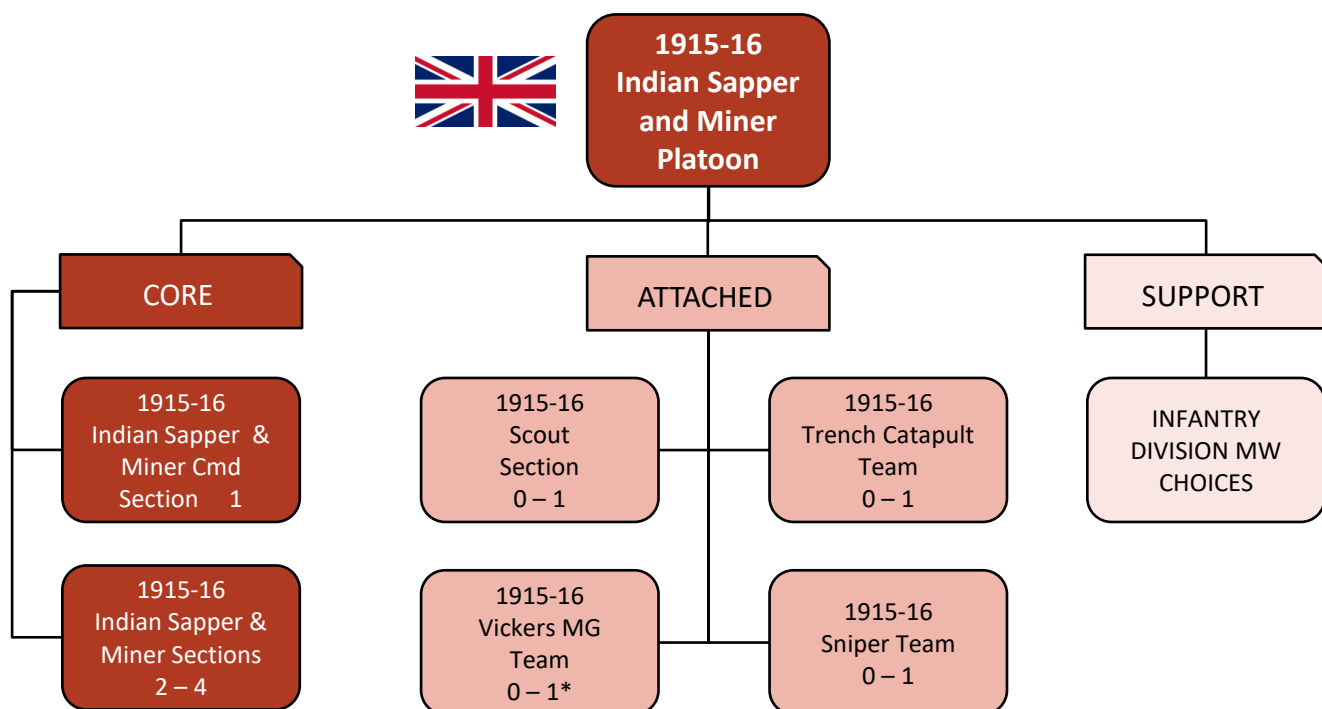
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

1915-16 INDIAN ARMY SAPPER & MINER PLATOON

National Special Rules – Indian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Indian Sapper & Miner Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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 4+
Tenacity 5+

Formation

Attack +1
Recon 0



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.

No Head Protection, Pioneers

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

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

1915-16 Indian Sapper & Miner Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or SS rifle, grenades			1	80		
4 Sappers with SS rifle, grenades						
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		

Morale

Rally 4+
Aggression 4+
Tenacity 5+



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

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

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

1915-16 Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	75	1	90
4 Scouts with BA rifle						
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+



Infantry Unit

Unit Special Rules:

Extended Order – the unit may operate in extended order

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

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.

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

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

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

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

Cavalry Battlegroups and Units

British Empire 1915-16



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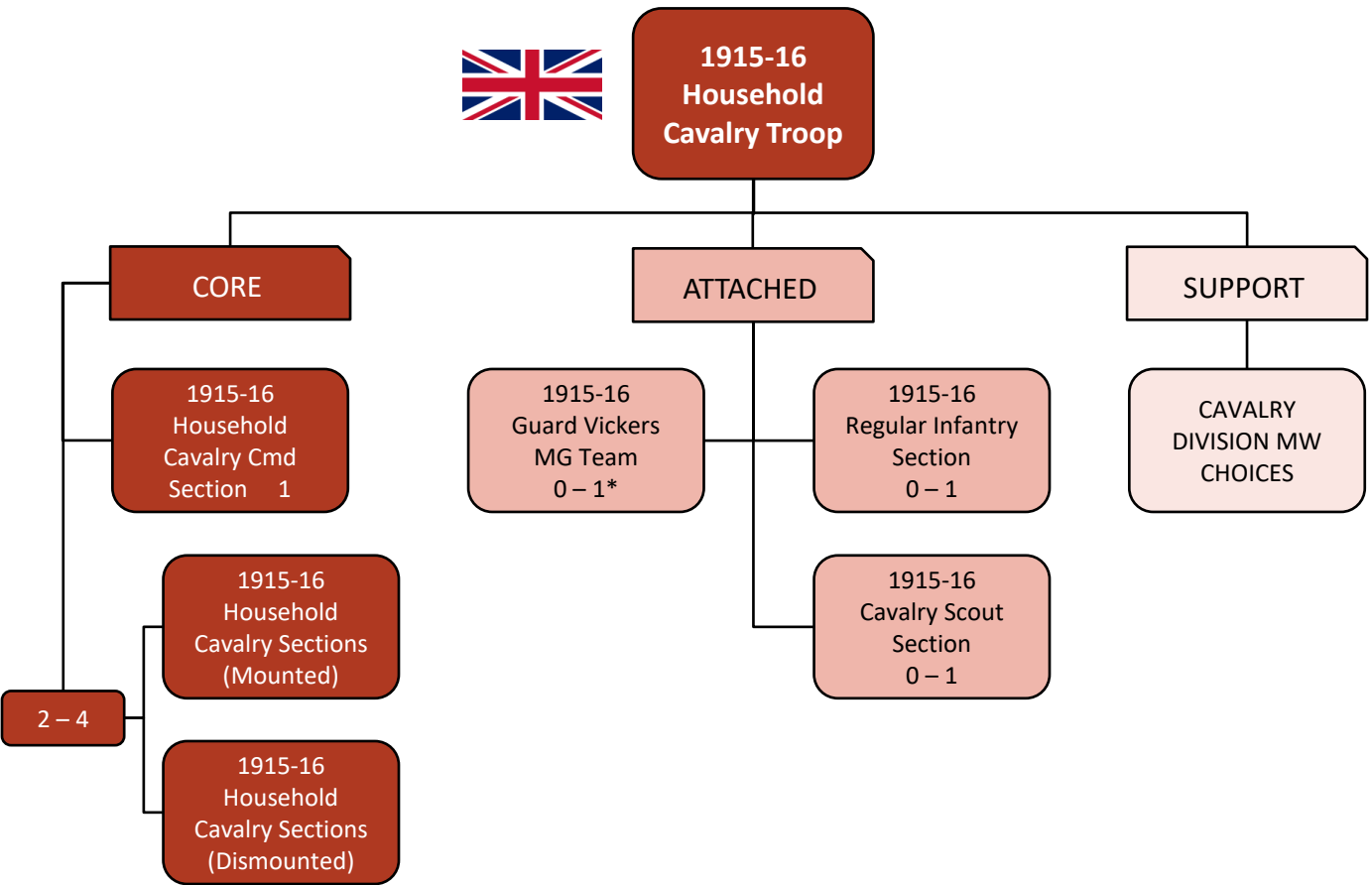
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1915-16 HOUSEHOLD CAVALRY TROOP

