

United States Forces Great War Late War / 1917-18

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



Offered by Wasatch Miniatures and GAJO Games

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SPECIAL RULES – LATE WAR



ERA SPECIAL RULES – UNITED STATES

A US force has the following special rules in 1917-18:

Creeping Barrage –

This tactic was learned from their Allies, and US artillery quickly adapted it for their own use.

US forces can employ a Creeping Barrage in missions which allow it in 1918.

Half Platoons (US) –

US Leadership found their large platoon structure cumbersome in action. In 1918 many units switched to a half platoon structure, with a sergeant commanding each half platoon.

US Army and Marine Infantry squads with 2 NCOs and at least 10 models may be split before a mission into two squads. The new squads act as independent units, and each contributes an activation die to the formation total.

NATIONAL SPECIAL RULES

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

Enthusiastic (Harlem Hellfighters) –

The newly arriving Americans were highly motivated, and unaffected by the first three years of the war.

Units with this special rule roll 2 dice for a Tenacity Check and discard the lowest result.

Devil Dogs (USMC) –

Marine units excelled in close combat.

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

Enthusiastic (US Army) –

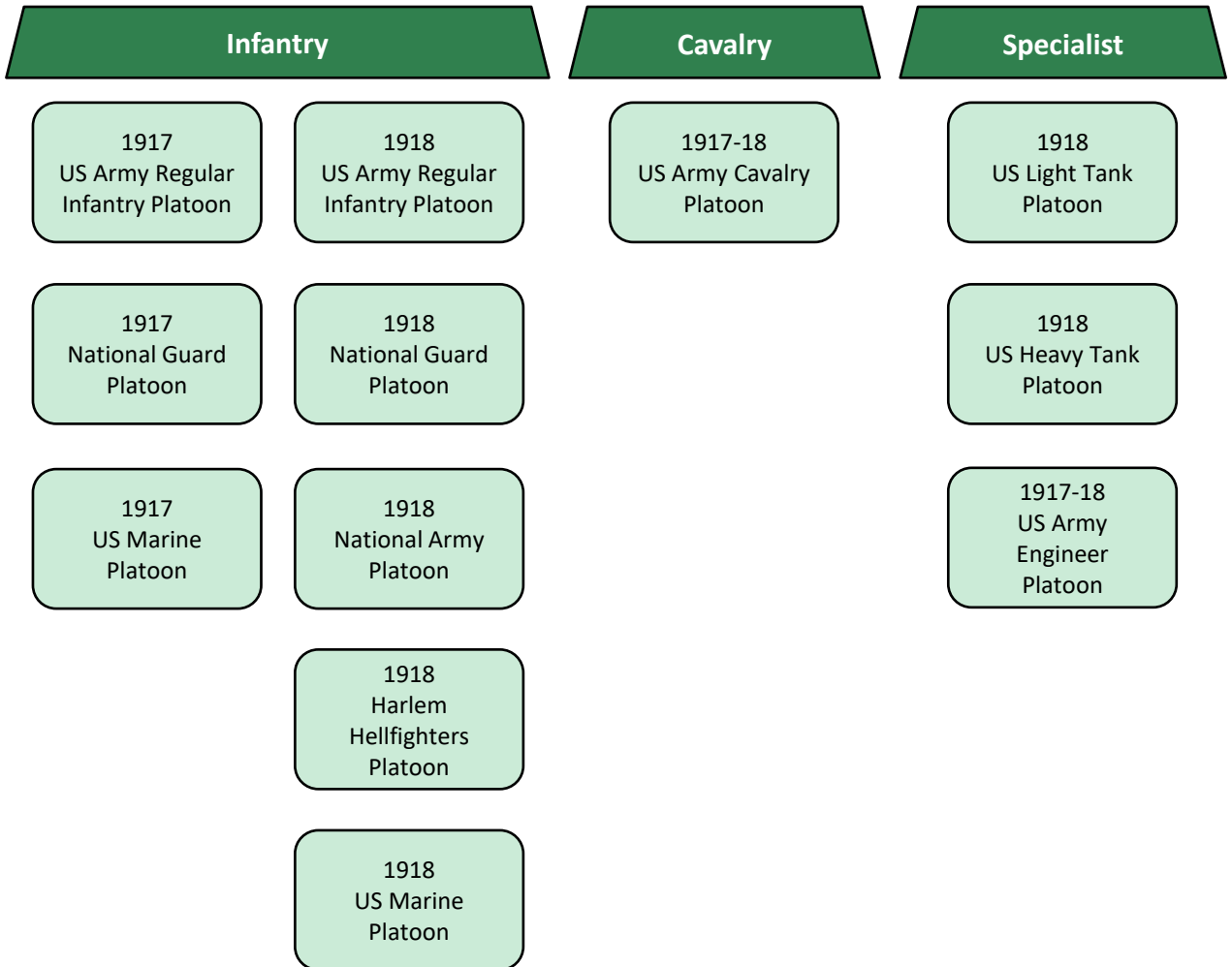
The newly arriving Americans were highly motivated, and unaffected by the first three years of the war.

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

Battlegroup Diagram



United States 1917-18

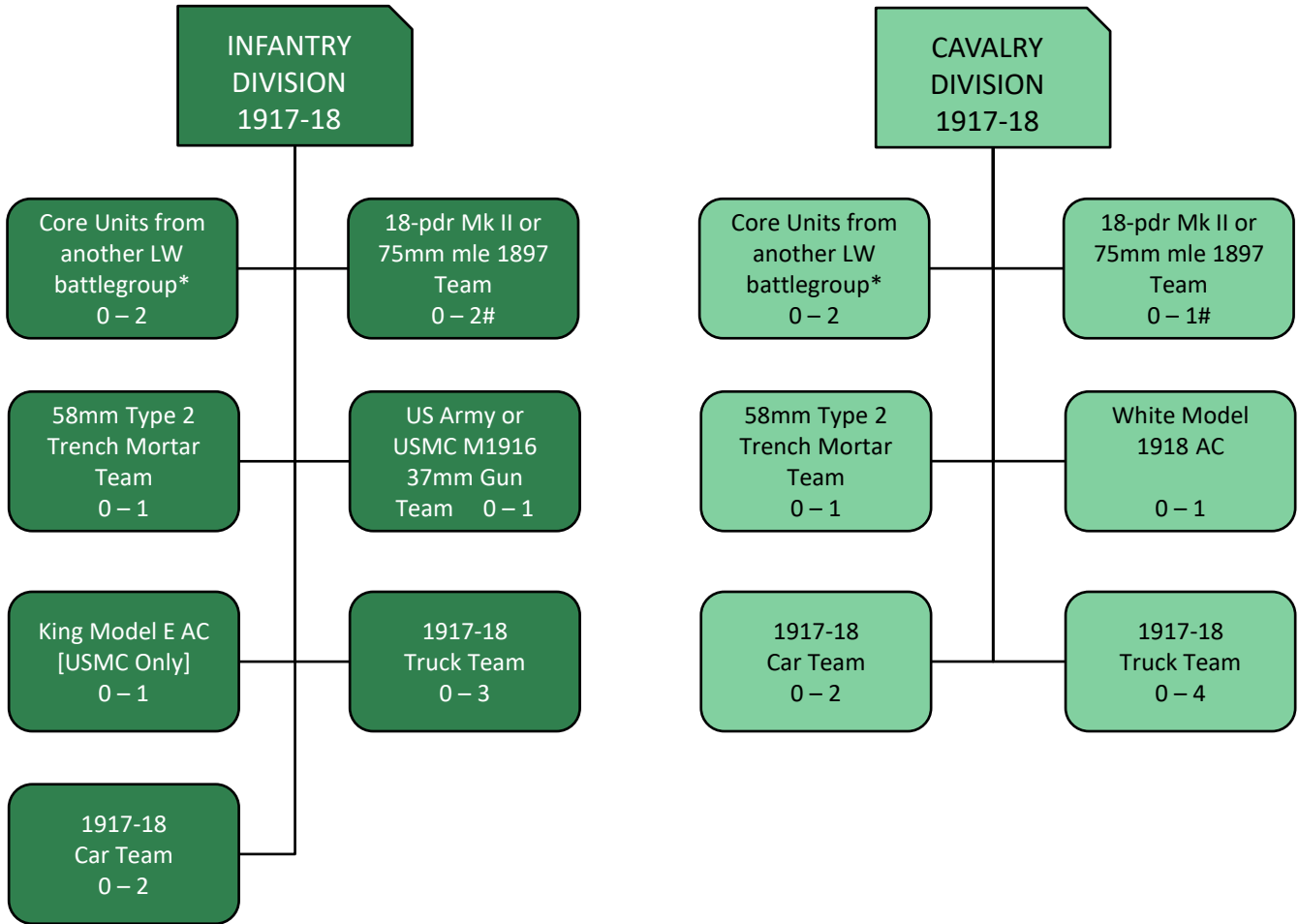


A force must include at least one Battlegroup,
but it may include more than one

Support Diagram



United States 1917-18



• = excludes command units

= Support Artillery

Infantry Battlegroups and Units

United States 1917-18



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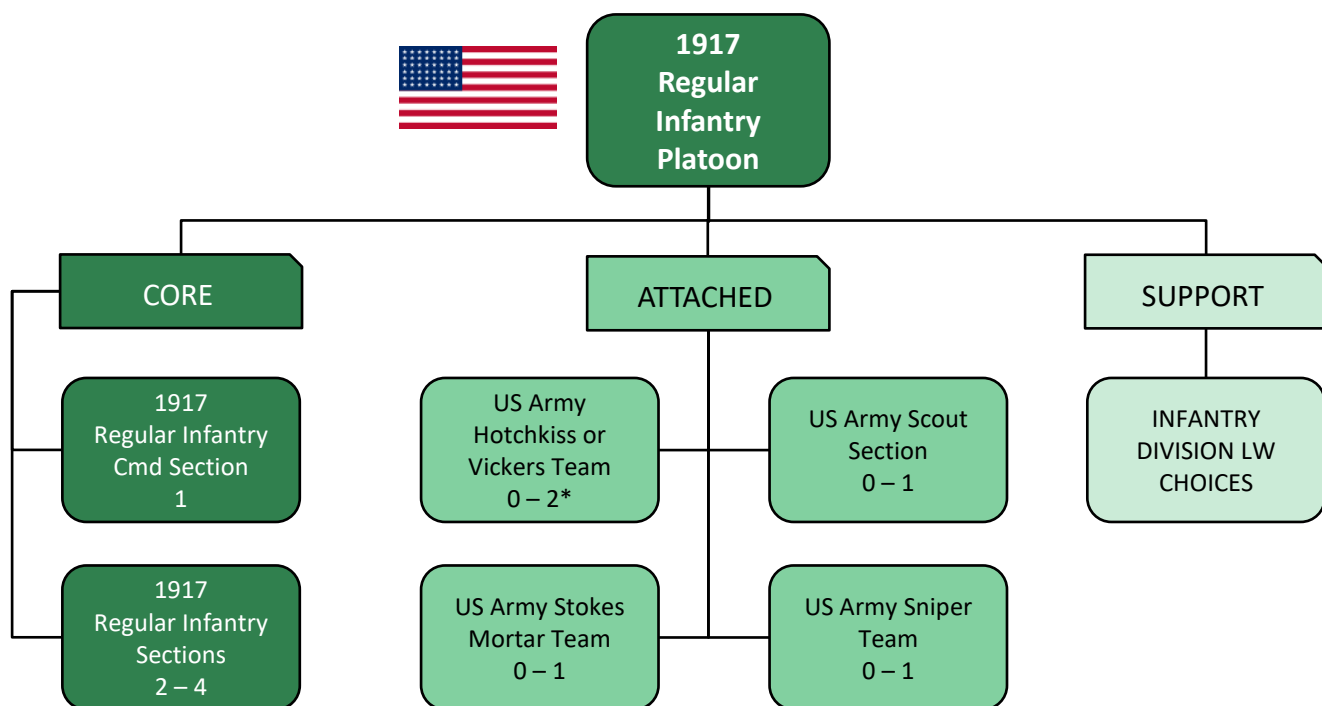
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1917 US ARMY REGULAR INFANTRY PLATOON

