

Flames of War - Great War Addons

Forward

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Battle front has stated they are going to be adding various things to their WWI ruleset for Flames of War, Great War. Americans and French for instance will be added in some capacity. It probably will invalidate some/all of this information. It's ok.

This informal booklet is meant to be complimentary for Great War fans. I'm always interested in your feedback and battle tests.

My initial focus is on the French for 1914-1918. Next will be the Ottomans, followed by the Russians then Germans to fill in years BF hasn't gotten to. After the Brits and their commonwealth forces. I do also want to do the Austrian-Hungarians as well. It's a big goal, one to which I will probably fall short, but thus far momentum is pushing me forward.

v 0.01 April 10th - I'm mostly worked on the French thus far. However I do have some early war German information included.

v 0.02 - point values for French, artillery, mortars etc fleshed out, and a bit more historical information

v 0.03 - Add graphical Company and Platoon illustrations for French Rille formations

v 0.04 - Cavalry rules and initial very rough cavalry organizations

v 0.05 - Remaining charts added for French organizations, French points reworked

v 0.0x - Current WIP Ottoman Turks, Russians and Fleshing out German units

v 0.x0 - French, Russians and Ottomans ready for play testing.

Flames of War - Great War Addons	1
British Empire	4
1914 Infantry Company	4
1915 Australian Company	4
1915 British Infantry Company	4
1916 British Infantry Company	4
1914 British Cavalry Company	4
Weapons Platoons	4
Support Platoons	4
French	5
French Army Notes	5
1914 French Rifle Company	8
1915 French Rife Company	10
1916 - Oct 1917 French Rifle Company	12
Oct 1917 - Nov 1918 French Rifle Company	14
1914 French Cavalry Company	16
Weapons Pelotons	18
Support Pelotons	21
French Arsenal	30
Germans	33
German Army Notes	33
1914 German Infantry Company	34
1915 German Infantry Company	36
German Pioneer Company	37
German Cavalry Eskadron (Company)	38
Weapons Platoons	41
Support Platoons	41
German Arsenal	43
Ottoman Turks	45
Ottoman Army Notes	46
1914-1915 Ottoman Infantry Company	47
1918 Hucum Mufrezesi (Assault Company)	50

1914 - 1918 Ottoman Cavalry Company	54
Weapons Platoons	56
Support Platoons	57
Ottoman Arsenal	59
Russia	60
Russian Army Notes	61
1914 Russian Infantry Company	62
1916-1917 Russian Infantry Company	64
1914-1915 Russian Cavalry Company	66
Weapons Platoons	68
Support Platoons	70
Russian Arsenal	71
Austria-Hungaria	72
Austria-Hungarian Army Notes	72
1914 Austria-Hungarian Infantry Company	73
1914 Austria-Hungarian Cavalry Company	73
Scenarios and Battlefields	74
Artillery Observation	74
Gas	74
Cavalry	74
Aircraft	75
Figures	76
Painting Guide(s)	76
Online Fora	76
References	76
About the Author	77

British Empire

1914 Infantry Company

1915 Australian Company

1915 British Infantry Company

1916 British Infantry Company

1914 British Cavalry Company

Weapons Platoons

Support Platoons

Aircraft

The British army and the navy both had very effective air service arms. For scenarios in 1918 you may purchase air support.

The Sopwith Camel was an excellent all round fighter that can be used to strafe targets on the ground. With its 2 Vickers machine guns, it was the preferred aircraft to be used for ground attack since its radial air cooled engine was not as susceptible to ground fire as inline engines and their radiators.

The XXX is a 2 seat bomber which was able to carry a light load of bombs. It did not have a bomb sight and thus the release was left to the good judgement of the observer.

1918 Conf Vet	
Sopwith Camel	150
DH4 ? Bristol?	300

French

Like many other countries across Europe prior to WWI, France also had experienced an increased interest in growing and preparing its army. At the time they practiced universal conscription which meant those turning 21 had 3 years of active service followed by assignment to the reserves. As one got older, you wouldn't have to dedicate as much time in the service. In WWI due to the needs of the French army those up into their mid 40s were pulled in.



In 1914 France had 173 infantry regiments, 89 cavalry regiments and 87 artillery regiments. These were generally "under staffed" and to get to full strength it was expected to be filled in by the reserves.

French Army Notes

At the start of the war the French army did not have a great number of machine guns. It wasn't until into 1915 when Chauchat and the St. Étienne Mle 1907 started to appear in significant numbers to push to the front. The French had to learn the hard lesson that machine guns were an essential part of the modern army.

They had the opportunity prior to the war to choose the Hotchkiss but decided that it was more "wise" to have a government manufactured machine gun for political reasons. Even with this choice the French army did not have more than 2 St. Étienne model 1907 machine guns per battalion in 1914. It was described as "admirable weapon, patented clockwork but highly

temperamental and sparing its whims only for the most meticulous of machine-gun virtuosos.” Simply it was one of the worst machine guns of WWI.