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Household Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
FARRIER, pistol, sabre, horse			0-1	18	0-1	20
Musician, pistol, sabre, horse			0-1	13	0-1	15
Senior NCO, BA 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

Morale

Rally 4+
Aggression 3+
Tenacity 3+

Formation

Attack +2
Recon 2



Mounted Unit

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

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

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.

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

1915-16 Household Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	125	1	145
4 Troopers, BA rifle, sabre, horse						
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

Morale

Rally 4+
Aggression 3+
Tenacity 3+



Mounted Unit

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

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

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.

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

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

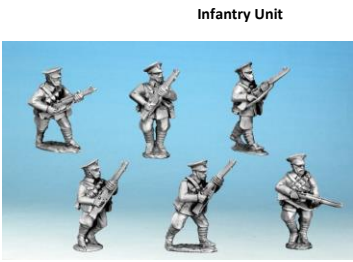
1915-16 Household Dismounted Cavalry Section



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

Morale

Rally 4+
 Aggression 3+
 Tenacity 3+



= 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.

Extended Order, Implacable, Marksmen, No Head Protection

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

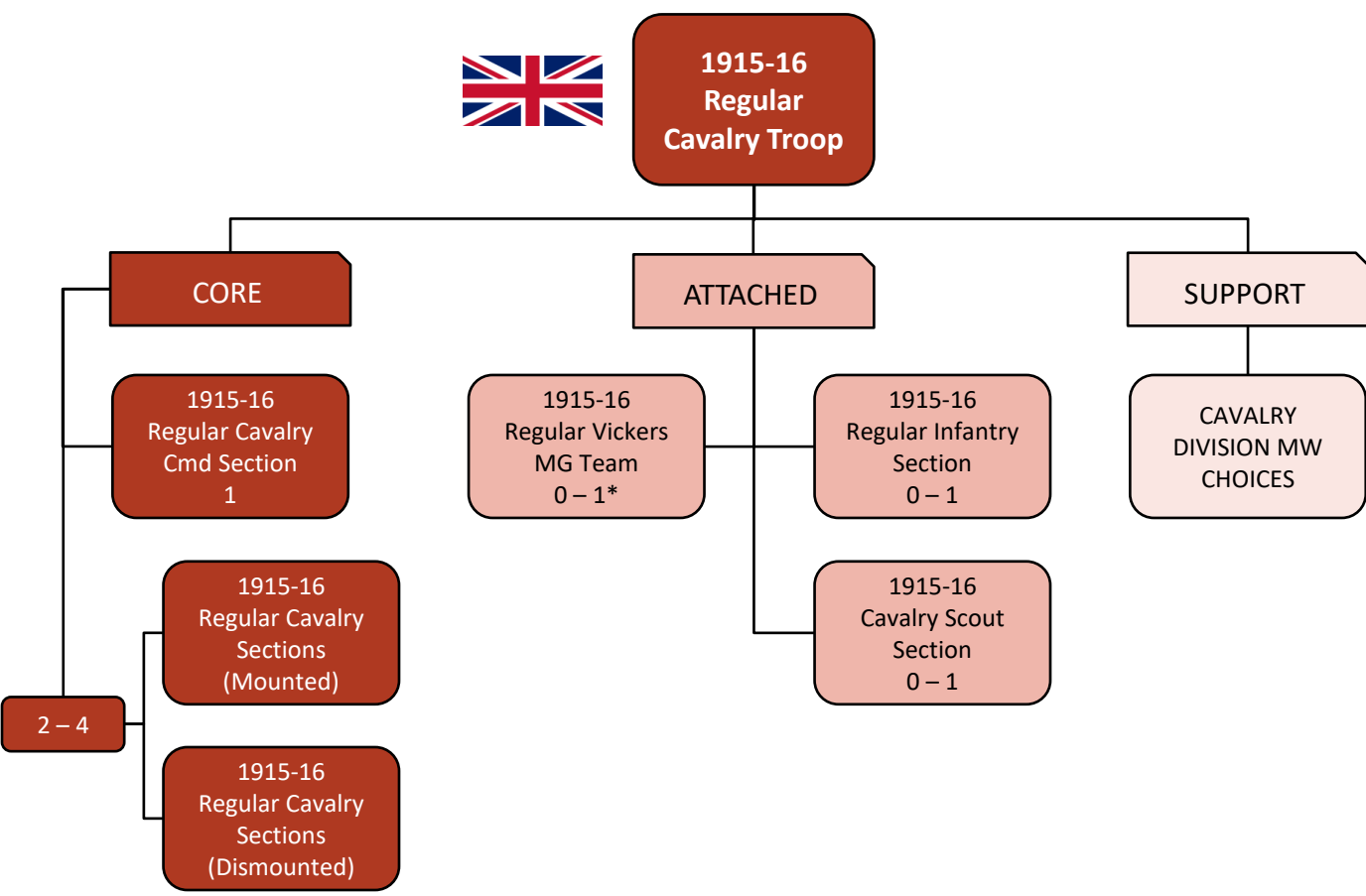
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Hotchkiss Mk I LMG	36"	3	2	-	5+		Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1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

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

1915-16 REGULAR CAVALRY TROOP

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

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Regular Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
Farrier, pistol, sabre, horse			0-1	18	0-1	20
Musician, pistol, sabre, horse			0-1	13	0-1	15
Senior NCO, BA rifle, sabre, horse			0-1	29	0-1	33
Add Trooper, BA rifle, sabre, horse			0-2	19	0-2	23
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

Morale

Rally 4+

Aggression 3+

Tenacity 4+

Formation

Attack +2

Recon 2



Mounted Unit

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

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

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.