National Special Rules – US Army only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 Regular 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	12		
Senior NCO, BA rifle, grenades			0 - 1	26		
Add Riflemen with BA rifle, grenades			0 - 6	16		
Replace Officer's sword with CFW			Any	-		
Replace Officer's pistol with BA rifle			0 - 1	-		
Upgrade pistol to SA Pistol			Any	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

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

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

Unit Special Rules:

1917 Regular Infantry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	95		
4 Riflemen with BA rifle, grenades			0 - 7	16		
Upgrade pistol to SA Pistol			Any	+1 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 4+



Infantry Unit

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

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

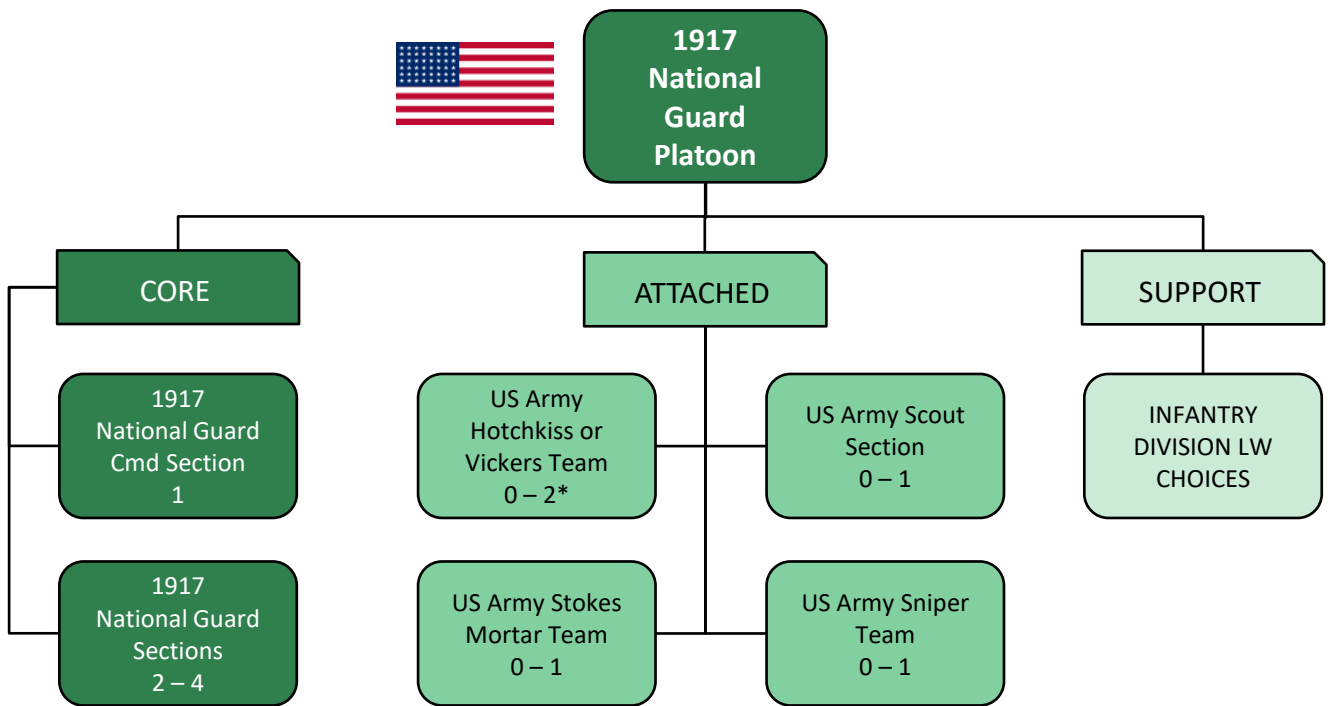
Unit Special Rules:

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

1917 NATIONAL GUARD PLATOON

National Special Rules – US Army only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 National Guard 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, grenades	0-1	22	0-1	25		
Add Riflemen with BA rifle, grenades	0-6	12	0-6	15		
Replace Officer's sword with CFW	Any	-	Any	-		
Replace Officer's pistol with BA rifle	0-1	-	0-1	-		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

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

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

Unit Special Rules:

1917 National Guard Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades	1	75	1	90		
4 Riflemen with BA rifle, grenades	0-7	12	0-7	15		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Infantry Unit

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

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

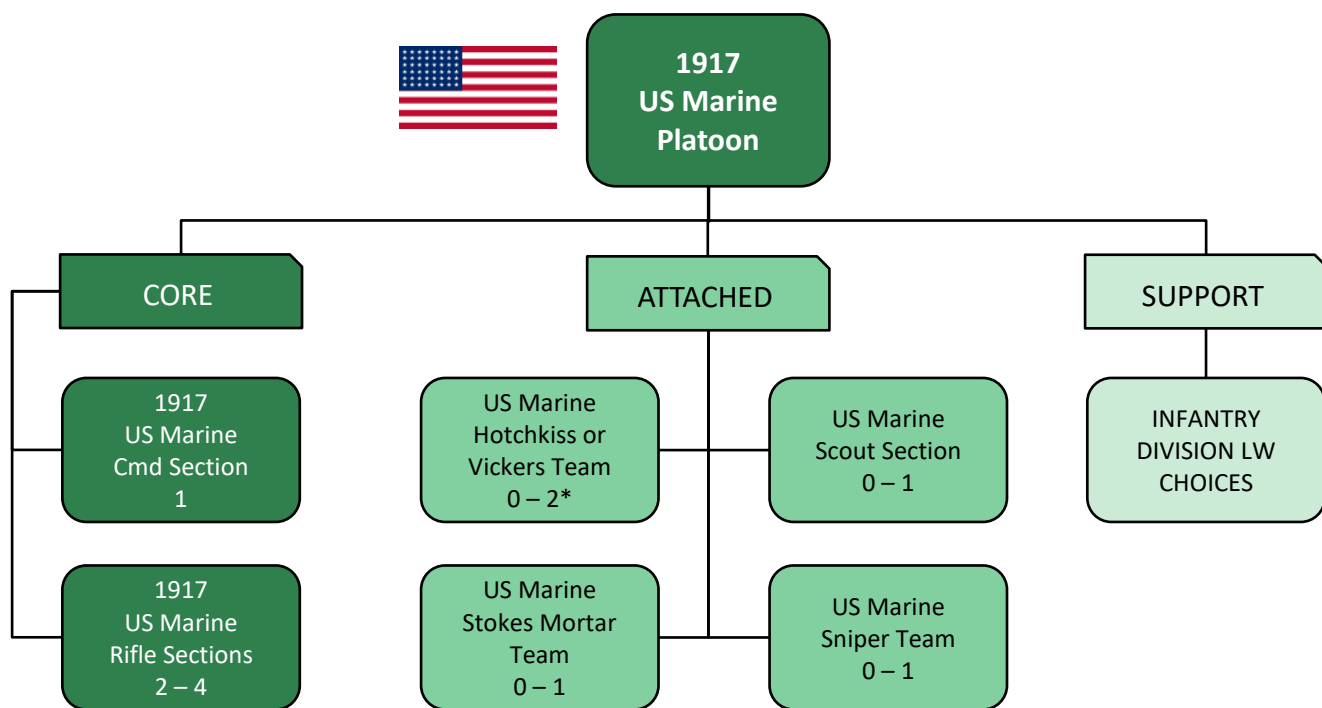
Unit Special Rules:

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

1917 US MARINE PLATOON

National Special Rules – US Marines only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917 US Marine 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	29	0 - 1	32
Add Riflemen with BA rifle, grenades			0 - 6	19	0 - 6	22
Replace Officer's sword with CFW			Any	-	Any	-
Replace Officer's pistol with BA rifle			0 - 1	-	0 - 1	-
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Morale

Rally 3+

Aggression 3+

Tenacity 4+

Formation

Attack +1

Recon 0



Infantry Unit

Marksmen

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

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

Unit Special Rules:

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

1917 US Marine Rifle Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	110	1	125
4 Riflemen with BA rifle, grenades			0 - 7	19	0 - 7	22
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Morale

Rally 3+

Aggression 3+

Tenacity 4+



Infantry Unit

Marksmen

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

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

Unit Special Rules:

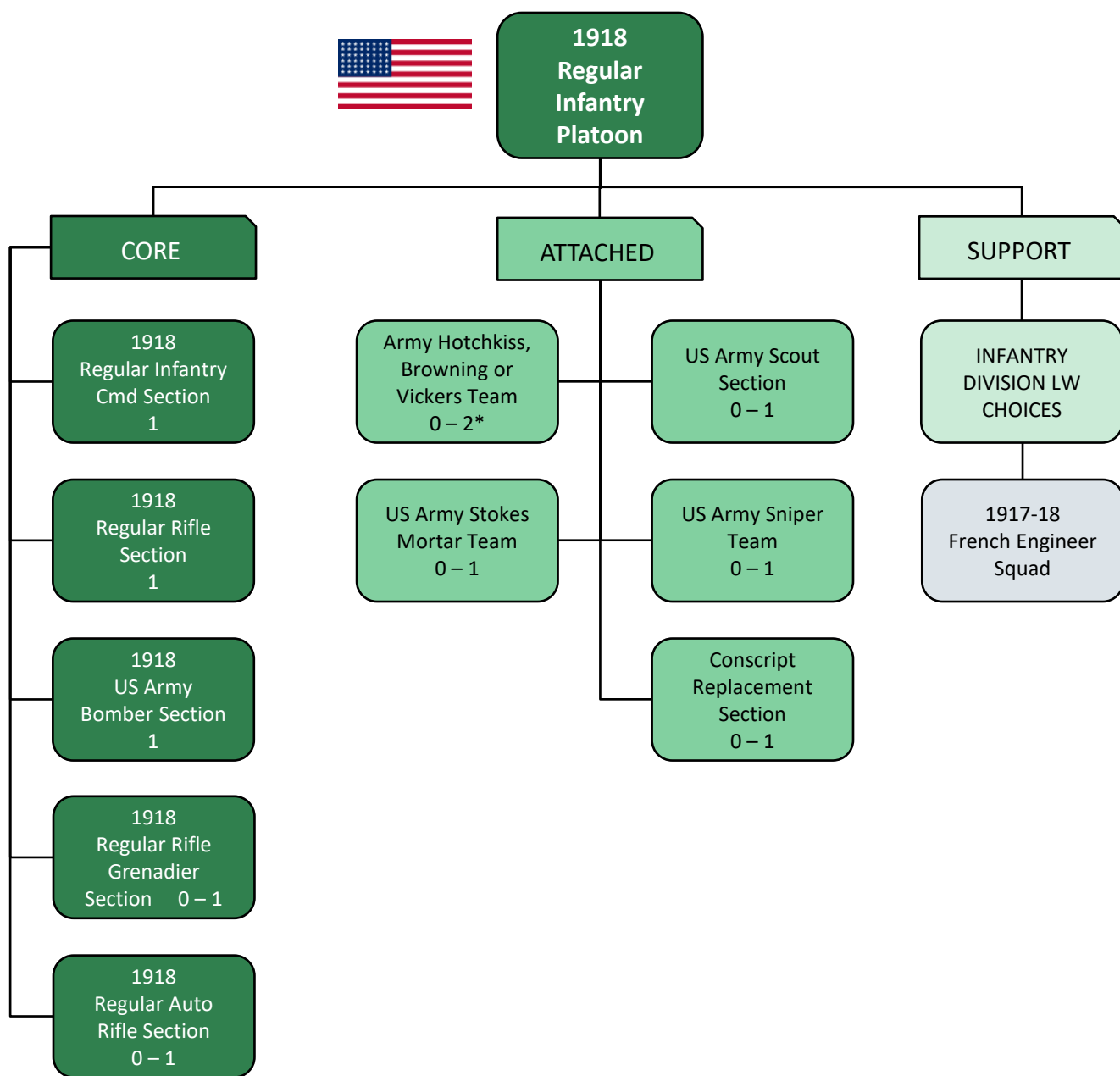
Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

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

1918 US ARMY REGULAR INFANTRY PLATOON

National Special Rules – US Army only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1918 Regular Infantry Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	26	0-1	29
Add Riflemen with BA rifle, grenades			0-6	16	0-6	19
Replace Officer's pistol with BA rifle			0-1	-	0-1	-
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea

Morale

Rally 4+

Aggression 3+

Tenacity 4+

Formation

Attack +1

Recon 0



Infantry Unit

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

Unit Special Rules:

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

1918 Regular Rifle Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	95	1	110
4 Riflemen with BA rifle, grenades			0-12	16	0-12	19
Add Riflemen with BA rifle, grenades			0-1#	26	0-1#	29
Add Senior NCO with pistol or BA rifle, grenades			0-1#	21	0-1#	24
Add NCO with pistol or BA rifle, grenades			Any	+1 ea	Any	+1 ea
Upgrade pistol to SA Pistol			0-2	+1 ea	0-2	+1 ea
Equip BA rifle with Pederson device			0-4	+3 ea	0-4	+3 ea
Replace BA rifle with shotgun						

Morale

Rally 4+

Aggression 3+

Tenacity 4+



Infantry Unit

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

= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

Pederson Device – the weapon may fire either as a BA rifle or as an SMG.