Artillery at the beginning of the war was largely made up of 75mm guns. The French fielded 9, 4 gun batteries per division. The corps artillery further had 12 4 gun batteries. The French planned for highly mobile actions thus it was deemed that larger less mobile guns than the 75 were undesirable. As a result, larger artillery such as the 90mm, 120mm and so on were guns left over in the arsenal from bygone times. It wasn't until newer guns could be made later on in the war that the situation improved to properly support trench tactics. In 1914 using artillery barrages to prepare for an offensive were rejected, instead artillery was to support the infantry over direct sights. Remember there was no radio contact to be had between an observer and his guns as would be the case in WWII.

In 1914, each infantry company was supposed to be issued 80 shovels, 40 double-headed pickaxes, 40 single-headed picks, 8 axes, 1 folding saw, 4 pair of wire cutters, and 12 serpes for a total of 185 tools. Simply put, not every man had the tools to entrench or dig fox holes in 1914!

The French did not start WWI with any mortars. It was a weapon from a bygone era and thus mortar usage by the Germans as the war progressed to trench warfare was a matter of surprise to the French and something to catch up on. The Germans had, through observation of the Russo-Japanese war, realized that in future conflicts mortars would be useful for the attack of Frances eastern fortresses. The British in desperation pushed into use mortars from the Napoleonic era as a stop gap until they could invent their own. The French would go on and copy the British Stokes mortar after it went into production in late 1915.

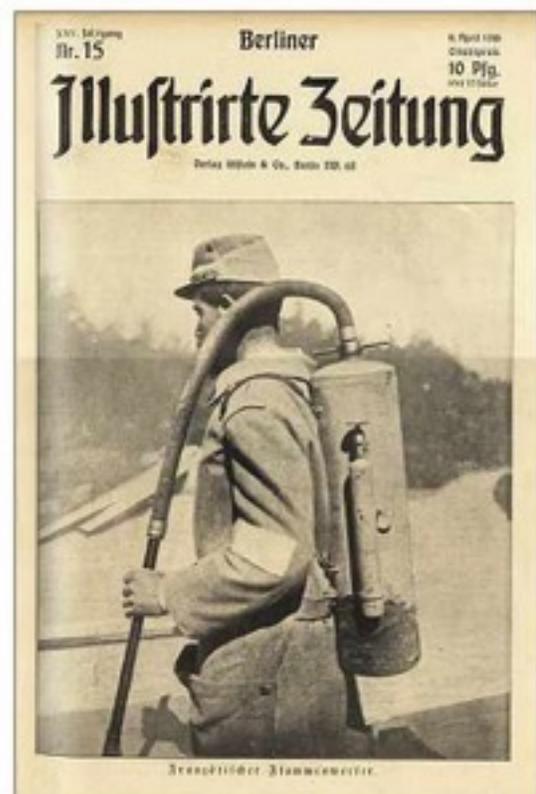
The French did not employ snipers at the beginning of the war. Snipers were considered bad form and as such it wasn't until the discovery of scopes attached to German rifles that instruction and the formation of dedication of sniper teams happened.

The French VB Rifle Grenade was an import part of the infantry. VB was for Vivien and Bessières the inventors of the device.

The French after being subjected to use of German flamethrowers in as early as October 1914 and certainly into 1915 decided they would make their own version.

Compagnies Schilt named after their founder carried a single man weapon as well as a more advanced unportable unit that was installed in the trench prior to use. The first operational use of the new French flamethrower was in Artois on May 13th 1915.

Given the dangers it was difficult to recruit



soldiers to serve in the capacity of sappers carrying flamethrowers and as a result French infantry tactics were adapted to minimize the danger. Flamethrower units were put into the 3rd wave and well supported by infantry when they would be brought forward to mop up areas of resistance. Starting in 1917 Mortar teams were instructed in their use to make up for the shortage of man power.