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

1915-16 Regular Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	110	1	130
4 Troopers, BA rifle, sabre, horse						
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

Morale

Rally 4+

Aggression 3+

Tenacity 4+



Mounted Unit

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

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

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.

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

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

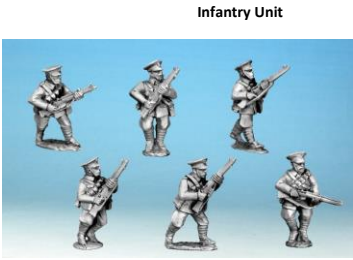
1915-16 Regular Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle			1	90	1	105
4 Troopers with BA rifle						
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

Morale

Rally 4+
 Aggression 3+
 Tenacity 4+



Extended Order, Marksmen, No Head Protection

= 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.

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

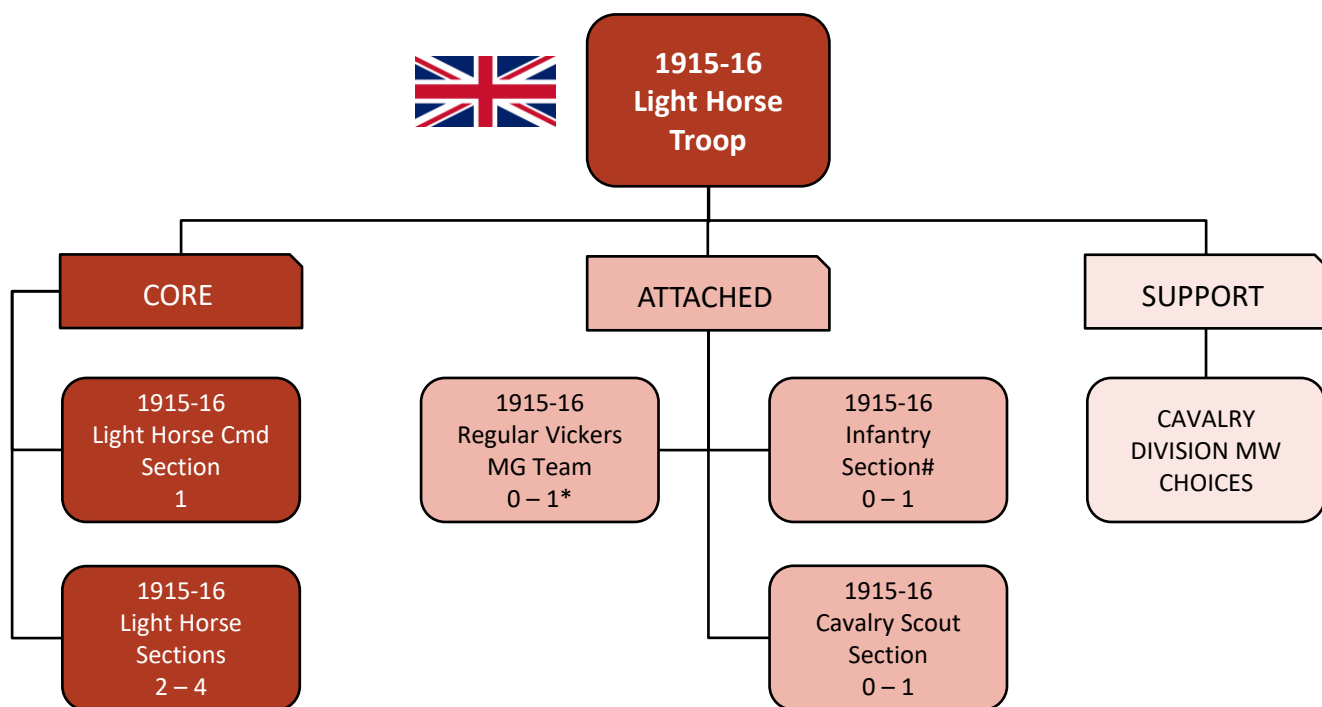
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Hotchkiss Mk I LMG	36"	3	2	-	5+		Loader, Scythe
Improvised Grenades	6"	1	1	+2	4+		Grenade, Improvised, Suppression
Grenades	6"	1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

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

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	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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.

Morale	
Rally	4+
Aggression	3+
Tenacity	4+

Formation	
Attack	+2
Recon	2



Mounted Unit

Extended Order, Mounted, No Head Protection, Poor Shots

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

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

1915-16 Light Horse Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle, horse			1	85	1	100
4 Troopers, BA rifle, horse						
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 sabre			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.

Morale	
Rally	4+
Aggression	3+
Tenacity	4+



Mounted Unit

Extended Order, Mounted, No Head Protection, Poor Shots

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
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, Improved, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