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

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

1918 Regular Rifle Grenadier Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	95	1	110
Add Riflemen with BA rifle, grenades			0 - 4	16	0 - 14	19
Add Senior NCO with pistol or BA rifle, grenades			0 - 1#	26	0 - 1#	29
Add NCO with pistol or BA rifle, grenades			0 - 1#	21	0 - 1#	24
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with rifle grenade</i>			0 - 4	+4 ea	0 - 4	+4 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+



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

= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

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

1918 Regular Auto Rifle Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	95	1	110
Add Riflemen with BA rifle, grenades			0 - 10	16	0 - 10	19
Add Senior NCO with pistol or BA rifle, grenades			0 - 1#	26	0 - 1#	29
Add NCO with pistol or BA rifle, grenades			0 - 1#	21	0 - 1#	24
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with Chauchat</i>				+4 ea		+4 ea
<i>Replace BA rifle with Lewis Gun</i>			0 - 4	+12 ea	0 - 4	+12 ea
<i>Replace BA rifle with BAR</i>				+8 ea		+8 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+



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

= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
BAR	30"	2	2	-	5+		Scythe
Chauchat LMG	30"	3	2	-	5+		Jams, Loader, Scythe
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

1918 US Army Bomber Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	105	1	120
Add Riflemen with BA rifle, grenades			0 - 9	18	0 - 9	21
Add Senior NCO with pistol or BA rifle, grenades			0 - 1#	28	0 - 1#	31
Add NCO with pistol or BA rifle, grenades			0 - 1#	23	0 - 1#	26
<i>Upgrade pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Replace BA rifle with shotgun</i>			0 - 4	+3 ea	0 - 4	+3 ea
<i>Add Close Fighting Weapon (CFW)</i>			<i>All/none</i>	<i>+1 ea</i>	<i>All/none</i>	<i>+1 ea</i>

Morale	
Rally	4+
Aggression	3+
Tenacity	4+



= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

Bombers – the entire unit may throw grenades, instead of only 1/2 the models equipped with them. Bombers count as two models during Assault combat.

Pederson Device – the weapon may fire either as a BA rifle or as an SMG.

Bombers

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
SMG	9"	1	1	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Shotgun	9"	1	1	-	5+		Assault, Burst, Shotgun
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

AF = Accelerated Fire

RF = Rapid Fire

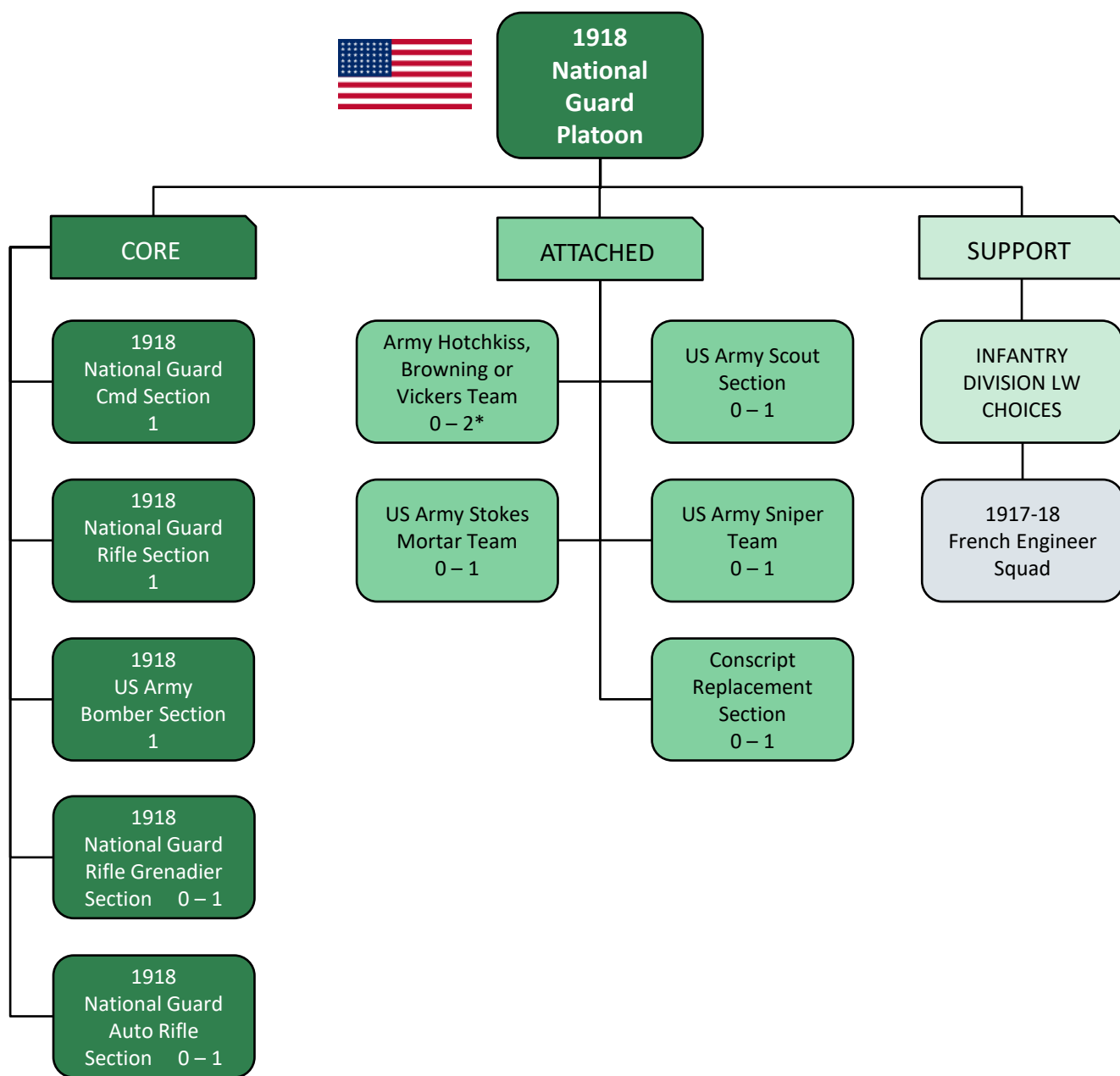
SS = Single Shot

* = Slow Firing

1918 NATIONAL GUARD PLATOON

National Special Rules – US Army only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1918 National Guard Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades	1	16	1	22	1	30
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5	0-1	-8
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols	0-1	20	0-1	23	0-1	28
Medic, unarmed	0-1	15	0-1	17	0-1	19
Comms Specialist (Level 1), pistol	0-1	15	0-1	17	0-1	19
Senior NCO, BA rifle, grenades	0-1	22	0-1	25	0-1	28
Add Riflemen with BA rifle, grenades	0-6	12	0-6	15	0-6	18
Replace Officer's pistol with BA rifle	0-1	-	0-1	-	0-1	-
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea	Any	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

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

Unit Special Rules:

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

1918 National Guard Rifle Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades	1	75	1	90	1	105
4 Riflemen with BA rifle, grenades	0-12	12	0-12	15	0-12	18
Add Riflemen with BA rifle, grenades			0-1#	25	0-1#	28
Add Senior NCO with pistol or BA rifle, grenades			0-1#	20	0-1#	23
Add NCO with pistol or BA rifle, grenades			0-1#	20	0-1#	23
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea	Any	+1 ea
Equip BA rifle with Pederson device			0-2	+1 ea	0-2	+1 ea
Replace BA rifle with shotgun			0-4	+3 ea	0-4	+3 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Infantry Unit

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

= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

Pederson Device – the weapon may fire either as a BA rifle or as an SMG.

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

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

1918 National Guard Rifle Grenadier Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades	1	75	1	90	1	105
Add Riflemen with BA rifle, grenades	0-4	12	0-4	15	0-4	18
Add Senior NCO with pistol or BA rifle, grenades			0-1#	25	0-1#	28
Add NCO with pistol or BA rifle, grenades <i>Upgrade pistol to SA Pistol</i> <i>Replace BA rifle with rifle grenade</i>	Any	+1 ea	Any	+1 ea	Any	+1 ea
			0-4	+4 ea	0-4	+4 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+



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

= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

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

1918 National Guard Auto Rifle Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades	1	75	1	90	1	105
Add Riflemen with BA rifle, grenades	0-10	12	0-10	15	0-10	18
Add Senior NCO with pistol or BA rifle, grenades			0-1#	25	0-1#	28
Add NCO with pistol or BA rifle, grenades <i>Upgrade pistol to SA Pistol</i> <i>Replace BA rifle with Chauchat</i> <i>Replace BA rifle with Lewis Gun</i> <i>Replace BA rifle with BAR</i>	Any	+1 ea	Any	+1 ea	Any	+1 ea
		+4 ea		+4 ea		+4 ea
	0-3	+12 ea	0-4	+12 ea	0-4	+12 ea
		+8 ea		+8 ea		+8 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+