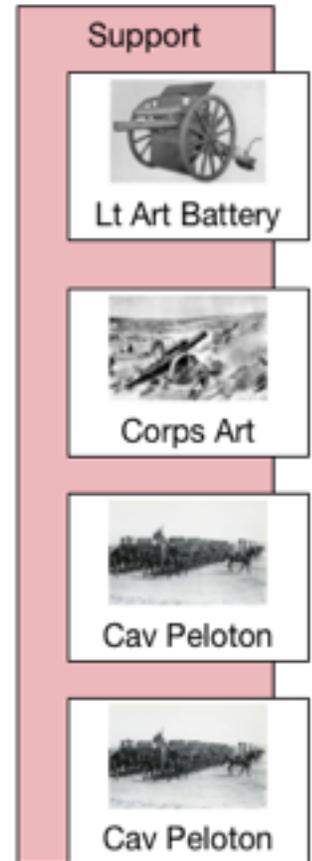
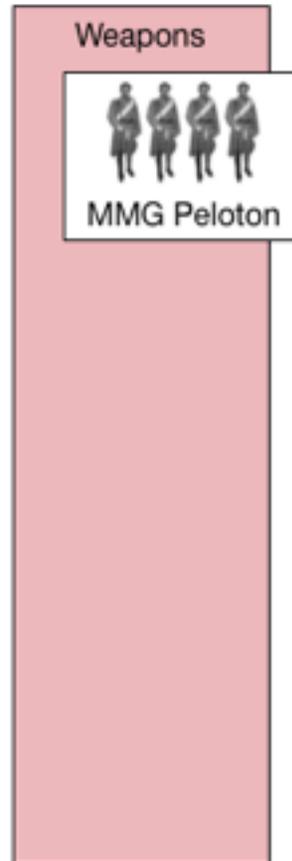
The low point of the French army in WWI was between April 1917 and approx June of 1917. While even today the state of the mutinies that occurred are less than clear, French high command certainly took into account the state of the men and avoided offensive operations. During this time period a motivation rating above Reluctant will be rare.

1914 French Rifle Company

CHQ - Capitaine
(Pistol team)

Optional up to 2
Sapper/Pioneer
Teams maybe
purchased.

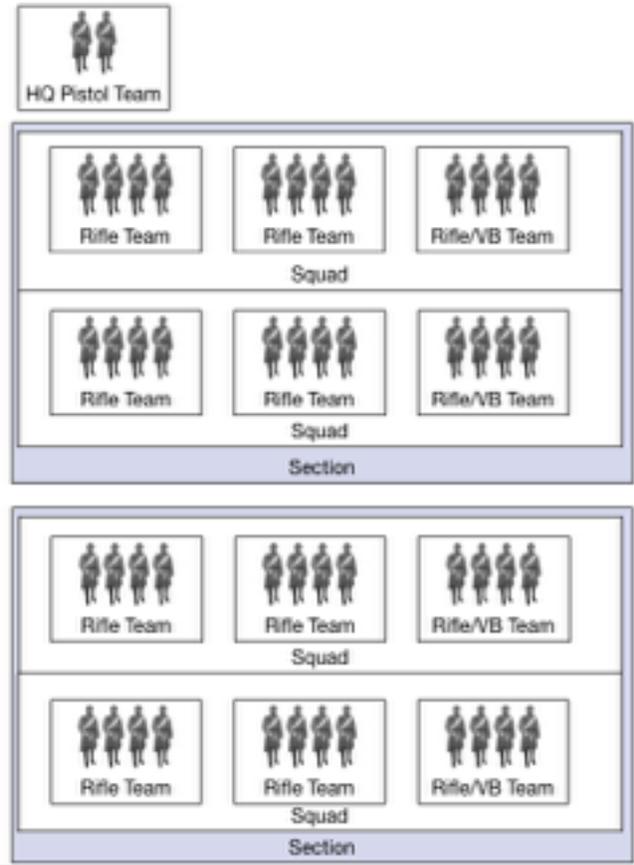
Due to lack of tools,
when attempting to
dig in, a 1914
French Rifle
company must
confirm a successful
dig in attempt. A
platoon with a
pioneer team
attached and within
direct command
range skips the
confirmation roll.



1914	Line (Conf Trained)	Reserve (Reluctant Trained)
Company HQ - Pistol team	25 points	20 points
+ Pioneer Team	30 points	

1914 Rifle Peloton

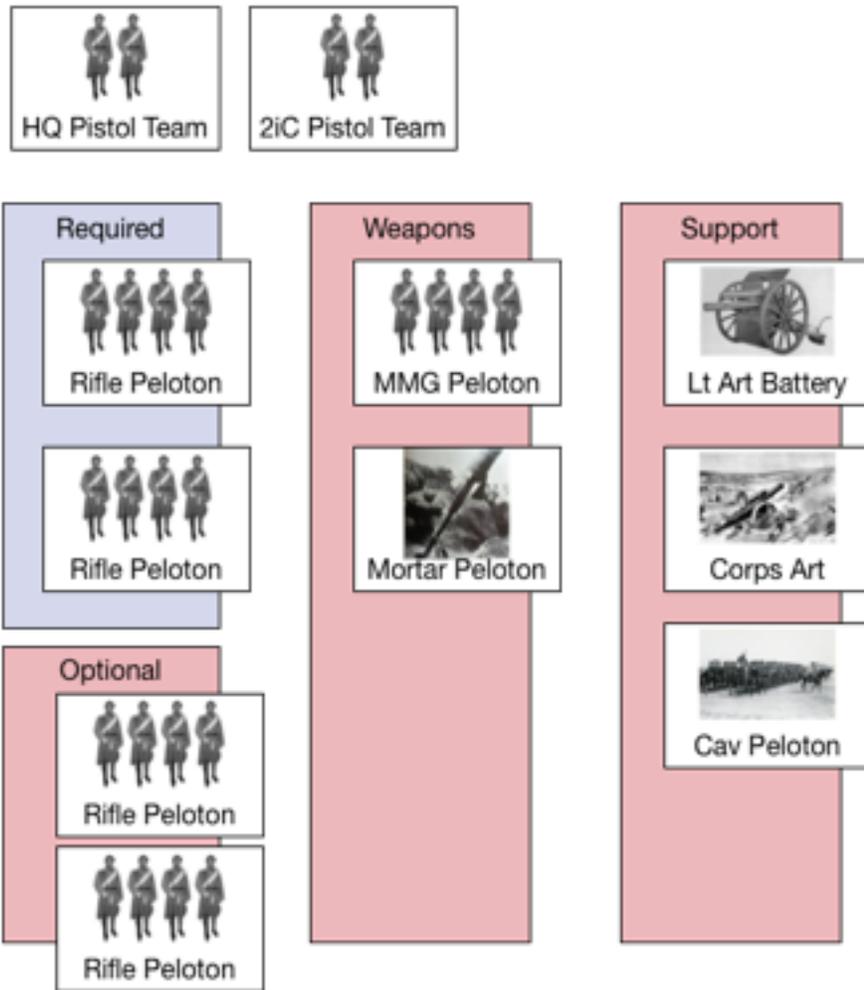
Peloton HQ - Sous-Lieutenant (Rifle team)