AF = Accelerated Fire RF = Rapid Fire

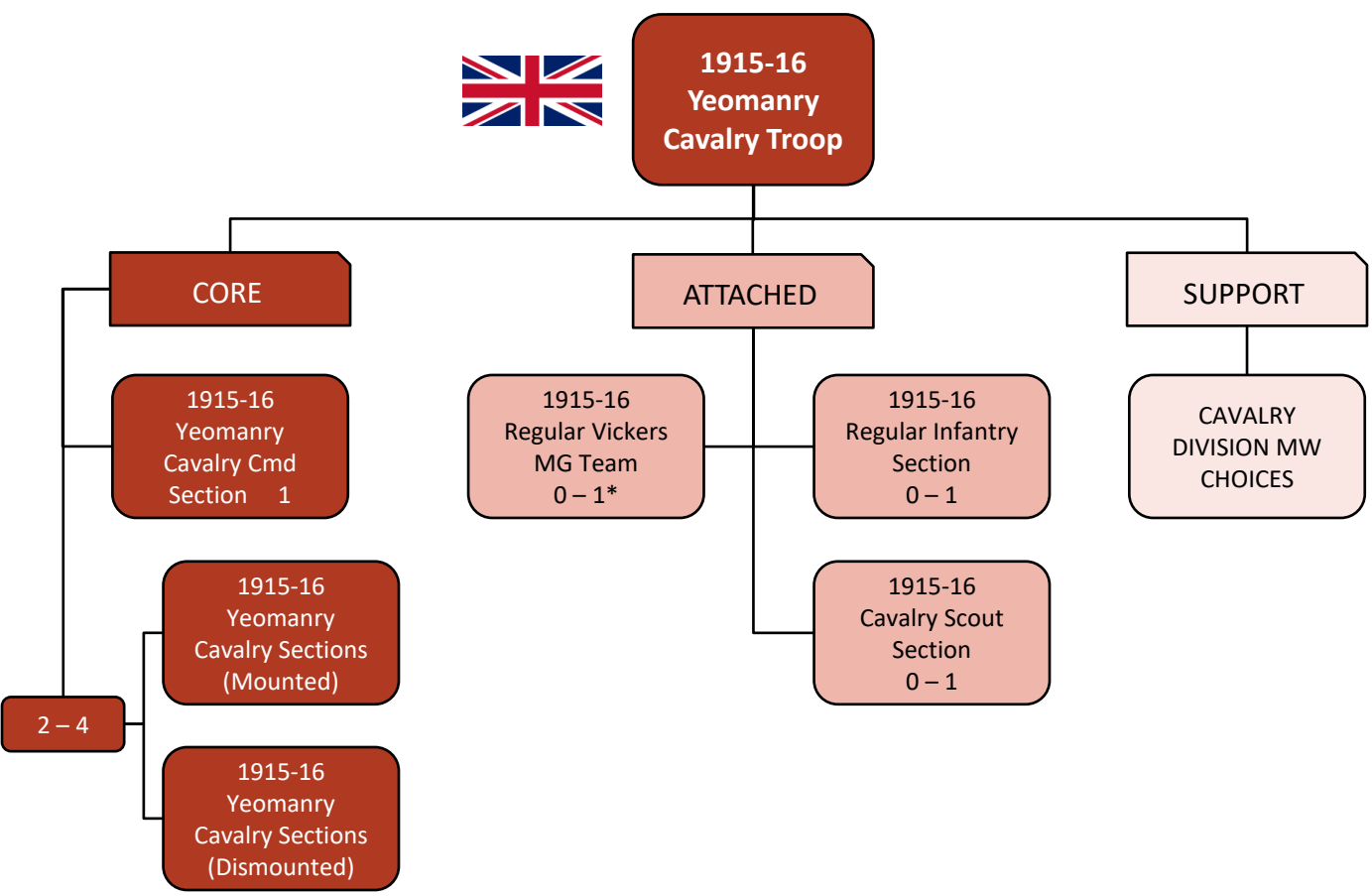
SS = Single Shot

* = Slow Firing

1915-16 YEOMANRY CAVALRY TROOP

National Special Rules – British or Irish only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Yeomanry Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 2



Mounted Unit

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

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

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.

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

1915-16 Yeomanry Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	105		
4 Troopers, BA rifle, sabre, horse						
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		

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Mounted Unit

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

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

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.

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

AF = Accelerated Fire RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1915-16 Yeomanry Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle			1	80		
4 Troopers with BA rifle						
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		

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



= 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.

Extended Order, Marksmen, No Head Protection

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

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

AF = Accelerated Fire

RF = Rapid Fire

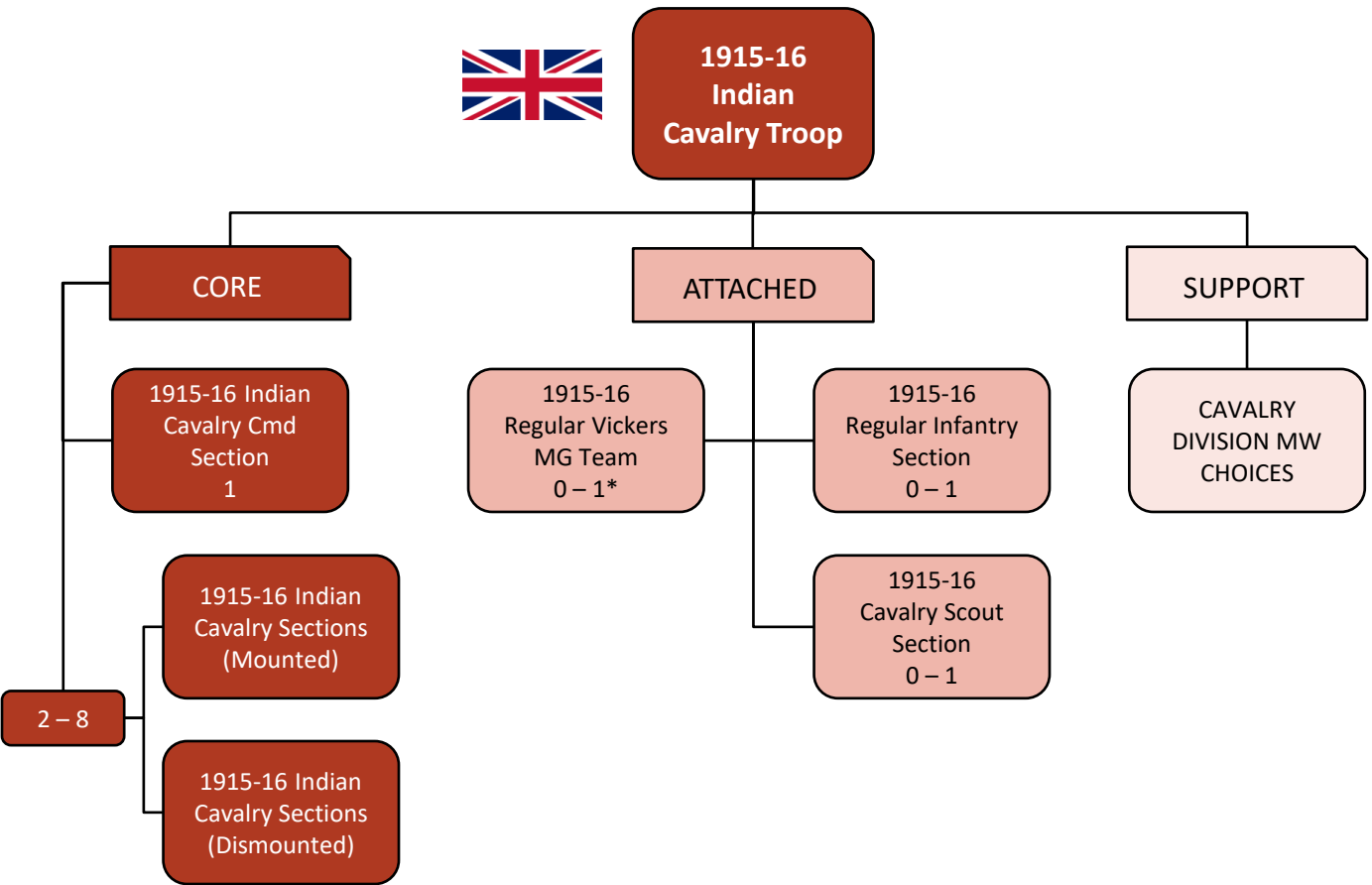
SS = Single Shot

* = Slow Firing

1915-16 INDIAN ARMY CAVALRY TROOP

National Special Rules – Indian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Indian Cavalry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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		

Morale

Rally 4+
Aggression 4+
Tenacity 5+

Formation

Attack +2
Recon 2



Mounted Unit

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
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
Sabre	melee						+1 to Assault Checks on Assault move

Unit Special Rules:

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

Extended Order – the unit may operate in extended order.