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

= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

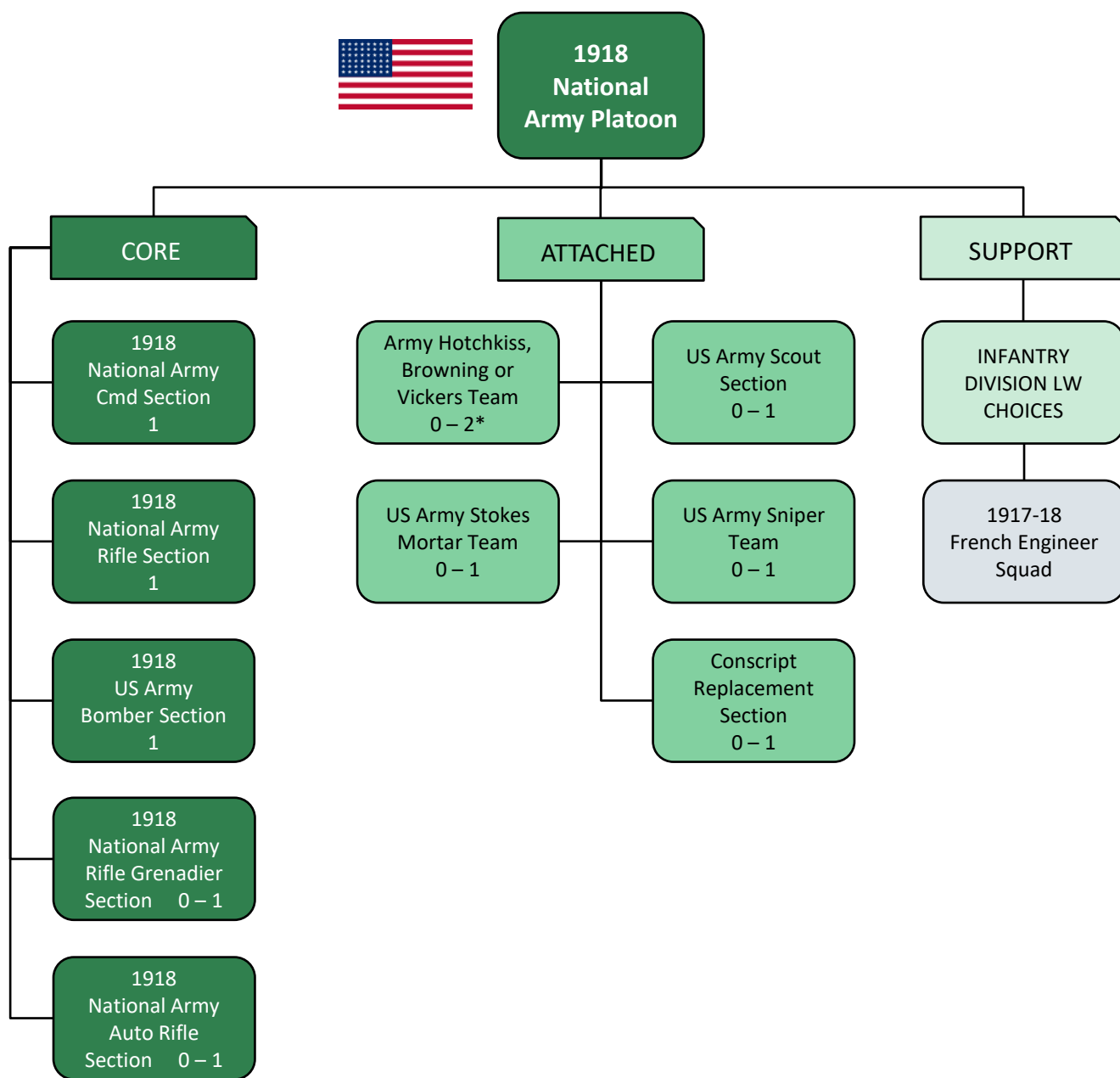
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
BAR	30"	2	2	-	5+		Scythe
Chauchat LMG	30"	3	2	-	5+		Jams, Loader, Scythe
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

1918 NATIONAL ARMY PLATOON

National Special Rules – US Army only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1918 National Army Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Attached Staff Officer and Aide, pistols	0-1	20	0-1	23		
Medic, unarmed	0-1	15	0-1	17		
Comms Specialist (Level 1), pistol	0-1	15	0-1	17		
Senior NCO, BA rifle, grenades	0-1	20	0-1	23		
Add Riflemen with BA rifle, grenades	0-6	10	0-6	13		
Replace Officer's pistol with BA rifle	0-1	-	0-1	-		
Upgrade pistol to SA Pistol	Any	+1 ea	Any	+1 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

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

Unit Special Rules:

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

1918 National Army Rifle Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades	1	65	1	80		
4 Riflemen with BA rifle, grenades	0-8	10	0-8	13		
Add Riflemen with BA rifle, grenades			0-1#	23		
Add Senior NCO with pistol or BA rifle, grenades			0-1#	18		
Add NCO with pistol or BA rifle, grenades	Any	+1 ea	Any	+1 ea		
Upgrade pistol to SA Pistol			0-2	+1 ea		
Equip BA rifle with Pederson device			0-4	+3 ea		
Replace BA rifle with shotgun						

Morale

Rally 4+
Aggression 5+
Tenacity 4+



Infantry Unit

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

= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

Pederson Device – the weapon may fire either as a BA rifle or as an SMG.

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

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

1918 National Army Rifle Grenadier Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades	1	65	1	80		
Add Riflemen with BA rifle, grenades	0-8	10	0-8	13		
Add Senior NCO with pistol or BA rifle, grenades			0-1#	23		
Add NCO with pistol or BA rifle, grenades			0-1#	18		
<i>Upgrade pistol to SA Pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Replace BA rifle with rifle grenade</i>	0-4	+4 ea	0-4	+4 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 4+



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

= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

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

1918 National Army Auto Rifle Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades	1	65	1	80		
Add Riflemen with BA rifle, grenades	0-8	10	0-8	13		
Add Senior NCO with pistol or BA rifle, grenades			0-1#	23		
Add NCO with pistol or BA rifle, grenades			0-1#	18		
<i>Upgrade pistol to SA Pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Replace BA rifle with Chauchat</i>		+4 ea		+4 ea		
<i>Replace BA rifle with Lewis Gun</i>	0-3	+12 ea	0-4	+12 ea		
<i>Replace BA rifle with BAR</i>		+8 ea		+8 ea		

Morale

Rally 4+
Aggression 3+
Tenacity 4+



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

= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

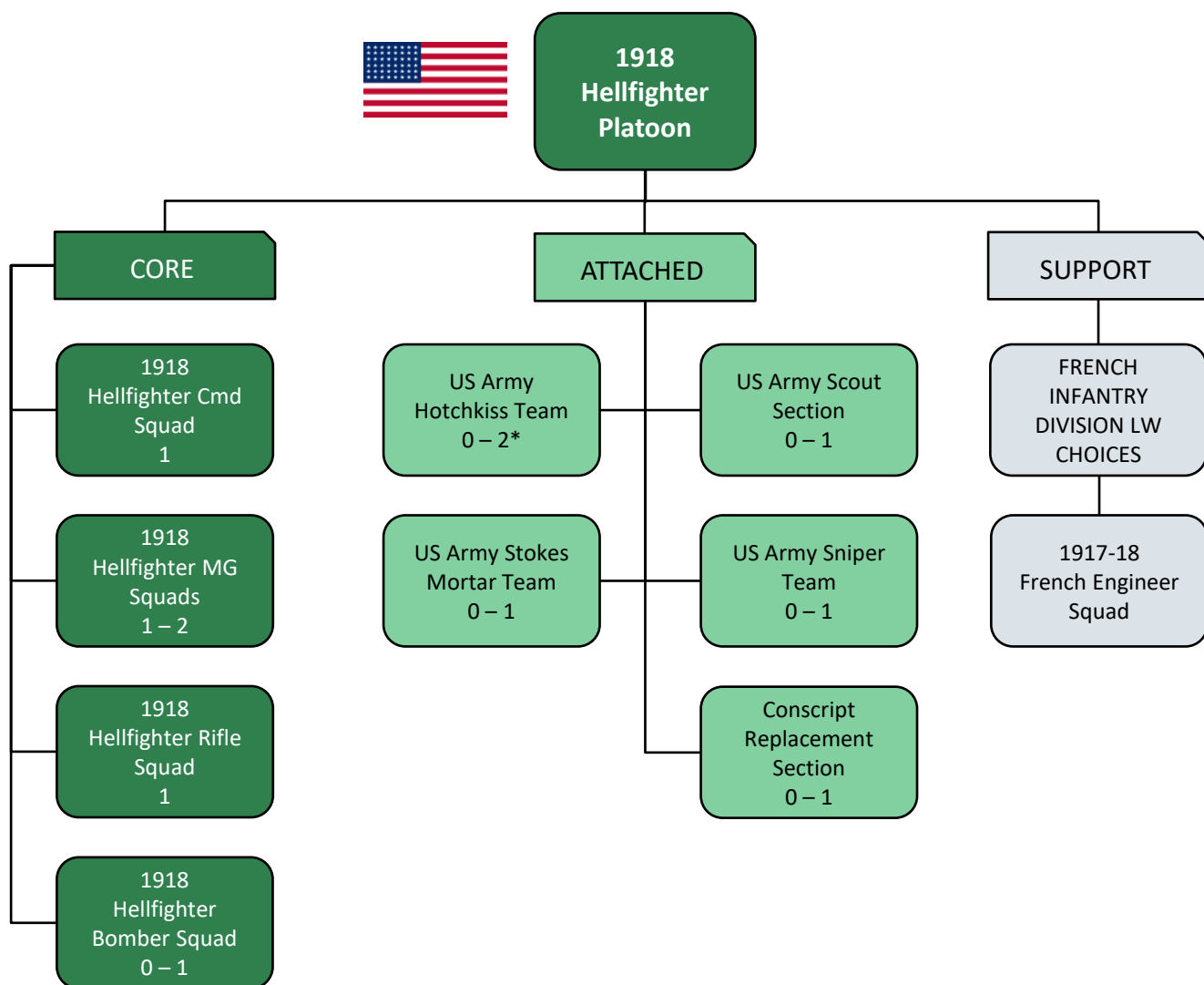
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
BAR	30"	2	2	-	5+		Scythe
Chauchat LMG	30"	3	2	-	5+		Jams, Loader, Scythe
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

1918 HARLEM HELLFIGHTERS PLATOON

National Special Rules – Harlem Hellfighters only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1918 Hellfighters Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22		
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5		
Upgrade Officer to Energetic			0 - 1	+8		
Upgrade Officer to Inspiring			0 - 1	+18		
Attached Staff Officer and Aide, pistols			0 - 1	23		
Medic, unarmed			0 - 1	17		
Comms Specialist (Level 1), pistol			0 - 1	17		
Senior NCO, BA rifle, grenades			0 - 1	27		
Add Riflemen with BA rifle, grenades			0 - 6	17		
Upgrade pistol to SA Pistol			Any	+1 ea		

Morale

Rally 3+
Aggression 3+
Tenacity 4+

Formation

Attack +1
Recon 0

Infantry Unit



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

Unit Special Rules:

Half Platoons (France) – Up to two squads may add a senior NCO, to represent the half platoon leader fighting with that squad. A squad with a senior NCO, and up to one additional squad within his influence distance, are within influence distance for activation.

Hellfighter units use the French Half-Platoon rule instead of the US Half-Platoon rule.

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

1918 Hellfighters Rifle Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	100		
4 Riflemen with BA rifle, grenades						
Add Riflemen with BA rifle, grenades			0 - 3	17		
Add Senior NCO with pistol or BA rifle, grenades			0 - 1#	27		
Upgrade pistol to SA Pistol			Any	+1 ea		

Morale

Rally 3+
Aggression 3+
Tenacity 4+

Infantry Unit



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

= up to 2 per platoon

Unit Special Rules:

Half Platoons (France) – Up to two squads may add a senior NCO, to represent the half platoon leader fighting with that squad. A squad with a senior NCO, and up to one additional squad within his influence distance, are within influence distance for activation.

Hellfighter units use the French Half-Platoon rule instead of the US Half-Platoon rule.

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

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

1918 Hellfighters MG Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 1 Gunner with Chauchat LMG, grenades 3 Riflemen with BA rifle, grenades			1	104		
Add Riflemen with BA rifle, grenades			0 – 3	17		
Add Senior NCO with pistol or BA rifle, grenades			0 – 1#	27		
Upgrade pistol to SA Pistol			Any	+1 ea		
Replace BA rifle with rifle grenade			0 – 3	+4 ea		

Morale

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

Infantry Unit



= up to 2 per platoon

Unit Special Rules:

Half Platoons (France) – Up to two squads may add a senior NCO, to represent the half platoon leader fighting with that squad. A squad with a senior NCO, and up to one additional squad within his influence distance, are within influence distance for activation.

Hellfighter units use the French Half-Platoon rule instead of the US Half-Platoon rule.

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+		
Chauchat	30"	3	2	-	5+		Jams, Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

1918 Hellfighters Bomber Squad



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	115		
Add Bombers with pistol or BA rifle, grenades			0 – 3	20		
Add Senior NCO with pistol or BA rifle, grenades			0 – 1#	30		
Upgrade NCO's pistol to SA Pistol			Any	+1 ea		

Morale

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

Infantry Unit



= up to 2 per platoon

Unit Special Rules:

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

Half Platoons (France) – Up to two squads may add a senior NCO, to represent the half platoon leader fighting with that squad. A squad with a senior NCO, and up to one additional squad within his influence distance, are within influence distance for activation.

Hellfighter units use the French Half-Platoon rule instead of the US Half-Platoon rule.