1914	Line (Conf Trained)	Reserve (Reluctant Trained)
1 - Rifle Peloton	240 points	190 points
2 - Rifle Peloton	480 points	380 points
3 - Rifle Peloton	720 points	570 points
4 - Rifle Peloton	960 points	760 points

1915 French Rife Company

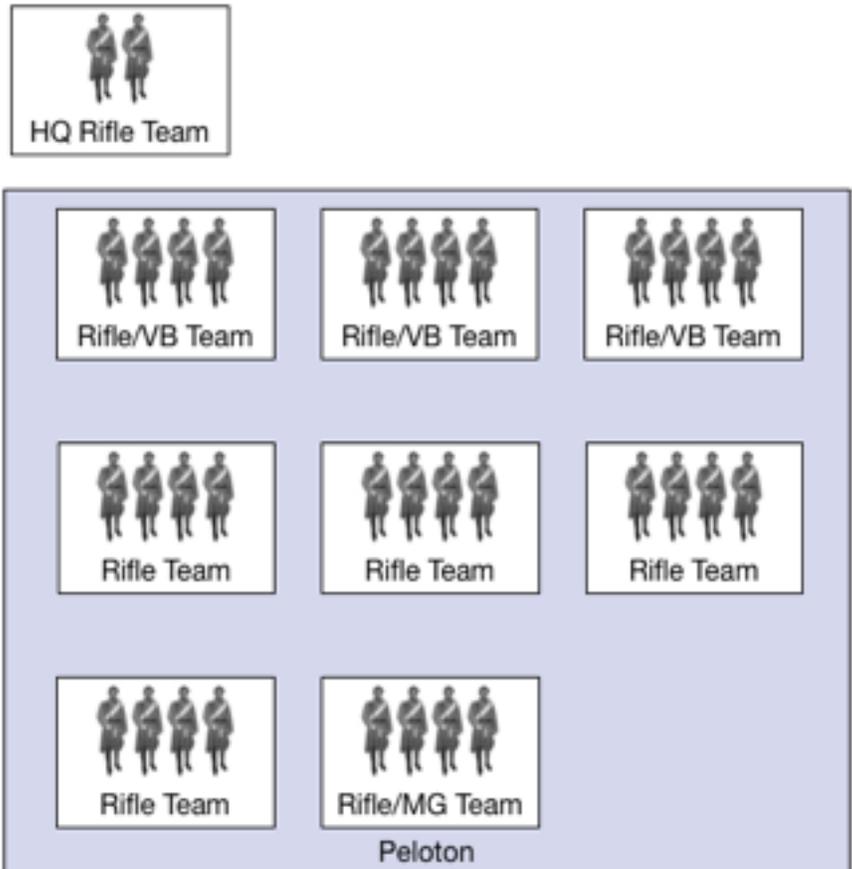
CHQ - Capitaine (Pistol team)



1915	Line (Conf Vet)	Reserve (Conf Trained)
Company HQ - Pistol team	30 points	25 points
+ Sniper Team	50 points	50 points
+ trench mortar detachment	50 points	45 points

1915 Rifle Peloton

- Peloton HQ - Sous-Lieutenant (Rifle team)
- 3 Rifle/VB teams (bombing squad)
- 1 Rifle/MG team (chauchat)
- 4 Rifle teams



