

# “PATH TO GLORY”

## WW1 (MIDDLE-LATE WAR)

*These ‘enthusiastic’ fan-based WW1 Army Lists are intended allow gamers to play WW1 Battles with the excellent ‘Warpath v.1’ rules by Mantic Games.*

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# CONTENTS

AMERICAN ARMY LIST	3
AUSTRIAN/HUNGARIAN ARMY LIST	8
COMMONWEALTH ARMY LIST	12
FRENCH ARMY LIST	17
GERMAN ARMY LIST	22
OTTOMAN ARMY LIST	27
RUSSIAN ARMY LIST	30
GENERIC VEHICLES	33
GENERIC WEAPONS	35



## WW1 AMERICAN ARMY LIST

The American list was designed primarily to represent American Army Forces in WW1, however it can also be used to create USMC. In a USMC Force all units must be upgraded to **Headstrong** for +10 Points each.



### COMPANY

#### 1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	5	24	5	4+	10/12

Special Rules: Inspiring, Steadfast

Points: 60

The Company Command can purchase the following support:

0-1 Staff Car

0-1 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1-2)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same Ordnance pieces deployed within 3" of each other

Points: 20

## 2-4 Core Platoons

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	3	24	5	4+	9/11

Special Rules: Inspiring  
Points: 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (10-12)	5	4	10	24	10	4+	13/15

Special Rules:

Points: 60

Each Platoon consists of 1 Command Section (3) & 3-4 Squads (10-12)

Each Squad can be upgraded with 1-2 LMGs each +20 points each

Each Squad can be upgraded with 1-2 Rifle Grenades +5 points each

Each Platoon can buy the following support:

0-1 Sniper

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50



## 0-1 Trench Fighters (8-12)

*The American assault platoons often used shotguns for trench raiding missions, much to the dismay of the Germans*

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (8-12)	5	4	15	Flame	10	4+	13/15

Special Rules: Stealthy

Points: 70

## SUPPORT

Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.

### HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11

Special Rules: Move or Shoot, Piercing (2)

Points: 50

2 Infantry Platoons = 0-2 HMG Teams

3+ Platoons = 0-3 HMG Teams



### Cavalry Troop

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Cavalry (9)	9	4	10	20	15	3+	13/15

Special Rules:

Points: 100

2 Infantry Platoons = 0-2 Cavalry Troops

3+ Platoons = 0-4 Cavalry Troops

### Sapper Bomber Detachment (8-12)

*Created in 1918, the Sapper Bomber Detachments were dedicated support troops.*

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (8-12)	5	4	10	24	10	4+	13/15

Special Rules:

The Squad must be upgraded to include 1-4 Rifle grenades +5 points each

The Squad can be upgraded to include a Light Mortar +10 points

Points: 60

2 Infantry Platoons = 0-1 Sapper Bomber Detachments

3+ Platoons = 0-2 Sapper Bomber Detachments

## ORDNANCE

*Ordnance is deployed to larger actions so the number of Ordnance pieces available will depend on the number of Infantry Platoons in the force.*

### Light Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	36	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Blast 1D6

Points: 30 Points

2 Infantry Platoons = 0-1 Light Mortar Teams

3+ Platoons = 0-2 Light Mortar Teams

### Heavy Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 80 Points

2 Infantry Platoons = 0-1 Heavy Mortar Teams

3+ Platoons = 0-2 Heavy Mortar Teams

### 37mm Gun Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	60	-	4+	9/11

Special Rules: Blast (D3), Piercing (4), Move or shoot

Points: 70

2 Infantry Platoons = 0-1 Gun Teams

3+ Platoons = 0-2 Gun Teams

### Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing (3), Blast (2D6)