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.

1915-16 Indian Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	90		
4 Troopers, BA rifle, sabre, horse			0-4	15		
Add Trooper, BA rifle, sabre, horse			Any	+1 ea		
Upgrade pistol to SA Pistol			Any	+1 ea		
Add lance			All/none	+1 ea		
Add improvised grenades			All/none	+2 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 5+



Mounted Unit

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
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
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

Unit Special Rules:

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

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.

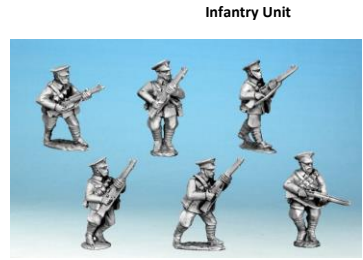
AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Indian Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA rifle			1	70		
4 Troopers with BA rifle						
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+



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.

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

1915-16 Cavalry Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	95	1	110
4 Troopers, BA rifle, sabre, horse						
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.

Morale	
Rally	4+
Aggression	5+
Tenacity	5+

Mounted Unit



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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
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
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Vehicle Battlegroups and Units

British Empire 1915-16



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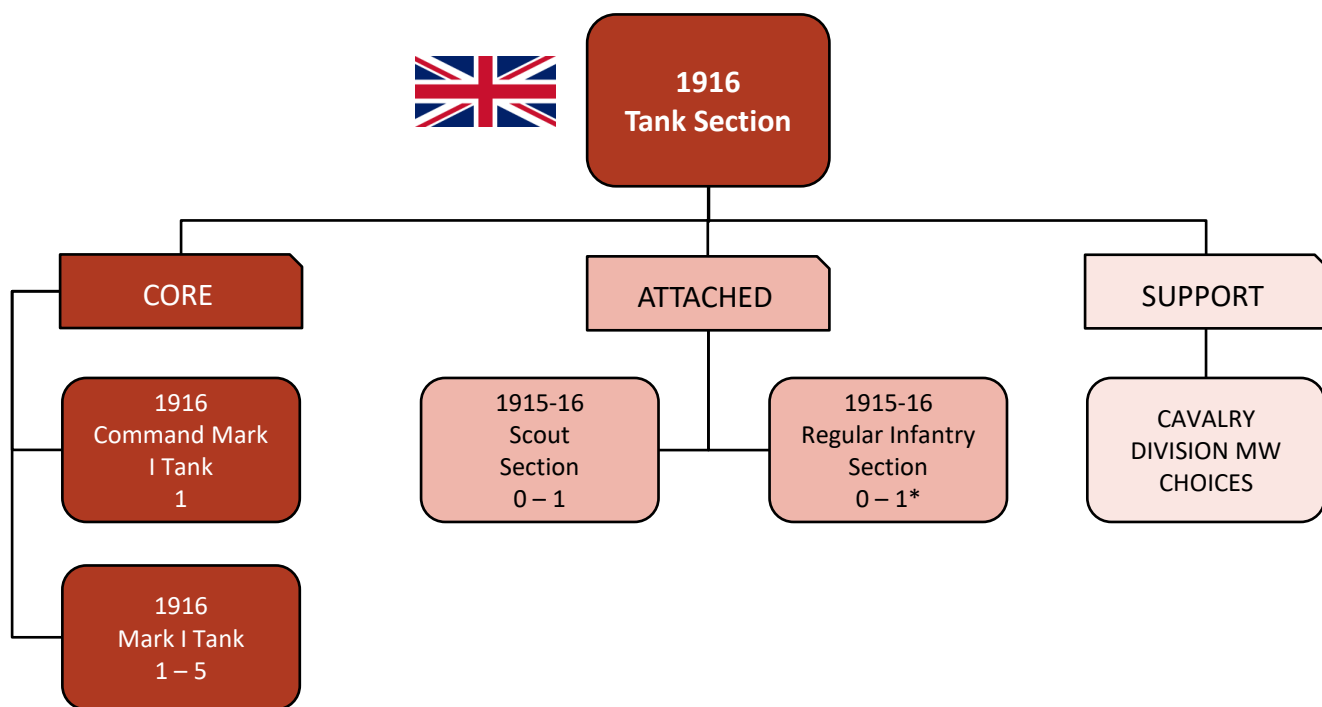
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1916 TANK SECTION

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1916 Platoon Command Mark I Male



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Male 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.

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 0



Resilience 3

Armor

Front 7
Side 7
Top 7

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

Unit	Maneuver	Double Time	Assault	Agility
Mark I Tank	6"	9"	4"	4+

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

1916 Mark I Male



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

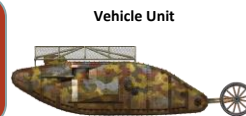
Special Rules:

- 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.

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 7
Side 7
Top 7

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

Unit	Maneuver	Double Time	Assault	Agility
Mark I Tank	6"	9"	4"	4+

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

1916 Platoon Command Mark I Female



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Female 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.

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 0



Resilience 3

Armor

Front 7
Side 7
Top 7

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

Unit	Maneuver	Double Time	Assault	Agility
Mark I Tank	6"	9"	4"	4+

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

1916 Mark I Female



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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.