Bombers

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

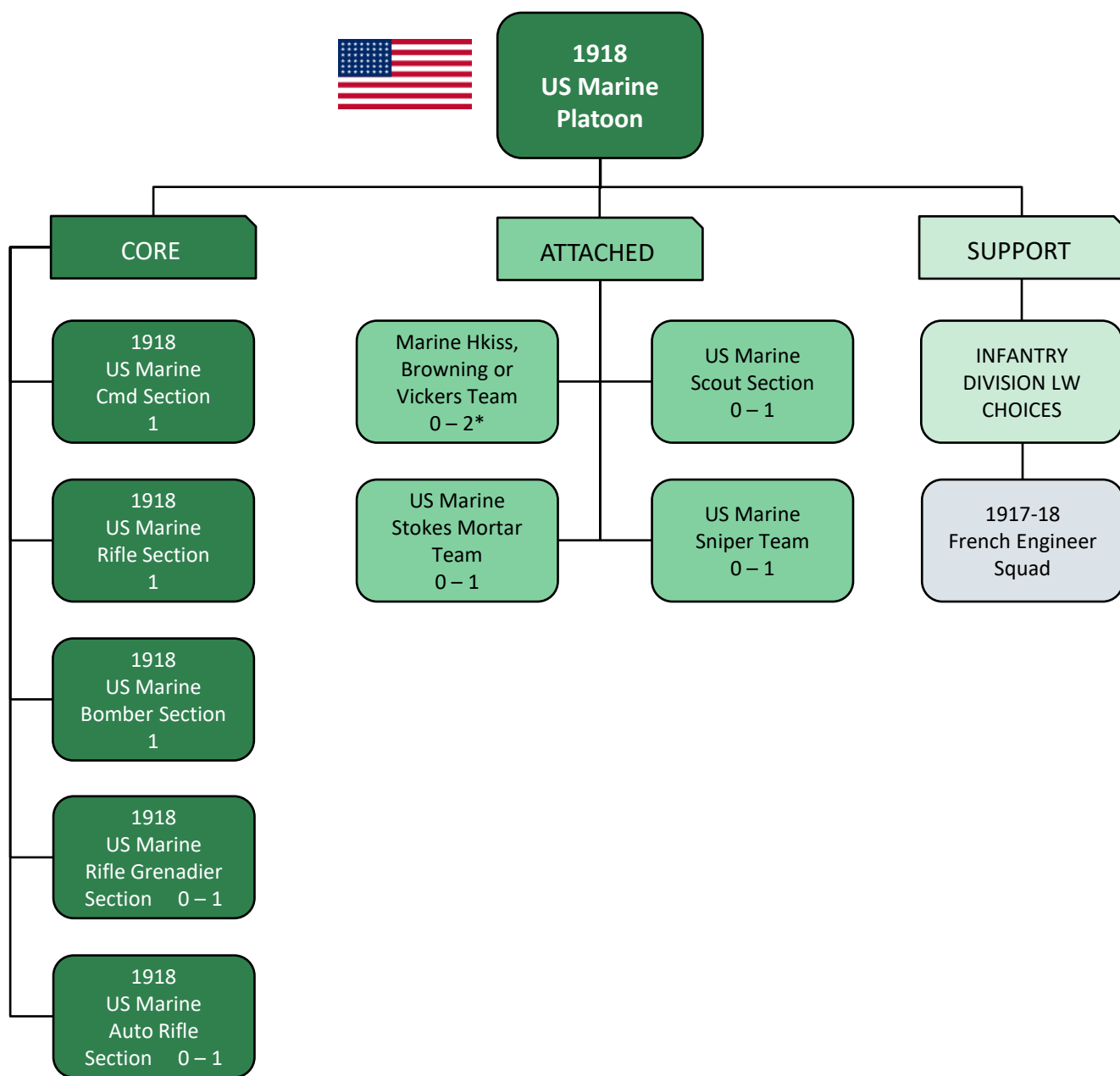
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

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

1918 US MARINE PLATOON

National Special Rules – US Marines only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1918 US Marine Command Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	29	0-1	32
Add Riflemen with BA rifle, grenades			0-6	19	0-6	22
Replace Officer's pistol with BA rifle			0-1	-	0-1	-
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add Close Fighting Weapon (CFW) for NCO and riflemen			All/none	+1 ea	All/none	+1 ea

Morale

Rally 3+

Aggression 3+

Tenacity 4+

Formation

Attack +1

Recon 0



Infantry Unit

Marksmen

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

Unit Special Rules:

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

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

1918 US Marine Rifle Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	110	1	125
4 Riflemen with BA rifle, grenades			0-12	19	0-12	22
Add Riflemen with BA rifle, grenades			0-1#	29	0-1#	32
Add Senior NCO with pistol or BA rifle, grenades			0-1#	24	0-1#	27
Add NCO with pistol or BA rifle, grenades			0-1#	24	0-1#	27
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Equip BA rifle with Pederson device			0-2	+1 ea	0-2	+1 ea
Replace BA rifle with shotgun			0-4	+3 ea	0-4	+3 ea
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

Morale

Rally 3+

Aggression 3+

Tenacity 4+



Infantry Unit

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

= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

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

Pederson Device – the weapon may fire either as a BA rifle or as an SMG.

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

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

1918 US Marine Rifle Grenadier Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	110	1	125
Add Riflemen with BA rifle, grenades			0 - 4	19	0 - 14	22
Add Senior NCO with pistol or BA rifle, grenades			0 - 1#	29	0 - 1#	32
Add NCO with pistol or BA rifle, grenades			0 - 1#	24	0 - 1#	27
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with rifle grenade</i>			0 - 4	+4 ea	0 - 4	+4 ea
<i>Add Close Fighting Weapon (CFW)</i>			All/none	+1 ea	All/none	+1 ea

Morale	
Rally	3+
Aggression	3+
Tenacity	4+



Marksmen

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

= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

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

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

1918 US Marine Auto Rifle Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	110	1	125
Add Riflemen with BA rifle, grenades			0 - 10	19	0 - 10	22
Add Senior NCO with pistol or BA rifle, grenades			0 - 1#	29	0 - 1#	32
Add NCO with pistol or BA rifle, grenades			0 - 1#	24	0 - 1#	27
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with Chauchat</i>				+4 ea		+4 ea
<i>Replace BA rifle with Lewis Gun</i>			0 - 4	+12 ea	0 - 4	+12 ea
<i>Replace BA rifle with BAR</i>				+8 ea		+8 ea
<i>Add Close Fighting Weapon (CFW)</i>			All/none	+1 ea	All/none	+1 ea

Morale	
Rally	3+
Aggression	3+
Tenacity	4+



Marksmen

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

= up to 2 of each per platoon, maximum of 2 NCOs per squad

Unit Special Rules:

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

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+		
BAR	30"	2	2	-	5+		Scythe
Chauchat LMG	30"	3	2	-	5+		Jams, Loader, Scythe
Lewis Gun	36"	4	3	-	5+		Loader, Scythe
Grenades	6"	1	1	+2	4+		Grenade, Suppression
CFW	melee						+1 to Assault Checks

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1918 US Marine Bomber Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Riflemen with BA rifle, grenades			1	120	1	140
Add Riflemen with BA rifle, grenades			0 - 3	21	0 - 3	25
Add Senior NCO with pistol or BA rifle, grenades			0 - 1#	31	0 - 1#	35
Add NCO with pistol or BA rifle, grenades			0 - 1#	26	0 - 1#	30
<i>Replace BA rifle with shotgun</i>			0 - 4	+3	0 - 4	+3
<i>Replace BA rifle with rifle grenade</i>			0 - 2@	+4	0 - 2@	+4
Add Close Fighting Weapon (CFW)			All/none	+1 ea	All/none	+1 ea

Morale	
Rally	3+
Aggression	3+
Tenacity	4+



Bombers, Marksmen

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+		
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, Grenade, Suppression
CFW	melee						+1 to Assault Checks

= up to 2 of each per platoon, maximum of 2 NCOs per squad

@ = a maximum number is allowed for the entire platoon as follows: 1918 (up to six per platoon)

Unit Special Rules:

Bombers – the entire unit may throw grenades, instead of only ½ the models equipped with them. Bombers count as two models during Assault combat.

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

AF = Accelerated Fire

RF = Rapid Fire

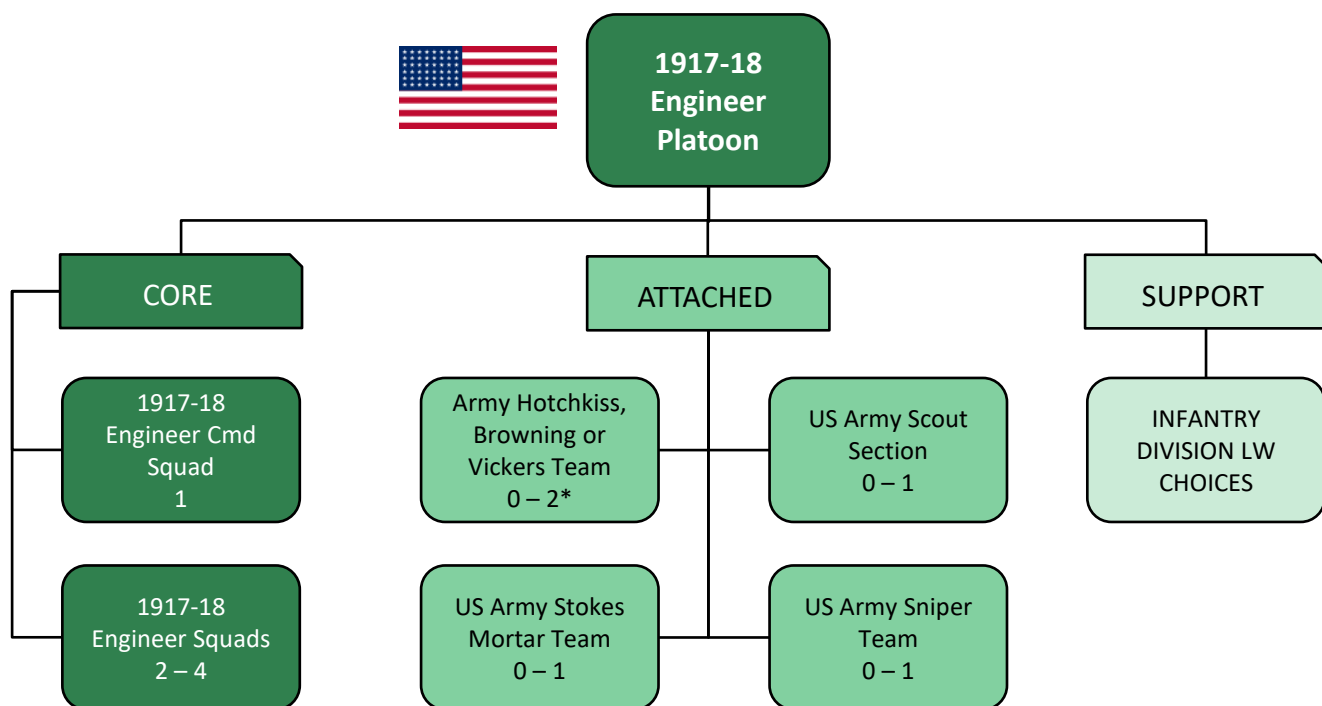
SS = Single Shot

* = Slow Firing

1917-18 US ARMY ENGINEER PLATOON

National Special Rules – US Army.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Engineer Command Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, CFW, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Replace Officer's pistol with BA rifle			0-1	-	0-1	-
Upgrade pistol to SA Pistol			Any	+1	Any	+1
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	27	0-1	30
Add Riflemen with BA rifle, grenades			0-6	17	0-6	20

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +1
Recon 0



Infantry Unit

Pioneers

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

Unit Special Rules:

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

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

1917-18 Engineer Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	100	1	115
4 Engineers with BA rifle, grenades			0-8	17	0-8	20
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Upgrade grenades to grenade bundles			Any	+4 ea	Any	+4 ea
Equip unit with Bangalore Torpedoes			For unit	+15	For unit	+15

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Infantry Unit

Pioneers

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

Unit Special Rules:

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

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

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

US Army Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Scouts with BA rifle, grenades			1	90	1	100
Add Scouts with BA rifle, grenades			0 – 7	15	0 – 7	17
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Add smoke grenades (for unit)</i>			For unit	+5	For unit	+5

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Unit Special Rules:

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.