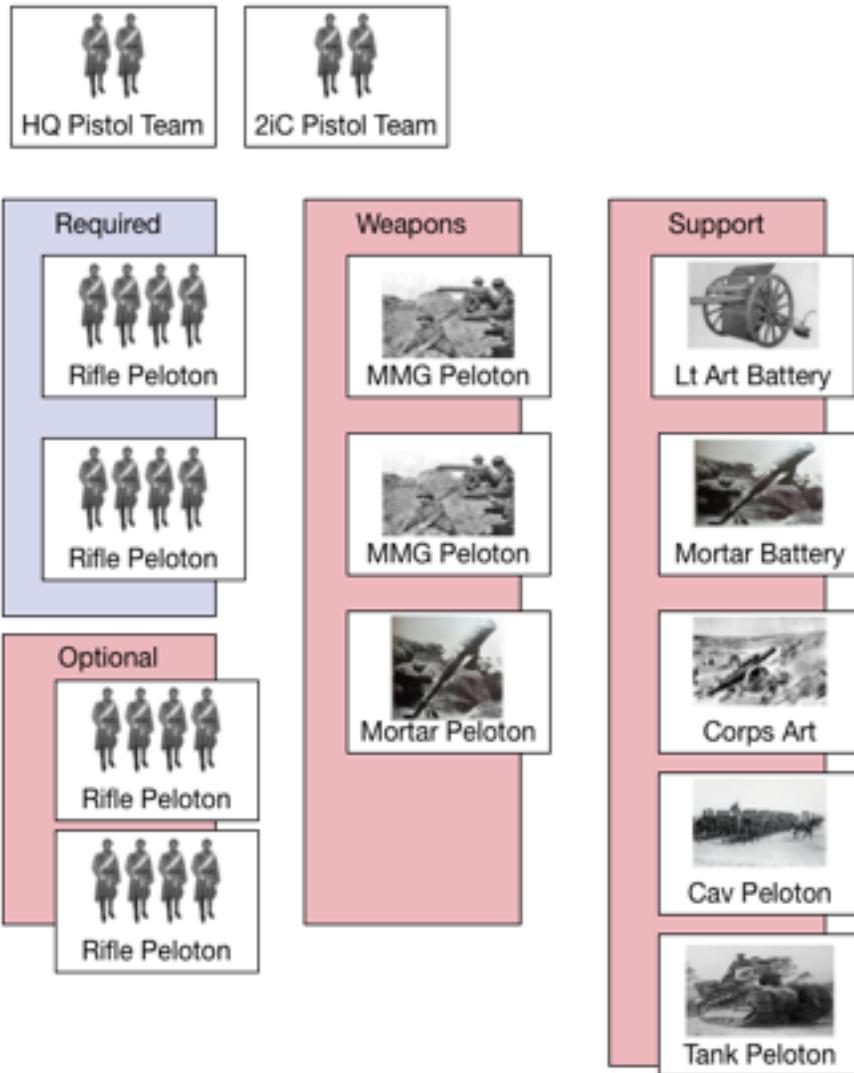
1915	Line (Conf Vet)	Reserve (Conf Trained)
1 - Rifle Peloton	205 points	160 points
2 - Rifle Peloton	410 points	320 points
3 - Rifle Peloton	615 points	480 points
4 - Rifle Peloton	820 points	640 points

1916 - Oct 1917 French Rifle Company

CHQ - Capitaine (Pistol team)

You may add a sniper team for 50 points.

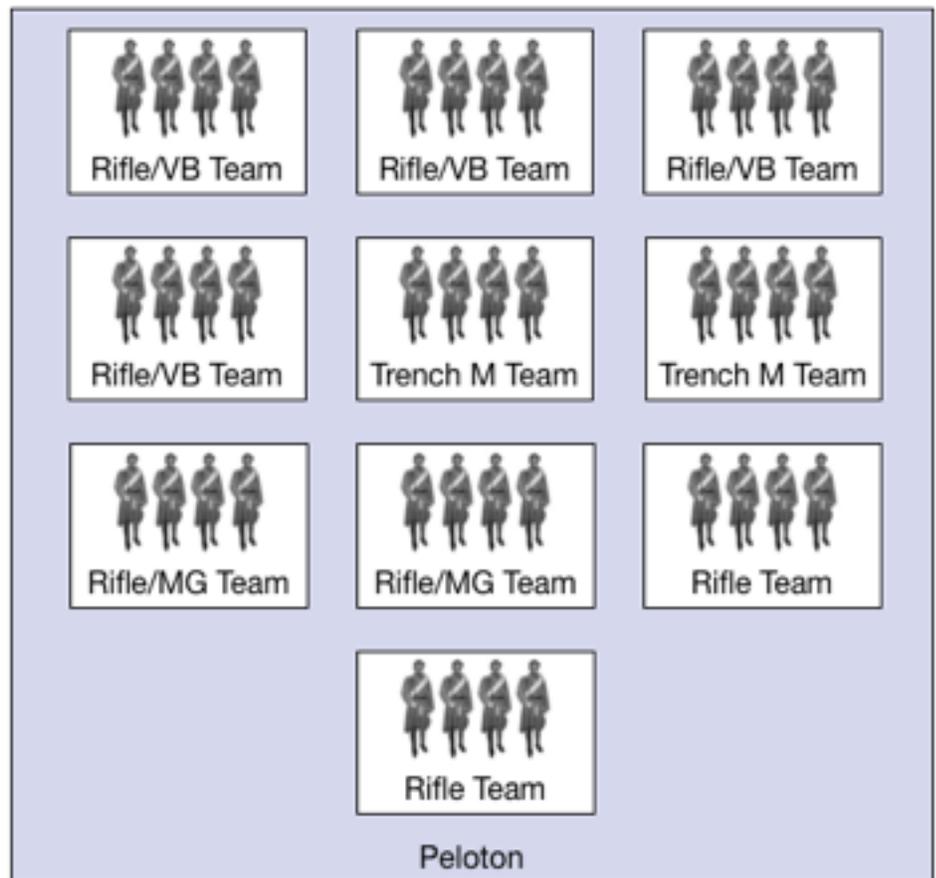
You may add up to 2 Trench Mortar teams.