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 7
Side 7
Top 7

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

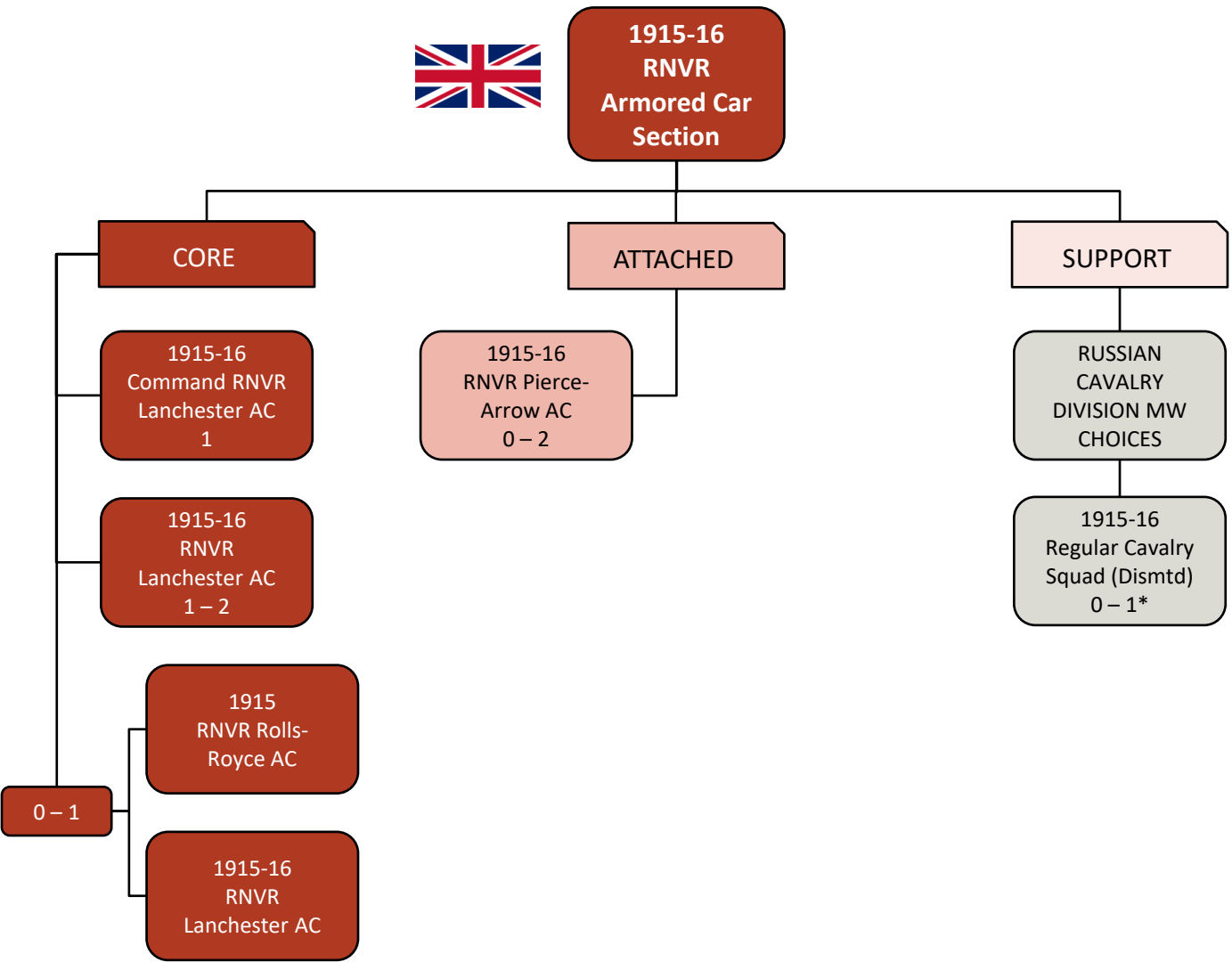
Unit	Maneuver	Double Time	Assault	Agility
Mark I Tank	6"	9"	4"	4+

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

1915-16 RNVR ARMORED CAR SECTION (EASTERN FRONT)

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 RNVR Command Lanchester Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 3

Armor

Front 8
Side 7
Top 7

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

Special Rules:

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (3), Tank Terror, Wheeled

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

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

1915-16 RNVR Lanchester Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 8
Side 7
Top 7

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

Special Rules:

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (3), Tank Terror, Wheeled

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

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

1915-16 RNVR Pierce-Arrow Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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		

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience	
	3

Armor	
Front	7
Side	7
Top	7

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

Special Rules:

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Armored Car	6"	9"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pedestal 3-pdr Gun	24"	2	1*	+5	4+	d3	

1915-16 RNVR Rolls Royce Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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+



Resilience	
	3

Armor	
Front	8
Side	7
Top	7

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

Special Rules:

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (2), Tank Terror, Wheeled

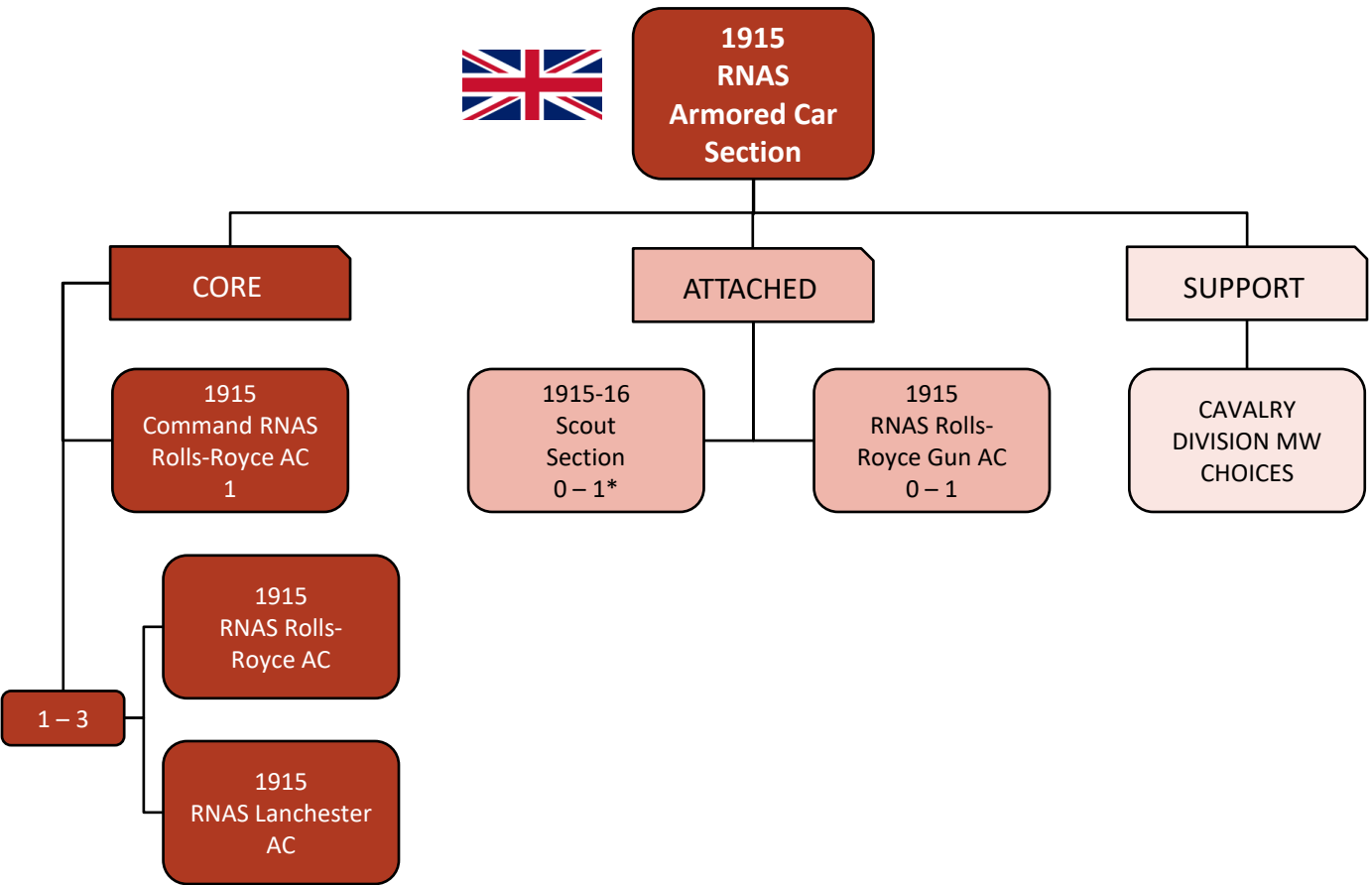
Unit	Maneuver	Double Time	Assault	Agility
Rolls Royce Armored Car	8"	12"	6"	4+