Points: 100

2 Infantry Platoons = 0-1 Medium Gun

3+ Platoons = 0-2 Medium Guns



## ARMOUR

*Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.*

### **Armoured Car**

2 Infantry Platoons = 0-1 Armoured Car

3+ Platoons = 0-2 Armoured Cars

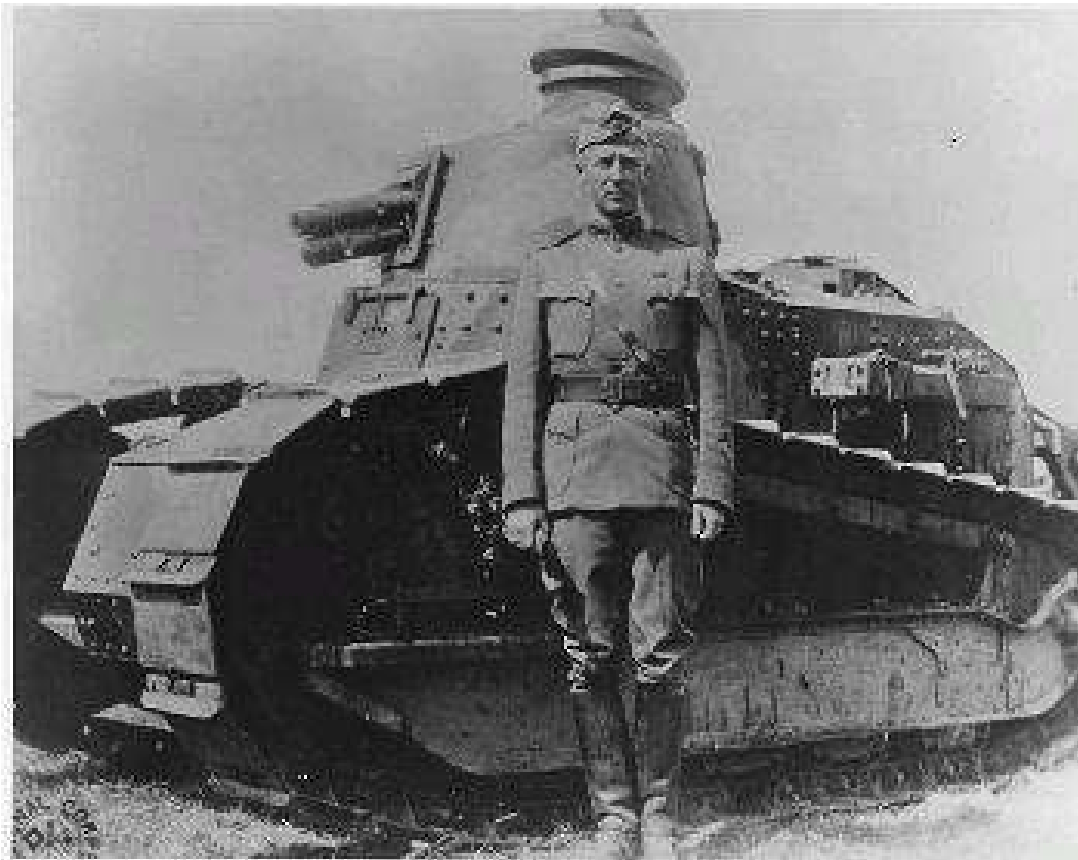
### **FT-17 Light Tank**

2 Infantry Platoons = 0-1 Light Tank

3+ Platoons = 0-3 Light Tanks

### **Heavy Tank (Mk. IV Male or Female Tank)**

3+ Platoons = 0-1 Heavy Tank



## WWI AUSTRIAN/HUNGARIAN ARMY LIST

The Austrian/Hungarian list was designed primarily to represent Austrian/Hungarian Forces in WW1, however it can also be used to create Bulgarian and Balkan Forces as well.



### COMPANY

#### 1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	5	24	5	4+	10/12

Special Rules: Inspiring, Steadfast

Points: 60

The Squad May be upgraded with a SMG +5 points (+2 Fire)

The Company Command can purchase the following support:

0-1 Staff Car

0-1 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1-2)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same Ordnance pieces deployed within 3" of each other

Points: 20

0-1 Staff Officer

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Staff Officer (1)	5	4	1	24	1	4+	9/11

Special Rules: Individual, Inspiring

Points: 20



## 2-4 Core Platoons

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3-5)	5	4	3	24	5	4+	9/11

The Squad May be upgraded with a SMG +5 points (+2 Fire)

Special Rules: Inspiring

Points: 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-12)	5	4	10	24	10	4+	13/15

Special Rules:

Points: 60

Each Platoon consists of 1 Command Section (3) & 2-4 Squads (9-12)

Each Squad can be upgraded with a single LMG each +20 points

Each Squad can be upgraded with a single Rifle Grenade +5 points

Each Platoon can buy the following support:

0-1 Sniper

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50

0-1 Grenade Launchers

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Team (2)	5	4	1	36	2	4+	9/11

Special Rules: Blast D6, Indirect

Points: 20

## 0-2 Trench Fighters (9-12)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-12)	5	4	15	Flame	10	4+	13/15

Special Rules: Stealthy

Points: 70



## SUPPORT

*Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.*

### HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11

Special Rules: Move or Shoot, Piercing (2)

Points: 50

2 Infantry Platoons = 0-2 HMG Teams

3+ Platoons = 0-4 HMG Teams

### Flame Thrower Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	10	Flame	2	4+	9/11

Special Rules: Flame, Piercing (2)

Points: 40

2 Infantry Platoons = 0-2 Flame Thrower Teams

3+ Platoons = 0-3 Flame Thrower Teams

### 37mm Trench Gun Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	60	-	4+	9/11

Special Rules: Blast (D6), Piercing 2, Move or shoot

Points: 70

2 Infantry Platoons = 0-1 Trench Gun Teams

3+ Platoons = 0-2 Trench Gun Teams

### Cavalry Troop

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Cavalry (9)	9	4	10	20	15	3+	13/15

Special Rules:

Points: 100

Infantry Platoons = 0-1 Cavalry Troops

3+ Platoons = 0-3 Cavalry Troops

## ORDNANCE

*Ordnance is deployed to larger actions so the number of Ordnance pieces available will depend on the number of Infantry Platoons in the force.*

### Heavy Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 80 Points

2 Infantry Platoons = 0-1 Heavy Mortar Teams

3+ Platoons = 0-4 Heavy Mortar Teams

### 37mm AT Gun Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	60	-	4+	9/11

Special Rules: Blast (D3), Piercing (4), Move or shoot

Points: 70

2 Infantry Platoons = 0-1 AT Gun Teams

3+ Platoons = 0-4 AT Gun Teams

### Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)

Points: 100

2 Infantry Platoons = 0-1 Medium Gun

3+ Platoons = 0-2 Medium Guns



## ARMOUR

*Armour is deployed to larger actions so the number of Armoured Vehicles available will depend on the number of Infantry Platoons in the force.*