1916 - Oct 1917	Line (Conf Vet)	Reserve (Conf Trained)	Mutiny (Reluctant Vet)
Company HQ - Pistol team	30 points	25 points	25 points
+ Sniper Team	50 points	50 points	50 points
+ Trench Mortar Team	45 points	45 points	40 points

1916 - Oct 1917 Rile Peloton

Peloton HQ - Sous-Lieutenant (Rifle stand)



1916 - Oct 1917	Line (Conf Vet)	Reserve (Conf Trained)	Mutiny (Reluctant Vet)
1 - Rifle Peloton	260 points	200 points	190 points
2 - Rifle Pelotons	520 points	400points	380 points
3 - Rifle Pelotons	780 points	600 points	570 points
4 - Rifle Pelotons	1040 points	800 points	760 points

Oct 1917 - Nov 1918 French Rifle Company

CHQ - Capitaine
(Pistol team)

You may add up to 2 sniper teams for 50 points each.



Required

Rifle Peloton

Rifle Peloton

Optional

Rifle Peloton

Rifle Peloton

Weapons

MMG Peloton

MMG Peloton

Mortar Peloton

Mortar Peloton

Support

Lt Art Battery

Mortar Battery

Corps Art

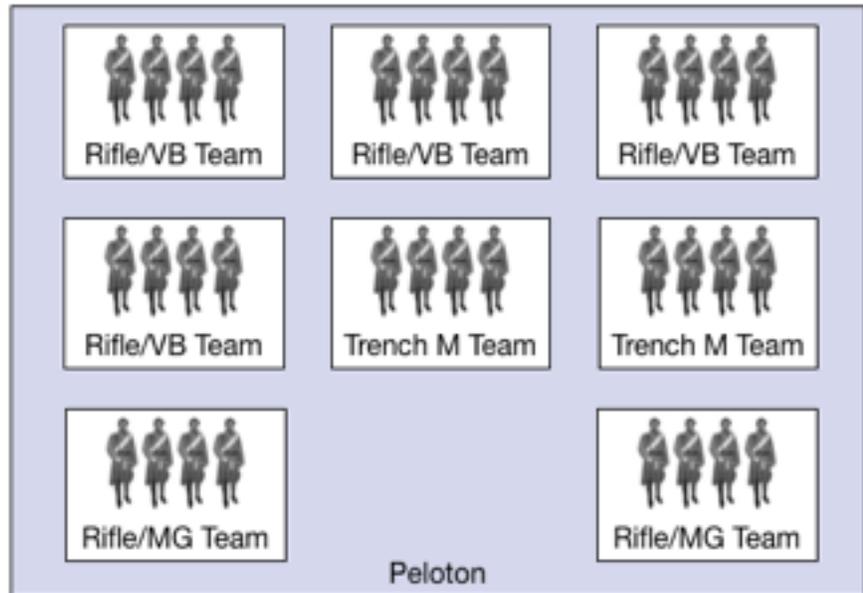
Tank Peloton

Tank Peloton

Oct 1917 - Nov 1918	Line (Conf Vet)	Reserve (Conf Trained)
Company HQ - Pistol team	30 points	25 points
+ Sniper Team	50 points	50 points

Oct 1917-Nov 1918 Rifle Peloton

Peloton HQ - Sous-Lieutenant (Rifle stand)



Oct 1917 - Nov 1918	Line (Conf Vet)	Reserve (Conf Trained)
1 - Rifle Pelotons	205 points	105 points
2 - Rifle Pelotons	410 points	210 points
3 - Rifle Pelotons	615 points	315 points
4 - Rifle Pelotons	820 points	420 points

1914 French Cavalry Company

six escadrons (regiment)