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

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.

Extended Order, Scouts, Independent, Recon 1

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

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

US Marine Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Scouts with BA rifle, grenades			1	105	1	115
Add Scouts with BA rifle, grenades			0 – 7	18	0 – 7	20
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Add smoke grenades (for unit)</i>			For unit	+5	For unit	+5

Morale

Rally 3+
Aggression 5+
Tenacity 5+



Unit Special Rules:

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

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.

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

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.

Extended Order, Marksmen, Scouts, Independent, Recon 1

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

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

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

1918 Conscript Replacement Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades	1	60				
4 Riflemen with BA rifle, grenades	0-12	9				

Morale	
Rally	5+
Aggression	5+
Tenacity	4+

Infantry Unit



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

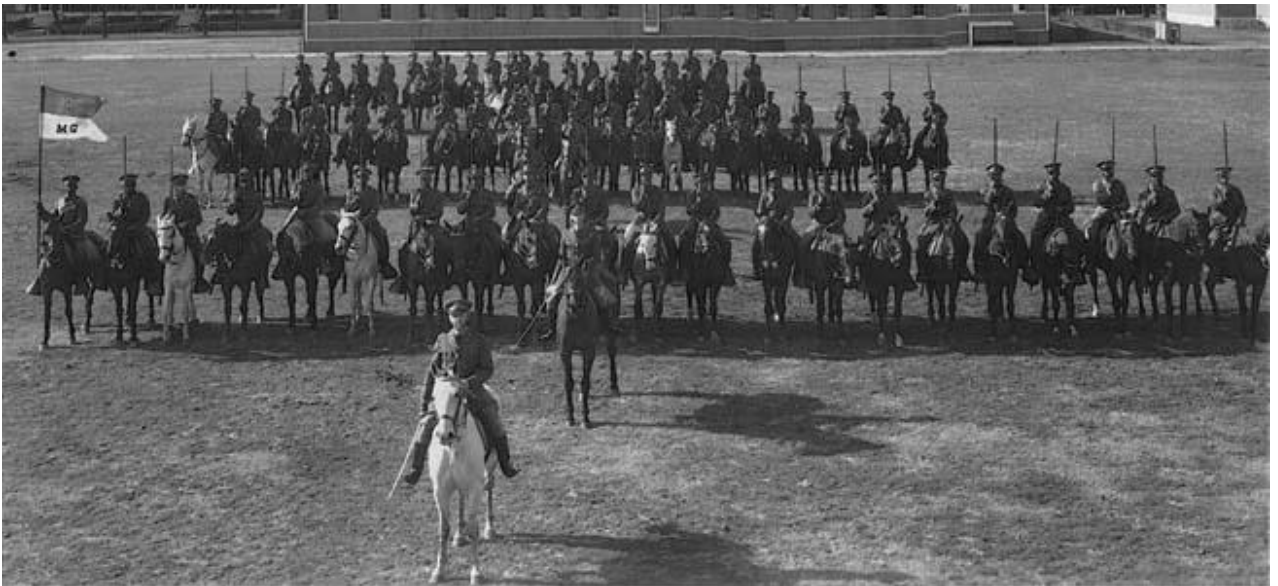
Unit Special Rules:

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

United States 1917-18



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

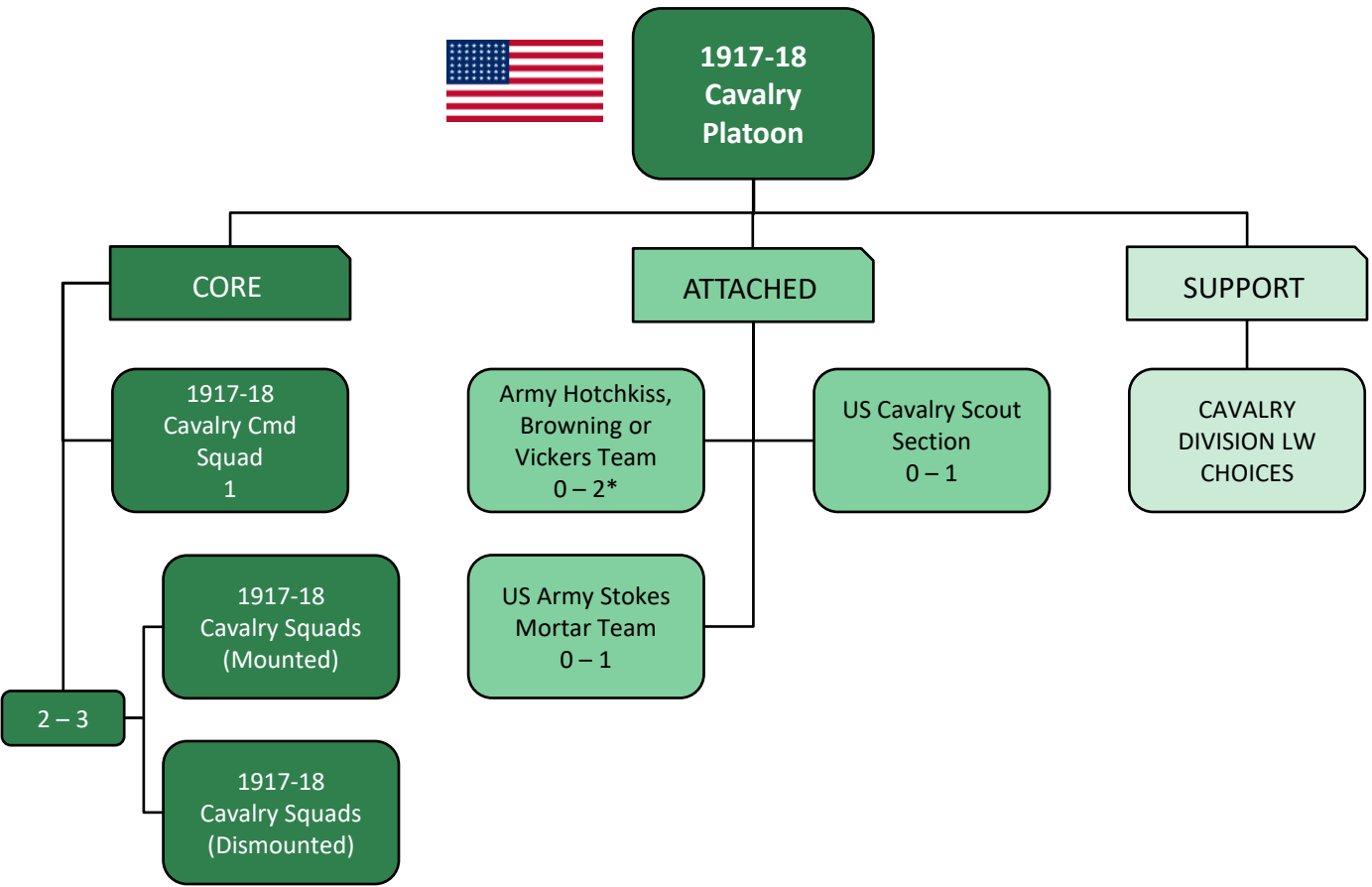
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1917-18 US ARMY CAVALRY PLATOON

National Special Rules – US Army.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1917-18 Cavalry Command Squad



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

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 2



Mounted Unit

Cavalry, Extended Order, Mounted

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				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

Unit Special Rules:

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

Extended Order – the unit may operate in extended order.

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

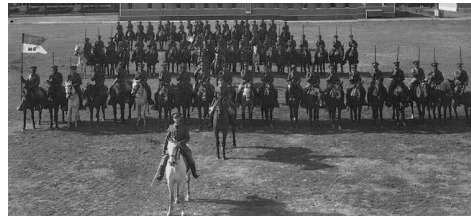
1917-18 Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, SA pistol, BA rifle, sabre, grenades, horse			1	110		
4 Troopers, SA pistol, BA rifle, sabre, grenades, horse			0 - 3	19		

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Mounted Unit

Cavalry, Extended Order, Mounted

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				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

Unit Special Rules:

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

Extended Order – the unit may operate in extended order.

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

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

1917-18 Dismounted Cavalry Squad



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, SA pistol, BA rifle, grenades			0 - 1	95		
4 Troopers, SA pistol, BA rifle, grenades						
Add Trooper, SA pistol, BA rifle, grenades			0 - 3	16		
<i>Replace BA rifle with Chauchat</i>			0 - 1	+4		
<i>Upgrade Chauchat to BAR</i>			Any	+4 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Infantry Unit



Unit Special Rules:

Extended Order – the unit may operate in extended order.

Extended Order

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

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

1917-18 Cavalry Scout Squad

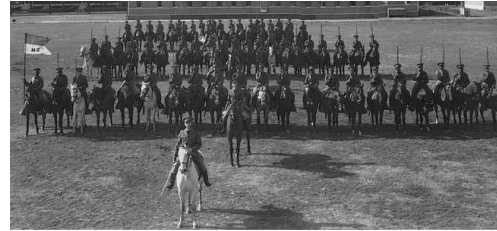


Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, SA pistol, BA rifle, sabre, grenades, horse			1	100		
4 Troopers, SA pistol, BA rifle, sabre, grenades, horse						
Add Trooper, SA pistol, BA rifle, sabre, grenades, horse			0 - 3	17		

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Mounted Unit



Unit Special Rules:

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

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

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.

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).

Cavalry, Extended Order, Independent, Mounted, 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				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

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

Vehicle Battlegroups and Units

United States 1917-18



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

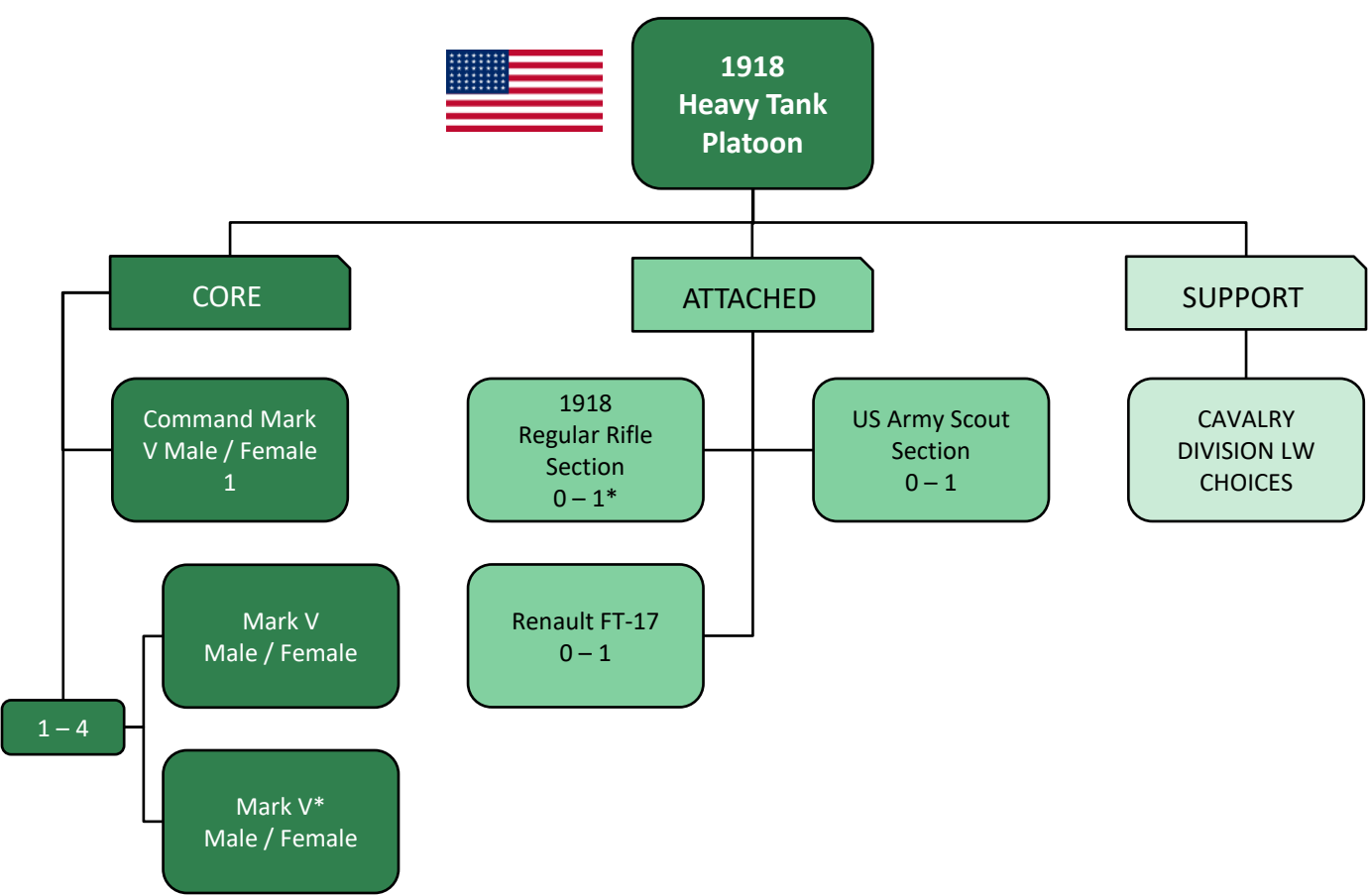
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1918 US HEAVY TANK PLATOON