### Armoured Car

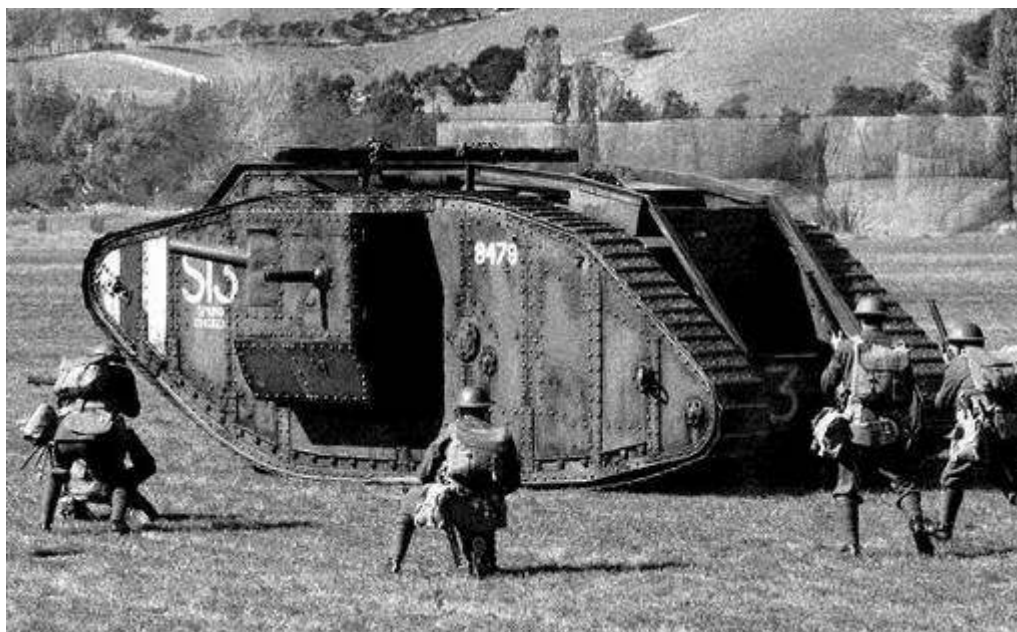
2 Infantry Platoons = 0-1 Armoured Car

3+ Platoons = 0-3 Armoured Cars



## WWI COMMONWEALTH ARMY LIST

The Commonwealth list was designed initially to represent British Forces in WW1, however it can also be used to create ANZAC, Canadian, Indian and other Commonwealth forces. In an ANZAC Force all units must be upgraded to **Headstrong** for +10 Points each.



### COMPANY

#### 1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	3	24	5	4+	10/12

Special Rules: Inspiring, Steadfast

Points: 60

The Company Command can purchase the following support:

0-1 Staff Car

0-2 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1-2)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same Ordnance pieces deployed within 3" of each other

Points: 20

#### 0-1 Cavalry Command

*For players wanting to recreate ANZAC light Horse in the Megiddo Campaign the Cavalry Command can be purchased instead of a Company Command. All Cavalry Squadrons count as Core Platoons.*

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Cavalry Command (3)	9	4	3	20	6	3+	10/12

Special Rules: Inspiring, Steadfast

Points: 60

The Cavalry Command can purchase the following support:

0-1 Cavalry Squadron (see below)

## 2-4 Core Platoons

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	3	24	5	4+	9/11

Special Rules: Inspiring  
Points: 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (10-12)	5	4	10	24	10	4+	13/15

Special Rules:

Points: 60

Each Platoon consists of 1 Command Section (3) & 2-4 Squads (10-12)

Each Squad can be upgraded with 1-2 LMGs each +20 points each

Each Squad can be upgraded with 1-2 Rifle Grenades +5 points each



Each Platoon can buy the following support:

0-1 Sniper

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50

## 0-1 Cavalry Squadron

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Command (3)	9	4	3	20	6	3+	9/11

Special Rules: Inspiring

Points: 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Cavalry (9)	9	4	10	20	15	3+	13/15

Special Rules:

Points: 100

Each Platoon consists of 1 Command (3) & 2-4 Troops (9)



### 0-2 Assault Parties (9)

Often known as Trench Bombers, Assault parties carried bags of grenades which they would lob into the enemy trenches.

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9)	5	4	15	Flame	10	4+	13/15
Special Rules:	Stealthy						
Points:	70						

### 0-2 Scout Sections (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	5	24	5	4+	11/13
Special Rules:	Recon						
Points:	50						

## SUPPORT

Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.

### Flame Thrower Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	10	Flame	2	4+	9/11
Special Rules:	Flame, Piercing (2)						
Points:	40						

2 Infantry Platoons = 0-2 Flame Thrower Teams

3+ Platoons = 0-3 Flame Thrower Teams

### HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11
Special Rules:	Move or Shoot, Piercing (2)						
Points:	50						

2 Infantry Platoons = 0-2 HMG Teams

3+ Platoons = 0-3 HMG Teams

### Cavalry Troop

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Cavalry (9)	9	4	10	20	15	3+	13/15
Special Rules:							
Points:	100						

2 Infantry Platoons = 0-2 Cavalry Troop

3+ Platoons = 0-3 Cavalry Troop



## ORDNANCE

*Ordnance is deployed to larger actions so the number of Ordnance pieces available will depend on the number of Infantry Platoons in the force.*

### Grenade Launcher Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	36	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Blast 1D6