2 companies per squadron

~50-70 per company 4 pelotons per company



Required

Cav Peloton

Cav Peloton

Optional

Cav Peloton

Cav Peloton

Weapons

MMG Peloton

Support

Horse Art Battery

Corps Art

Rifle Peloton

1914	Line (Conf Vet)	Reserve (Conf Trained)
Cav Company HQ - Pistol team	30 points	25 points

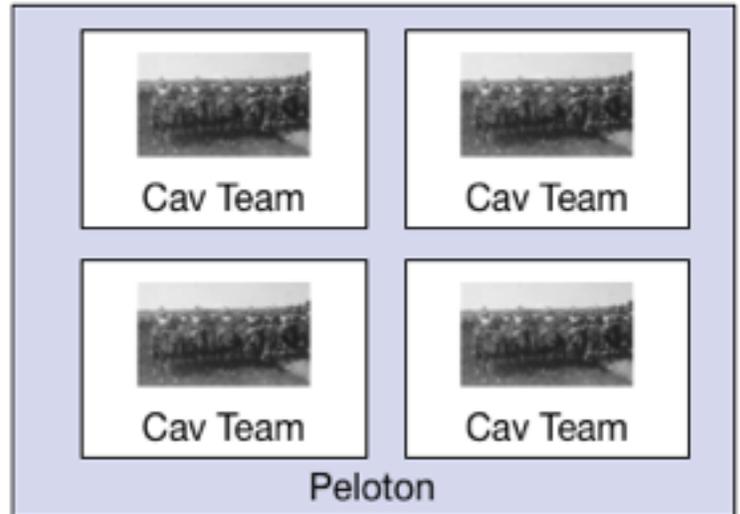
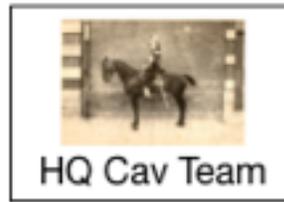
1914 French Cavalry Peloton

Cavalry was fielded in many forms, from light to heavy, with and without lances, and of course in some cases with armor. The cuirass.

All French cavalry is armed with a carbine and sabre.

Cavalry in cuirass armor which fails it's save also takes an armor save, which if the team rolls a 6 allows it to ignore the hit. The armor save also applies in the case of an assault hit.

+5 points to upgrade 2 teams in a Cavalry Peloton to carry lances



1914	Line (Conf Vet)	Reserve (Conf Trained)
Cavalry Peloton	100	80

+5 points to upgrade Cavalry Peloton to wear cuirass armor.

TABLEAU DE L'EFFECTIF DE LA SECTION DE COMBAT.

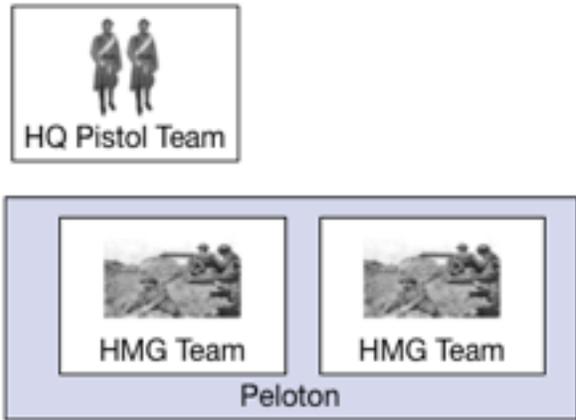
1 Chef de section.					TOTAL.
Sergent serre-files					1
1 ^{re} demi-section de combat :		2 ^e demi-section de combat :			
Sergent chef de demi-section..... 1		Sergent chef de demi-section..... 1			2
1 ^{re} ESCOUADE.		2 ^e ESCOUADE.		3 ^e ESCOUADE.	4 ^e ESCOUADE.
Escouades de combat minima.	Caporal G. V..... 1 Grenadiers-voligeurs (dont 2 lanceurs). 6	Caporal fusilier.... 1 Fusilier-tireur..... 1 Poursuoyeurs..... 3 Grenadiers V. B..... 3	Caporal-fusilier.... 1 Fusilier-tireur..... 1 Poursuoyeurs..... 3 Grenadiers V. B..... 3	Caporal G. V..... 1 Grenadiers-voligeurs (dont 2 lanceurs). 6	
TOTAUX.....	7	7	7	7	
Volont d'effectif, y compris 3 caporaux (3, moins le caporal d'ordinaire) pour l'ensemble de la compagnie.	Grenadiers-voligeurs 2	Fusilier-tireur..... 1 Grenadier V. B..... 1	Fusilier (1 ^{er} pourvoyeur)..... 1 Fusilier (2 ^e pourvoyeur)..... 1	Grenadiers-voligeurs 2	
TOTAUX.....	9	9	9	9	36
TOTAL MAXIMUM de la section de combat.....					39

Weapons Pelotons

Machine Gun Peloton

Organizationally Machine Gun Pelotons didn't change much throughout the war. The weapon they used did. In 1914 and 1915 only the St. Étienne Mle 1907 was in use. This was finally replaced in 1916 for the vastly superior Hotchkiss.