National Special Rules – US Army only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

Platoon Command Mark V [Male]



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	30
Downgrade Officer to Green			0 - 1	-10		
Downgrade Officer to Difficult			0 - 1	-5	0 - 1	-8
Upgrade Officer to Energetic			0 - 1	+8	0 - 1	+10
Upgrade Officer to Inspiring			0 - 1	+18	0 - 1	+22
Male Mark V Tank			1	112	1	135
Upgrade 1 crewman to Mechanic			0 - 1#	+7	0 - 1#	+9
Upgrade 1 crewman to Skilled Driver			0 - 1#	+5	0 - 1#	+7
Upgrade 1 crewman to Expert Gunner			0 - 1#	+10	0 - 1#	+13

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 0



Resilience 4

Armor

Front 8
Side 8
Top 7

Unit Special Rules:

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

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

Defensive MGs (3), Large Crew, Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
Mark V Tank	8"	12"	6"	3+

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

Male Mark V Tank



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Male Mark V Tank			1	112	1	135
Upgrade 1 crewman to Mechanic			0 - 1#	+7	0 - 1#	+9
Upgrade 1 crewman to Skilled Driver			0 - 1#	+5	0 - 1#	+7
Upgrade 1 crewman to Expert Gunner			0 - 1#	+10	0 - 1#	+13

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 4

Armor

Front 8
Side 8
Top 7

Unit Special Rules:

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

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

Defensive MGs (3), Large Crew, Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
Mark V Tank	8"	12"	6"	3+

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

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

Platoon Command Mark V [Female]



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Female Mark V Tank			1	99	1	119
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 0



Resilience 4

Armor

Front 8
Side 8
Top 7

Defensive MGs (4), Large Crew, Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
Mark V Tank	8"	12"	6"	3+

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

Unit Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair Checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.
- Tank Terror** – the vehicle causes Tank Terror.

Female Mark V Tank



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Female Mark V Tank			1	99	1	119
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 4

Armor

Front 8
Side 8
Top 7

Defensive MGs (4), Large Crew, Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
Mark V Tank	8"	12"	6"	3+

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

Unit Special Rules:

- Defensive MGs (x)** – the vehicle receives a total of (x) attacks in close combat.
- Expert Gunner** – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.
- Large Crew** – the vehicle may fire up to 2 main guns, or one main gun and all its machine guns during a fire or sustained fire action. If it does so, all its fire suffers an additional -1 to hit.
- Mechanic** – the vehicle receives a +1 to Repair Checks.
- Skilled Driver** – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.
- Tank Terror** – the vehicle causes Tank Terror.

AF = Accelerated Fire

RF = Rapid Fire

* = Slow Firing

W = Weak Spots

Male Mark V* Tank



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Male Mark V* Tank			1	140	1	168
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

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

Special Rules:

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

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

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Vehicle Unit



Resilience 4

Armor

Front 8
Side 8
Top 7

Defensive MGs (4), Lg Crew, Nausea, Tank Terror, Transporter (8)

Unit	Maneuver	Double Time	Assault	Agility
Mark V* Tank	8"	12"	6"	2+

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

Female Mark V* Tank



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Female Mark V* Tank			1	129	1	155
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

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

Special Rules:

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

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

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

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

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

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

Tank Terror – the vehicle causes Tank Terror.

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

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Vehicle Unit



Resilience 4

Armor

Front 8
Side 8
Top 7

Defensive MGs (5), Lg Crew, Nausea, Tank Terror, Transporter (8)

Unit	Maneuver	Double Time	Assault	Agility
Mark V* Tank	8"	12"	6"	2+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Right MGs	24"	9	6	W	5+		Arc, Scythe, Suppression
Left MGs	24"	9	6	W	5+		Arc, Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression

AF = Accelerated Fire

RF = Rapid Fire

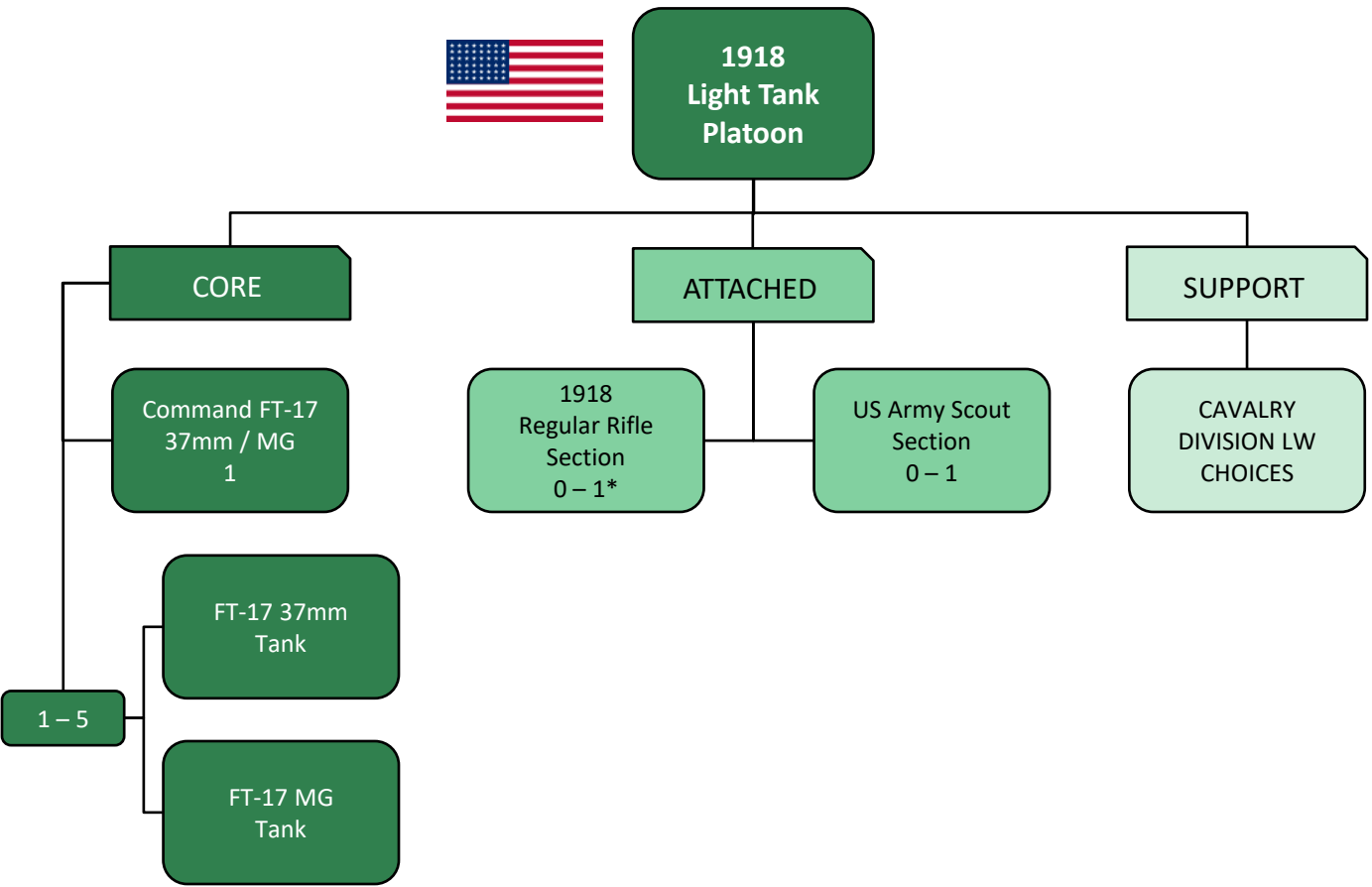
* = Slow Firing

W = Weak Spots

1918 US LIGHT TANK PLATOON

National Special Rules – US Army only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

Platoon Command FT-17 37mm



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
FT-17 Tank with 37mm SA18			1	62	1	74
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +3
Recon 0



Resilience 3

Armor

Front 8
Side 8
Top 7

Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
FT-17	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret 37mm SA18	24"	2	1*	+3	4+	d3	

Unit 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.

FT-17 37mm



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
FT-17 Tank with 37mm SA18			1	62	1	74
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 8
Side 8
Top 7

Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
FT-17	8"	12"	6"	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret 37mm SA18	24"	2	1*	+3	4+	d3	

Unit 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.

Platoon Command FT-17 MG



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
FT-17 Tank with MG			1	60	1	72
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience	
	3
Armor	
Front	8
Side	8
Top	7

Defensive MGs (2), Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
FT-17	8"	12"	6"	4+

Unit Special Rules:

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

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

Mechanic – the vehicle receives a +1 to Repair Checks

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

Tank Terror – the vehicle causes Tank Terror.

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

FT-17 MG



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
FT-17 Tank with MG			1	60	1	72
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Resilience	
	3
Armor	
Front	8
Side	8
Top	7

Defensive MGs (2), Tank Terror

Unit	Maneuver	Double Time	Assault	Agility
FT-17	8"	12"	6"	4+

Unit Special Rules:

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

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

Mechanic – the vehicle receives a +1 to Repair Checks

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

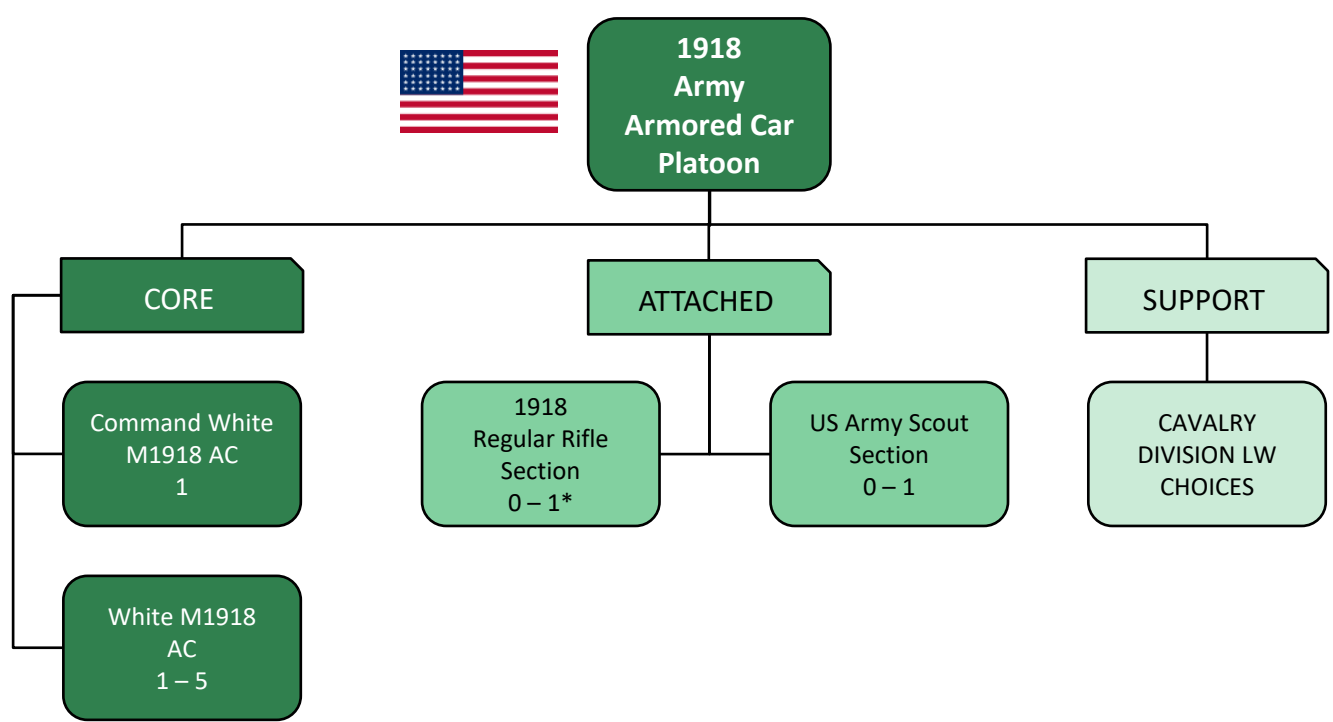
Tank Terror – the vehicle causes Tank Terror.