Points: 20 Points

2 Infantry Platoons = 0-1 Grenade launcher Teams

3+ Platoons = 0-2 Grenade launcher Teams

### Light Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	36	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Blast 1D6

Points: 30 Points

2 Infantry Platoons = 0-1 Light Mortar Teams

3+ Platoons = 0-2 Light Mortar Teams

### Heavy Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 80 Points

2 Infantry Platoons = 0-1 Heavy Mortar Teams

3+ Platoons = 0-2 Heavy Mortar Teams

### Medium Gun

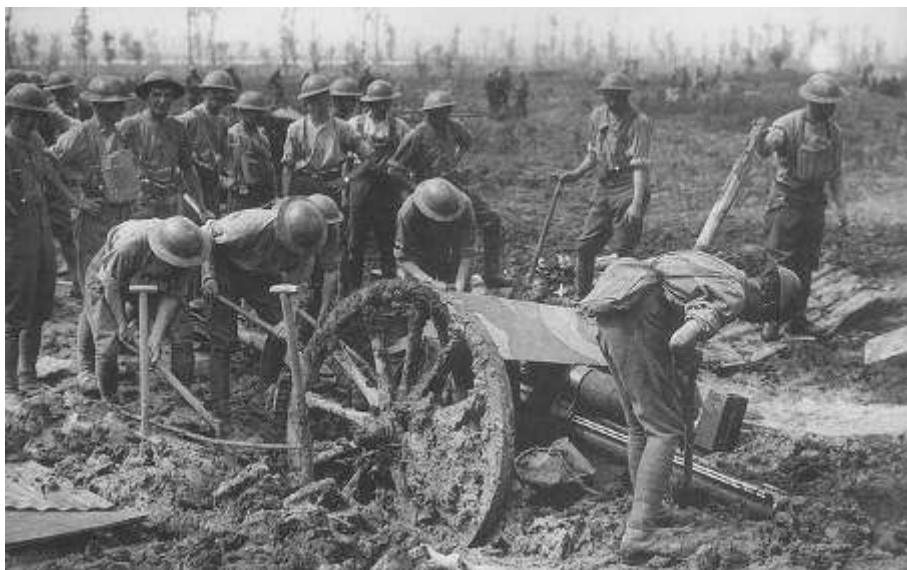
Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)

Points: 100

2 Infantry Platoons = 0-2 Medium Gun

3+ Platoons = 0-3 Medium Guns



## ARMOUR

*Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.*

### **Armoured Car**

2 Infantry Platoons = 0-1 Armoured Car

3+ Platoons = 0-3 Armoured Cars

### **Whippet Medium Tank**

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Whippet (Vehicle)	6	4	-	-	-	8+	9/11

Special Rules: Crushing Strength (3), Stabilised

Weapons: 1 HMG each side (4)

Points: 280

2 Infantry Platoons = 0-1 Whippet

3+ Platoons = 0-3 Whippets



### **Heavy Tank**

*(Mk. IV Male or Female Tank / Mk. V Male or Female Tank )*

3+ Platoons = 0-2 Heavy Tanks



## WW1 FRENCH ARMY LIST

The French list was designed initially to represent French Forces in WW1, however it can also be used to create Belgium and Italian forces.



### COMPANY

#### 1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	3	24	5	4+	10/12

Special Rules: Inspiring, Steadfast

Points: 60

The Company Command can purchase the following support:

0-1 Staff Car

0-2 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1-2)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same Ordnance pieces deployed within 3" of each other

Points: 20

#### 0-1 FT-17 Light Command Tank (Not available to Belgium and Italian forces)

*The Light Command Tank can be purchased instead of a Company Command:*

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Command FT-17 (V)	8	4	-	-	-	8+	9/11

Special Rules: Crushing Strength (2), Inspiring, Steadfast

Points: 100

The Light Command Tank can purchase the following support:

0-4 Light FT-17 Tanks

## 2-4 Core Platoons

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	3	24	5	4+	9/11

Special Rules: Inspiring  
Points: 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9)	5	4	10	24	10	4+	13/15

Special Rules:  
Points: 60

Each Platoon consists of 1 Command Section (3) & 3-4 Squads (9)  
Each Squad can be upgraded with 1-2 LMGs each +20 points each  
Each Squad can be upgraded with 1-2 Rifle Grenades +5 points each  
Each Platoon can buy the following support:

### 0-1 Sniper

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite  
Points: 50

### 0-1 Foreign Legion Platoon (Core Platoon) *(Not available to Belgium and Italian forces)*

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	3	24	5	4+	9/11

Special Rules: Inspiring, Headstrong  
Points: 50

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9)	5	4	10	24	10	4+	13/15

Special Rules: Headstrong  
Points: 70

Each Platoon consists of 1 Command Section (3) & 2-4 Squads (9)  
Each Squad can be upgraded with 1-2 LMGs each +20 points each  
Each Squad can be upgraded with 1-2 Rifle Grenades +5 points each



### 0-1 Cavalry Squadron

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Command (3)	9	4	3	20	6	3+	9/11

Special Rules: Inspiring  
Points: 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Cavalry (9)	9	4	10	20	15	3+	13/15

Special Rules:  
Points: 100

Each Platoon consists of 1 Command (3) & 2-4 Troops (9)

### 0-2 Trench Raiders (9)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9)	5	4	15	Flame	10	4+	13/15
Special Rules:	Stealthy						
Points:	70						