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

1915 RNAS ARMORED CAR SECTION

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915 RNAS Command Rolls-Royce Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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		

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 3

Armor

Front 8
Side 7
Top 7

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

Special Rules:

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (2), Tank Terror, Wheeled

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

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

1915 RNAS Lanchester Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Lanchester Armored Car			1	93		
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+



Resilience 3

Armor

Front 8
Side 7
Top 7

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

Special Rules:

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (3), Tank Terror, Wheeled

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

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

1915 RNAS Rolls Royce Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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+



Resilience	
	3

Armor	
Front	8
Side	7
Top	7

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

Special Rules:

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (2), Tank Terror, Wheeled

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

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

1915 RNAS Rolls Royce Gun Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Rolls-Royce Gun Armored Car			1	81		
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+



Resilience	
	3

Armor	
Front	8
Side	7
Top	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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central mount 40mm Pom-pom	24"	2	1	+4	4+	d3	

AF = Accelerated Fire

RF = Rapid Fire

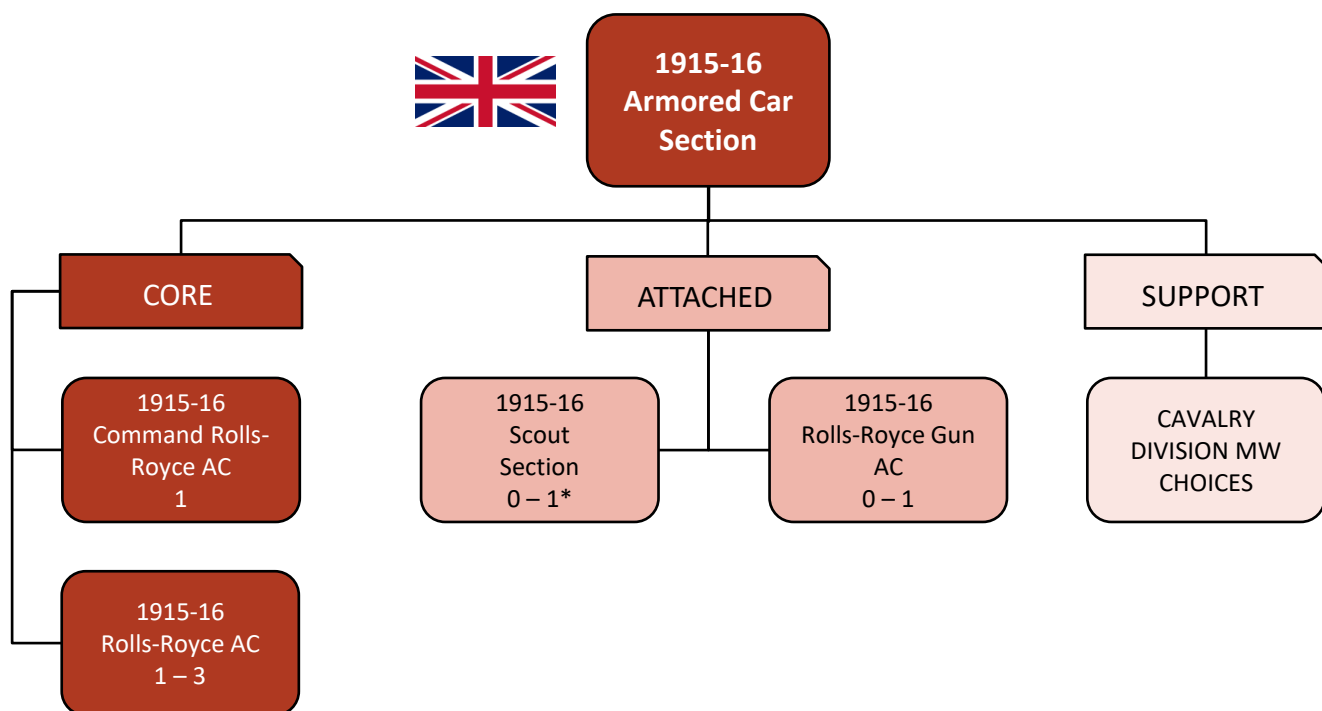
* = Slow Firing

W = Weak Spots

1915-16 ARMORED CAR SECTION

National Special Rules – British only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Command Rolls-Royce Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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



Resilience 3

Armor

Front 8
Side 7
Top 7

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

Special Rules:

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (2), Tank Terror, Wheeled

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

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

1915-16 Rolls Royce Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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+



Resilience 3

Armor

Front 8
Side 7
Top 7

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

Special Rules:

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (2), Tank Terror, Wheeled

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

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

1915-16 Rolls Royce Gun Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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		

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience	
	3

Armor	
Front	8
Side	7
Top	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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Central mount 40mm Pom-pom	24"	2	1	+4	4+	d3	

1915-16 British Empire Car Team



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

Morale

Rally 4+
Aggression 5+
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

Unit	Maneuver	Double Time	Assault	Agility
Car Team	8"	12"	-	5+

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

1915-16 British Empire Truck Team



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

Morale

Rally 4+
Aggression 5+
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.