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

1918 US ARMY ARMORED CAR PLATOON

National Special Rules – US Army only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

US Army Command White Model 1918 AEF Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	1	16	1	22	1	30
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5	0-1	-8
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
White AEF Armored Car	1	24	1	30	1	36
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 3

Armor

Front 7
Side 7
Top 7

Unit Special Rules:

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

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

Mechanic – the vehicle receives a +1 to Repair Checks

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (2), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
White AEF	6"	9"	4"	5+

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

White Model 1918 AEF



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
White AEF Armored Car	1	24	1	30	1	36
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 7
Side 7
Top 7

Unit Special Rules:

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

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

Mechanic – the vehicle receives a +1 to Repair Checks

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (2), Tank Terror, Wheeled

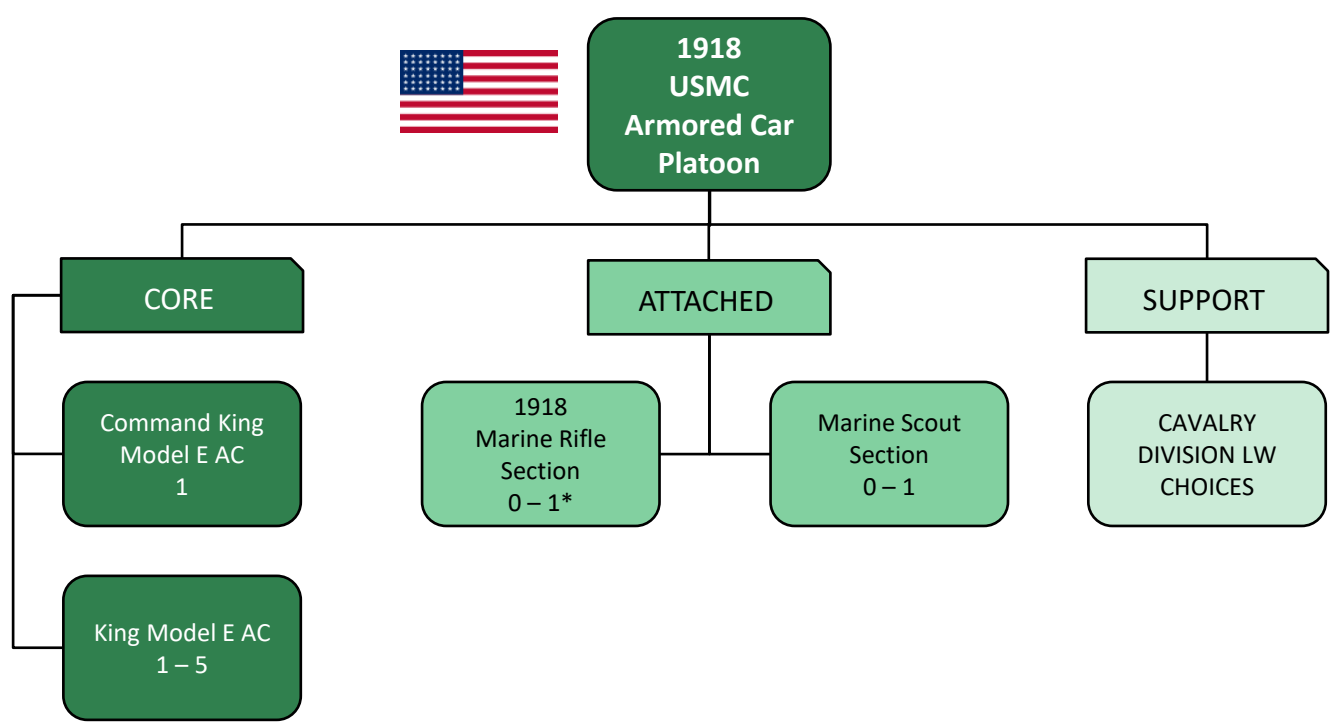
Unit	Maneuver	Double Time	Assault	Agility
White AEF	6"	9"	4"	5+

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

1918 USMC ARMORED CAR PLATOON

National Special Rules – USMC only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

USMC King Model E Armored Car



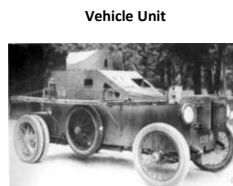
Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	1	16	1	22	1	30
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5	0-1	-8
Upgrade Officer to Energetic	0-1	+5	0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
King Model E Armored Car	1	32	1	40	1	48
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 3+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 3

Armor

Front 7
Side 7
Top 7

Unit Special Rules:

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

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

Mechanic – the vehicle receives a +1 to Repair Checks

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (2), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
King Model E Armored Car	7"	10"	4"	5+

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

USMC King Model E Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
King Model E Armored Car	1	32	1	40	1	48
Upgrade 1 crewman to Mechanic			0-1#	+7	0-1#	+9
Upgrade 1 crewman to Skilled Driver			0-1#	+5	0-1#	+7
Upgrade 1 crewman to Expert Gunner			0-1#	+10	0-1#	+13

Morale

Rally 3+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 7
Side 7
Top 7

Unit Special Rules:

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

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

Mechanic – the vehicle receives a +1 to Repair Checks

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

Tank Terror – the vehicle causes Tank Terror.

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

Defensive MGs (2), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
King Model E Armored Car	7"	10"	4"	5+

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

American Car Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Car, 2 crew with pistols	1	13	1	16	1	19

Morale

Rally 4+
Aggression 5+
Tenacity 6+

Vehicle Unit



Unarmed Transport (6), Wheeled

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

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

Unit Special Rules:

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

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

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

American Truck Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Truck, 2 crew with pistols	1	17	1	21	1	26

Morale

Rally 4+
Aggression 5+
Tenacity 6+

Vehicle Unit



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

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

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

Unit Special Rules:

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.

Weapons Units

United States 1917-18



Offered by Wasatch Miniatures and GAJO Games

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US Army Hotchkiss MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Hotchkiss MG, NCO + 2 crew	1	44	1	55	1	66
<i>Add Indirect Fire Training</i>					<i>For unit</i>	+3

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Fixed

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

Unit Special Rules:

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Hotchkiss MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
<i>Firing Indirect</i>	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

US Army Colt Vickers MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Vickers MG, NCO + 2 crew	1	46	1	57	1	68
<i>Add Indirect Fire Training</i>					<i>For unit</i>	+3

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Fixed

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

Unit Special Rules:

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

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

US Marine Hotchkiss MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Hotchkiss MG, NCO + 2 crew			1	61	1	73
<i>Add Indirect Fire Training</i>					<i>For unit</i>	+3

Morale	
Rally	3+
Aggression	4+
Tenacity	4+



Fixed

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

Unit Special Rules:

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Hotchkiss MG	36"	5	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
<i>Firing Indirect</i>	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

US Marine Colt Vickers MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Vickers MG, NCO + 2 crew			1	63	1	75
<i>Add Indirect Fire Training</i>					<i>For unit</i>	+3

Morale	
Rally	3+
Aggression	4+
Tenacity	4+



Fixed

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

Unit Special Rules:

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

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

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

US Army Browning M1917 MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Browning MG, NCO + 2 crew	1	49	1	61	1	73
<i>Add Indirect Fire Training</i>					<i>For unit</i>	+3

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Weapon Unit

Fixed

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

Unit Special Rules:

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Browning MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
<i>Firing Indirect</i>	12-48"	1	-	-	5+		Crew 2, Indirect, Suppression

Marine Browning M1917 MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Browning MG, NCO + 2 crew			1	67	1	81
<i>Add Indirect Fire Training</i>					<i>For unit</i>	+3

Morale	
Rally	3+
Aggression	4+
Tenacity	4+



Fixed

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

Unit Special Rules:

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Browning MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
<i>Firing Indirect</i>	12-48"	1	-	-	5+		Crew 2, Indirect, Suppression

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

US Army Stokes Medium Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Stokes Medium Mortar, NCO + 2 crew	1	28	1	40	1	52

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Weapon Unit

Fixed

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

Unit Special Rules:

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

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

US Army Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with SA pistol			1	31	1	37

Morale	
Rally	4+
Aggression	5+
Tenacity	4+



Weapon Unit

Camouflage, Yield Ground

Unit Special Rules:

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

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

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

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

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

US Marine Stokes Medium Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Stokes Medium Mortar, NCO + 2 crew			1	44	1	57

Morale	
Rally	3+
Aggression	4+
Tenacity	4+



Weapon Unit

Fixed

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

Unit Special Rules:

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

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

US Marine Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with SA pistol			1	39	1	47

Morale	
Rally	3+
Aggression	5+
Tenacity	4+



Weapon Unit

Unit Special Rules:

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

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

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

Camouflage, Yield Ground, Marksmen

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

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

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

M1916 37mm Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
37mm M1916 gun, NCO + 4 crew	1	43	1	54	1	65

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Weapon Unit



Unit Special Rules:

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

Master Gunner – the unit may re-roll any Accuracy Check result of 1 each time it shoots direct fire.

Fixed

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	2"	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
37mm M1916 Gun	36"	2	1	+4	4+	d3	Crew 2, Slow Firing

US Marine M1916 37mm Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
37mm M1916 gun, NCO + 4 crew			1	59	1	71
<i>Add Master Gunner</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	3+
Aggression	4+
Tenacity	4+

Weapon Unit



Unit Special Rules:

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

Master Gunner – the unit may re-roll any Accuracy Check result of 1 each time it shoots direct fire.

Fixed

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	2"	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
37mm M1916 Gun	36"	2	1	+4	4+	d3	Crew 2, Slow Firing

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Gun Units

United States 1917-18



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

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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	58	1	84	1	109

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Fixed, Gun Shield

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
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-54"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

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.

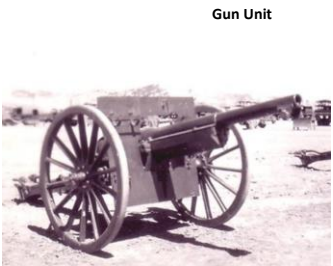
75mm mle1897 Field Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
75mm mle1897 Gun, NCO and 3 crew	1	70	1	100	1	129
<i>Add Master Gunner to USMC unit</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Fixed, Gun Shield

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

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
75mm mle1897	54"	2	1	+7	3+	d6	Crew 3, Quick Firing, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-84"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-84"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

Unit Special Rules:

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

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

Master Gunner – the unit may re-roll any Accuracy Check result of 1 each time it shoots direct fire.

58mm Type 2 Trench Mortar Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
58mm Type 2 Mortar, NCO and 3 crew	1	52	1	75	1	97

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Gun Unit



Unit Special Rules:

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

Fixed

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

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