### SUPPORT

*Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.*

#### Flame Thrower Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	10	Flame	2	4+	9/11
Special Rules:	Flame, Piercing (2)						
Points:	40						

2 Infantry Platoons = 0-2 Flame Thrower Teams

3+ Platoons = 0-3 Flame Thrower Teams

#### HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11
Special Rules:	Move or Shoot, Piercing (2)						
Points:	50						

2 Infantry Platoons = 0-2 HMG Teams

3+ Platoons = 0-3 HMG Teams

**37mm Trench Gun Team** *(Not available to Belgium and Italian forces)*

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	60	-	4+	9/11

Special Rules: Blast (D6),  
Piercing 2, Move or shoot  
Points: 70  
2 Infantry Platoons = 0-2 Trench Guns  
3+ Platoons = 0-4 Trench Guns



**ORDNANCE**

*Ordnance is deployed to larger actions so the number of Ordnance pieces available will depend on the number of Infantry Platoons in the force.*

**Light Mortar Team**

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	36	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Blast 1D6  
Points: 30 Points

2 Infantry Platoons = 0-1 Light Mortar Teams  
3+ Platoons = 0-2 Light Mortar Teams

**Heavy Mortar Team**

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6  
Points: 80 Points

2 Infantry Platoons = 0-1 Heavy Mortar Teams  
3+ Platoons = 0-2 Heavy Mortar Teams

**Medium Gun**

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)  
Points: 100

2 Infantry Platoons = 0-2 Medium Gun  
3+ Platoons = 0-3 Medium Guns

## ARMOUR

Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.

### Armoured Car

2 Infantry Platoons = 0-1 Armoured Car

3+ Platoons = 0-2 Armoured Cars

### FT-17 Light Tank (Not available to Belgium and Italian forces)

2 Infantry Platoons = 0-2 Light Tanks

3+ Platoons = 0-4 Light Tanks



### Schneider CA-1 Medium Tank (Not available to Belgium and Italian forces)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Schneider (Vehicle)	6	4	-	-	-	8+	9/11

Special Rules: Crushing Strength (3), stabilised

Weapons: 1 Forward 37mm Gun, 1 HMG each side

Points: 250

3+ Platoons = 0-1 Medium Tank

### St Chamond Heavy Tank (Not available to Belgium and Italian forces)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
St Chamond (Vehicle)	4	4	-	-	-	9+	9/11

Special Rules: Crushing Strength (4), stabilised

Weapons: 1 Forward HMG, 1 HMG each side, 1 HMG rear, 1 Forward Medium Gun

Points: 350

3+ Platoons = 0-1 Heavy Tank



## WWI GERMAN LIST



### COMPANY

#### 1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	5	24	5	4+	10/12

Special Rules: Inspiring, Steadfast

Points: 60

The Squad May be upgraded with a SMG +5 points (+2 Fire)

The Company Command can purchase the following support:

0-1 Staff Car

0-1 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1-2)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same Ordnance pieces deployed within 3" of each other

Points: 20

0-1 Staff Officer

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Staff Officer (1)	5	4	1	24	1	4+	9/11

Special Rules: Individual, Inspiring

Points: 20

0-1 Grenade Launcher Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Team (2)	5	4	1	36	2	4+	9/11

Special Rules: Blast D6, Indirect

Points: 20

### 2-3 Core Platoons

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3-5)	5	4	3	24	5	4+	9/11

The Squad May be upgraded with a SMG +5 points (+2 Fire)

Special Rules: Inspiring

Points: 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-12)	5	4	10	24	10	4+	13/15

Special Rules:

Points: 60

Each Platoon consists of 1 Command Section (3) & 2-4 Squads (9-12)

Each Squad can be upgraded with a single LMG each +20 points

Each Squad can be upgraded with a single Rifle Grenade +5 points

Each Platoon can buy the following support:

0-1 Sniper

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50

0-1 Grenade Launcher Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Team (2)	5	4	1	36	2	4+	9/11

Special Rules: Blast D6, Indirect

Points: 20



### 0-1 Assault Platoon (Counts as a Core Platoon)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3-5)	5	4	3	24	5	4+	9/11

The Squad May be upgraded with a SMG +5 points (+2 Fire)

Special Rules: Inspiring

Points: 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-12)	5	4	10	24	10	4+	13/15

Special Rules:

Points: 60

The Assault Platoon consists of 1 Command Section (3) & 3-4 Squads (9-12)

Each Squad can be upgraded with 1-2 LMGs each +20 points

Each Squad can be upgraded with 1-2 Rifle Grenades each +5 points

Each Platoon can buy the following support:

0-1 Sniper

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50

0-1 Grenade Launcher Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Team (2)	5	4	1	36	2	4+	9/11

Special Rules: Blast D6, Indirect

Points: 20

### 0-1 Storm Trooper Platoon (Does not count as a Core Platoon)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3-5)	5	4	3	24	5	4+	13/15

The Squad May be upgraded with a SMG +5 points (+2 Fire)

Special Rules: Inspiring, Headstrong, Recon

Points: 60

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-12)	5	4	10	24	10	4+	15/17

Special Rules: Headstrong, Recon

Points: 90

The Assault Platoon consists of 1 Command Section (3) & 2-4 Squads (9-12)

Each Squad can be upgraded with a single LMGs each +20 points

Each Squad can be upgraded with a single Rifle Grenades each +5 points

Each Squad can be upgraded with a single Flame Thrower each +20 points





## SUPPORT

Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.