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

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

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

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

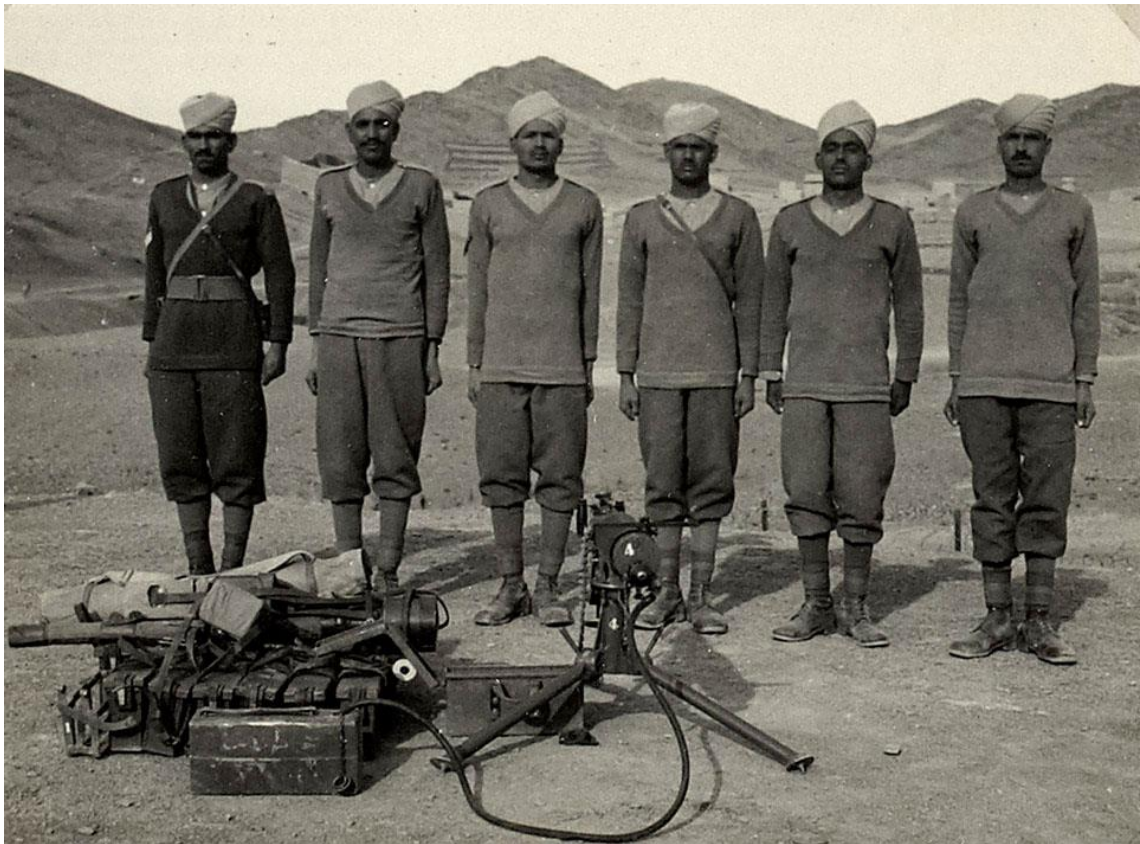
No Head Protection, Tow (H), Unarmed Transport (12), Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Truck Team	8"	14"	-	5+

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

Weapons Units

British Empire
1915-16



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1915-16 Guard Vickers MG Team

Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

Morale	
Rally	3+
Aggression	5+
Tenacity	3+



Fixed, Implacable, No Head Protection

Unit Special Rules:

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

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.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Fixed, No Head Protection

Unit Special Rules:

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Vickers MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 3, Indirect, Suppression

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

1915-16 Stokes Mortar Team



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

Morale

Rally 4+
 Aggression 5+
 Tenacity 4+



Fixed, No Head Protection

Unit Special Rules:

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

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

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

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

1915-16 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol	1	22	1	27	1	33
<i>Upgrade – remove Amateurs [1916 only]</i>			<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>
<i>Add Ghillie Suit to unit [1916 only]</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>

Morale

Rally 4+
 Aggression 5+
 Tenacity 4+



Unit Special Rules:

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.

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

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

Gun Units

British Empire 1915-16



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



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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

Morale

Rally 4+
Aggression 5+
Tenacity 4+



Fixed, Gun Shield, No Head Protection

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.

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

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

Morale

Rally 3+
Aggression 4+
Tenacity 4+



Fixed, Gun Shield, No Head Protection

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.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
13-pdr Field Gun	48"	2	1	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
Indirect: Shrapnel	24-54"	1	-	-	3+	d6	Crew 3, Indirect, Shrapnel, Suppression
Indirect: HE	24-54"	1	-	+2	4+	d6	Crew 3, Indirect, Suppression

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

1915-16 Trench Catapult Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Trench Catapult, NCO and 2 crew			1	23	1	30
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale

Rally 4+
 Aggression 5+
 Tenacity 4+



Gun Unit

Fixed, No Head Protection

Unit Special Rules:

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Trench Catapult	6 – 16"	1	-	+1	4+	d6	Indirect Only, Crew 2, Suppression, Smoke

1915-16 Toffee Apple Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Toffee Apple Mortar, NCO and 3 crew			1	52	1	67
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally 4+
 Aggression 5+
 Tenacity 4+



Gun Unit

Fixed, No Head Protection

Unit Special Rules:

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

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

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

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

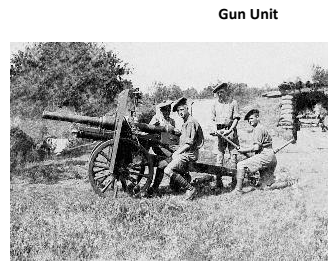
AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Indian Army 2.75" Mountain Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
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		

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Fixed, No Head Protection

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.

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
BL 10-pdr Gun, NCO and 3 crew, pack animal			1	28		
Upgrade entire unit with steel helmets			For unit	+4		

Morale	
Rally	4+
Aggression	5+
Tenacity	5+



Fixed, No Head Protection

Unit Special Rules:

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

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

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

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
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