### AT Rifle

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
AT Rifle (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Piercing (3)

Points: 50

2 Infantry Platoons = 0-1 AT Rifle

3+ Platoons = 0-2 AT Rifle



### HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11

Special Rules: Move or Shoot, Piercing (2)

Points: 50

2 Infantry Platoons = 0-2 HMG Teams

3+ Platoons = 0-4 HMG Teams



### Flame Thrower Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (2)	5	4	10	Flame	2	4+	9/11

Special Rules: Flame, Piercing (2)

Points: 40

2 Infantry Platoons = 0-2 Engineer Teams

3+ Platoons = 0-4 Engineer Teams

### Cavalry Troop

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Cavalry (9)	9	4	10	20	15	3+	13/15

Special Rules:

Points: 100

2 Infantry Platoons = 0-1 Cavalry Troops

3+ Platoons = 0-3 Cavalry Troops



## ORDNANCE

*Ordnance is deployed to larger actions so the number of Ordnance pieces available will depend on the number of Infantry Platoons in the force.*

### Heavy Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 80 Points

2 Infantry Platoons = 0-1 Heavy Mortar Teams

3+ Platoons = 0-4 Heavy Mortar Teams

### 37mm AT Gun Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	60	-	4+	9/11

Special Rules: Blast (D3), Piercing (4), Move or shoot

Points: 70

2 Infantry Platoons = 0-1 AT Gun Teams

3+ Platoons = 0-4 AT Gun Teams

### Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing (3), Blast (2D6)

Points: 100

2 Infantry Platoons = 0-1 Medium Gun

3+ Platoons = 0-2 Medium Guns

## ARMOUR

*Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.*

### Armoured Car

2 Infantry Platoons = 0-1 Armoured Car

3+ Platoons = 0-2 Armoured Cars

### AV-7 Heavy Tank

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
AV-7 (Vehicle)	5	4	-	-	-	9+	9/11

Special Rules: Crushing Strength (4)

Weapons: 1 Forward HMG, 2 HMGs each side, 1 rear HMG, 1 Forward 37mm Cannon

Points: 360

2 Infantry Platoons = 0-1 AV-7

3+ Platoons = 0-2 AV-7

### Beutepanzer (Mk. IV Male or Female Tank)

3+ Platoons = 0-1 Heavy Tank



## WWI OTTOMAN ARMY LIST

The Ottoman army contained many Arab units that fought bravely for the Ottoman Empire. Any unit can use Arab figures and Horses may be substituted with Camels.



Ottoman Machine Gun Corps on the Gaza Line

### COMPANY

#### 1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	3	24	5	4+	10/12

Special Rules: Inspiring, Steadfast

Points: 60

The Company Command can purchase the following support:

0-1 Staff Car

0-1 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1-2)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same Ordnance pieces deployed within 3" of each other

Points: 20

0-1 Imam

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Imam (1)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Inspiring

Points: 10

## 2-4 Core Platoons

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	3	24	5	4+	9/11

Special Rules: Inspiring  
Points: 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-12)	5	4	10	24	10	4+	13/15

Special Rules:

Points: 60

Each Platoon consists of 1 Command Section (3) & 3-4 Squads (9-12)

Each Platoon can buy the following support:

0-1 Sniper

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50

## 0-1 Cavalry Squadron

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Command (3)	9	4	3	20	6	3+	9/11

Special Rules: Inspiring

Points: 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Cavalry (9)	9	4	10	20	15	3+	13/15

Special Rules:

Points: 100

Each Platoon consists of 1 Command (3) & 2-4

Troops (9)



## 0-1 Trench Raiders (9-12)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-12)	5	4	15	Flame	10	4+	13/15

Special Rules: Stealthy

Points: 70

## SUPPORT

*Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.*

### HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11

Special Rules: Move or Shoot, Piercing (2)

Points: 50

2 Infantry Platoons = 0-2 HMG Teams

3+ Platoons = 0-3 HMG Teams



## ORDNANCE

*Ordnance is deployed to larger actions so the number of Ordnance pieces available will depend on the number of Infantry Platoons in the force.*

### Trench Catapult Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	36	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Blast 1D6

Points: 50 Points

2 Infantry Platoons = 0-2 Trench Catapult Teams

3+ Platoons = 0-3 Trench Catapult Teams

### Heavy Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 80 Points

2 Infantry Platoons = 0-1 Heavy Mortar Teams

3+ Platoons = 0-2 Heavy Mortar Teams

### Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing 3, Blast (2D6)

Points: 100

2 Infantry Platoons = 0-1 Medium Gun

3+ Platoons = 0-2 Medium Guns



Artillerie lourde en position dans la grande de l'Alsace.

## ARMOUR

*Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.*

### Armoured Car

3+ Platoons = 0-1 Armoured Car

## WWI RUSSIAN ARMY LIST

The Russian list was designed initially to represent Russian Forces in WW1, however it can also be used to create Romanian forces.



### COMPANY

#### 1 Company Command (6)

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (6)	5	4	3	24	5	4+	10/12

Special Rules: Inspiring, Steadfast

Points: 60

The Company Command can purchase the following support:

0-1 Staff Car

0-1 Spotter

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Spotter (1-2)	5	-	-	-	-	4+	9/11

Special Rules: Individual, Recon, Must be assigned to an Ordnance Piece (allows that Ordnance piece to ignore the -1 Extreme range deduction) or a group of the same Ordnance pieces deployed within 3" of each other

Points: 20

0-1 Staff Officer

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Staff Officer (1)	5	4	1	24	1	4+	9/11

Special Rules: Individual, Inspiring

Points: 20

## 2-4 Core Platoons

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Platoon Command (3)	5	4	3	24	5	4+	9/11

Special Rules: Inspiring  
Points: 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Infantry (9-12)	5	4	10	24	10	4+	13/15

Special Rules:

Points: 60

Each Platoon consists of 1 Command Section (3) & 3-4 Squads (9-12)

Each Platoon can buy the following support:

0-1 Sniper

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Sniper (1)	5	4	1	36	1	4+	9/11

Special Rules: Individual, Sniper, Stealthy, Piercing (2), Elite

Points: 50

## 0-1 Cavalry Squadron

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Command (3)	9	4	3	20	6	3+	9/11

Special Rules: Inspiring

Points: 40

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Cavalry (9)	9	4	10	20	15	3+	13/15

Special Rules:

Points: 100

Each Platoon consists of 1 Command (3) & 2-4 Troops (9)

## SUPPORT

*Support is deployed to larger actions so the number of Support Units available will depend on the number of Infantry Platoons in the force.*

### HMG

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Crew (3)	5	4	10	36	3	4+	9/11

Special Rules: Move or Shoot, Piercing (2)

Points: 50

2 Infantry Platoons = 0-2 HMG Teams

3+ Platoons = 0-3 HMG Teams



## ORDNANCE

*Ordnance is deployed to larger actions so the number of Ordnance pieces available will depend on the number of Infantry Platoons in the force.*

### Grenade Launcher/Trench Catapult Teams

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Weapon Team (2)	5	4	1	36	2	4+	9/11

Special Rules: Blast D6, Indirect

Points: 20

2 Infantry Platoons = 0-2 Trench Catapult Teams

3+ Platoons = 0-3 Trench Catapult Teams

### Heavy Mortar Team

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Indirect, Move or Shoot, Piercing (1), Blast 2D6

Points: 80 Points

2 Infantry Platoons = 0-1 Heavy Mortar Teams

3+ Platoons = 0-2 Heavy Mortar Teams

### Medium Gun

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Ordnance	5	4	1	72	-	4+	9/11

Special Rules: Howitzer, Move or Shoot, Piercing (3), Blast (2D6)

Points: 100

2 Infantry Platoons = 0-1 Medium Gun

3+ Platoons = 0-2 Medium Guns

## ARMOUR

*Armour is deployed to larger actions so the number of Tanks available will depend on the number of Infantry Platoons in the force.*

### Armoured Car

2 Infantry Platoons = 0-1 Armoured Car

3+ Platoons = 0-2 Armoured Cars

### Heavy Tank (Mk. IV Male or Female Tank)

*(Not available to Romanian forces)*

3+ Platoons = 0-1 Heavy Tank



Those players wanting to fight the Russian Civil war can use this list for both Red and White Armies with the following addition in Armour:

### FT-17 Light Tank

3+ Platoons = 0-1 Light Tank

### Whippet Medium Tank

3+ Platoons = 0-1 Whippet Medium Tank



## GENERIC VEHICLES

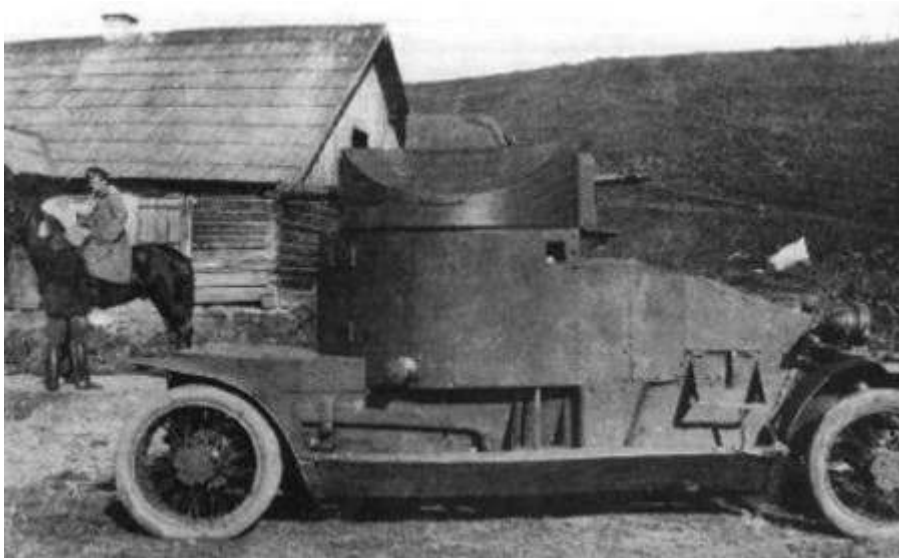
TYPE: RECON CAR / STAFF CAR

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	10	4	-	-	-	4+	9/11
Special Rules:	Open Topped, Transport (6), Crushing Strength (1)						
Points:	40						



TYPE: ARMOURED CAR

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Car (Vehicle)	9	4	-	-	-	7+	9/11
Special Rules:	Open Topped, Crushing Strength (1), Stabilised, LMG, a second LMG can be added for +20 points. LMGs may be upgraded to HMGs +30 each						
Points:	60						

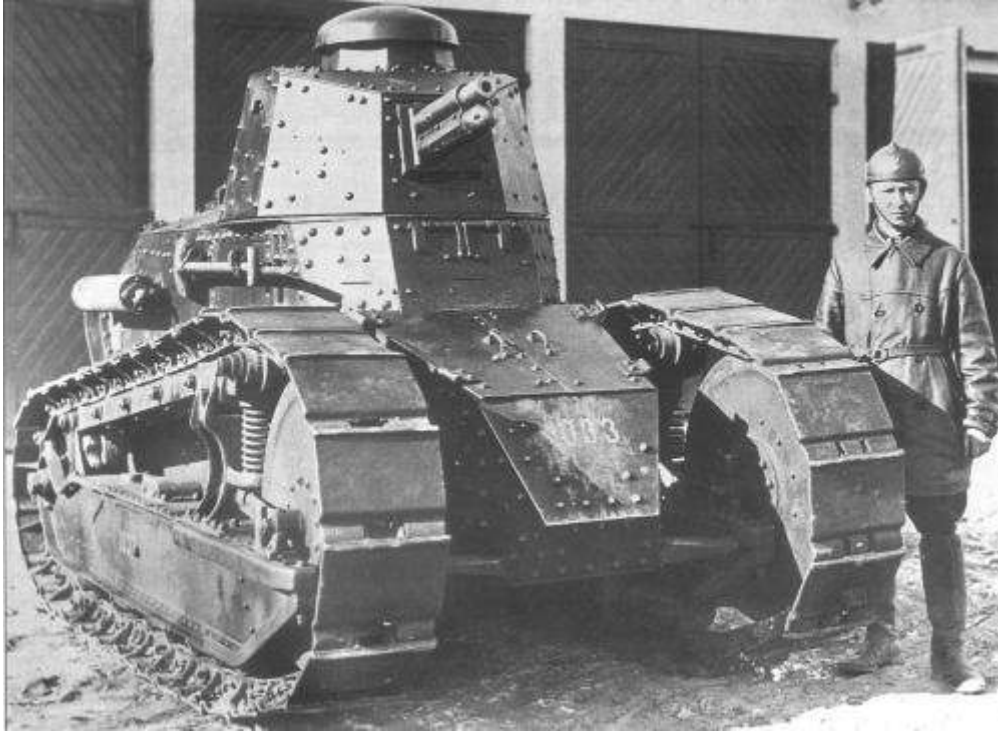


TYPE: FT-17 LIGHT TANK

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
FT-17 (V)	8	4	-	-	-	8+	9/11

Special Rules: Stabilised, Crushing Strength (2), Must be upgraded with 37mm Trench Gun + 70 or a HMG +50

Points: 80



TYPE: MK IV HEAVY TANK

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Mk IV (Vehicle)	5	4	-	-	-	9+	9/11

Special Rules: Crushing Strength (4)

Must be upgraded to a Male or Female Tank

Male: 1 Forward HMG, 2 Forward/Side sponson 37mm Trench Guns, 2 Side sponson HMG

Female: 1 Forward HMG, 2 Forward/Side sponson HMG, 2 Side sponson HMG

Points: 360

TYPE: MK V MALE TANK

Type	Speed	Hit	Fire	Range	Attacks	Defence	Nerve
Mk IV (Vehicle)	5	4	-	-	-	9+	9/11

Special Rules: Transport (6), Crushing Strength (4)

Must be upgraded to a Male or Female Tank

Male: 1 Forward HMG, 2 Forward/Side sponson 37mm Trench Guns, 2 Side sponson HMG

Female: 1 Forward HMG, 2 Forward/Side sponson HMG, 2 Side sponson HMG

Points: 370



## GENERIC WEAPONS

### RIFLE GRENADES

#### Rifle Grenades

Type	Fire	Range	Special
BFG	1	24	Indirect, Blast (D3)

### LIGHT MACHINE GUNS (LMG)

#### LMG

Type	Fire	Range	Special
BFG	4	25	Piercing 1



### FLAME THROWER

#### Flame Thrower

Type	Fire	Range	Special
BFG	10	Flame	Piercing 2



## TRENCH CATAPULT / GRENADE LAUNCHER

### Trench Catapult / Grenade Launcher

Type	Fire	Range	Special
BFG	1	36	Blast D6, Indirect

## LIGHT MORTAR

### Light Mortar

Type	Fire	Range	Special
BFG	1	36	Blast D6, Indirect



## HEAVY MORTAR

### Heavy Mortar

Type	Fire	Range	Special
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Ordnance 1 72 Blast 2D6,  
Piercing 1, Move or Shoot, Indirect

## ANTI-TANK RIFLE

### Anti-Tank Rifle

Type	Fire	Range	Special
BFG	1	36	Piercing 3, Move or Shoot



## HMG

### HMG

Type	Fire	Range	Special
BFG	10	36	Piercing (2), Move or Shoot

### 37MM TRENCH GUN TEAM

Type	Fire	Range	Special
Ordnance	1	60	Blast (D6), Piercing 2, Move or shoot

### 37MM ANTI-TANK GUN

Type	Fire	Range	Special
Ordnance	1	60	Blast (D3), Piercing 4, Move or shoot



### MEDIUM GUNS

#### 25 Pounder/75mm Medium Gun

Type	Fire	Range	Special
Ordnance	1	72	Howitzer, Blast (2D6), Piercing 3, Move or shoot