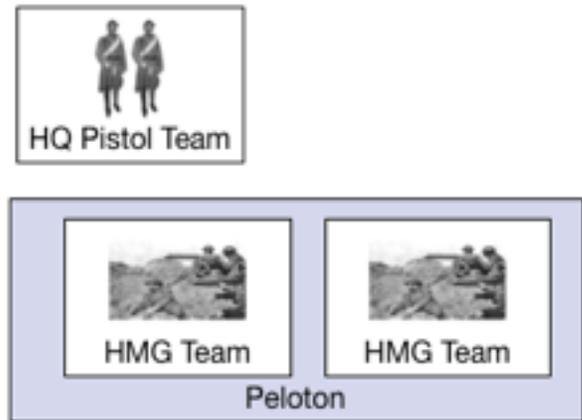
Machine Gun Peloton (Les Mitrailleuses)
 HQ Pistol team
 2 HMG Teams



1914	Line (Conf Vet)	Reserve (Conf Trained)
2 - St. Étienne Mle 1907	240 points	220 points

+ 5 points per team to add a Mule transport team

By 1915 there were more machine guns in use in the French army and thus the point cost is decreased.

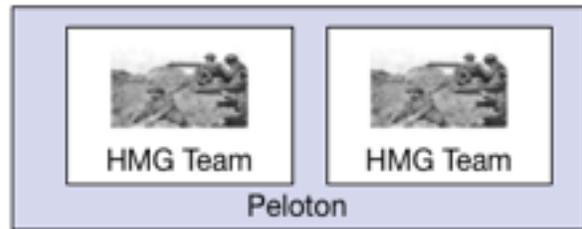


1915	Line (Conf Vet)	Reserve (Conf Trained)
2 - St. Étienne Mle 1907	200 points	150 points

+ 5 points per team to add a Mule transport team

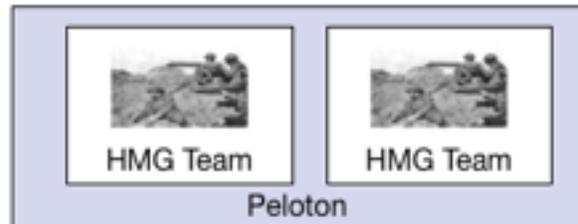


In 1916 the Hotchkiss came into use and thus the machine gun platoon can be armed with either the St. Étienne Mle 1907 or Hotchkiss. Note the different point costs.



1916 - Oct 1917	Line (Conf Vet)	Reserve (Conf Trained)
2 - St. Étienne Mle 1907	150 points	115 points
2 - Hotchkiss	175 points	150 points

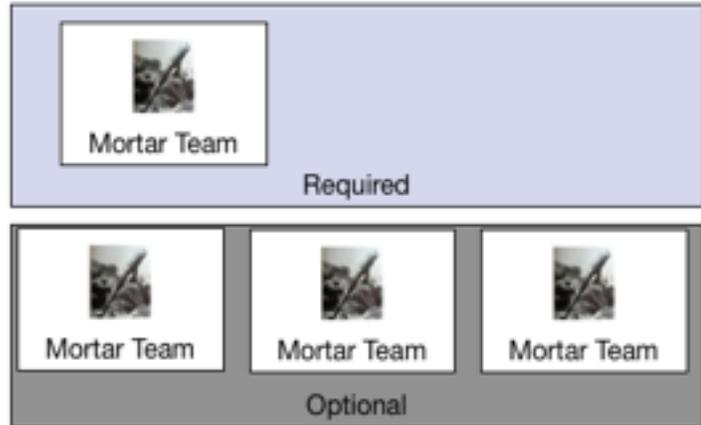
Finally in 1917 and 1918 the Hotchkiss is the only weapon of choice for a French Machine-gun platoon.



Oct 1917 - Nov 1918	Line (Conf Vet)	Reserve (Conf Trained)
2 - Hotchkiss	150 points	115 points

Mortar Peloton

A Mortar peloton is made up of 1-4 guns plus a Peloton HQ Pistol team. Mortar types can be mixed in years where more than one gun type are allowed. The infantry would use what they were able to acquire.



1915	Line (Conf Vet)	Reserve (Conf Trained)
1 Brandt 60mm mle 1915	125 points	95 points
2 Brandt 60mm mle 1915	250 points	190 points
3 Brandt 60mm mle 1915	375 points	285 points
4 Brandt 60mm mle 1915	500 points	380 points

1916 - Nov 1918	Line (Conf Vet)	Reserve (Conf Trained)
1 Brandt 60mm mle 1915/1916	90 points	70 points
2 Brandt 60mm mle 1915/1916	180 points	140 points
3 Brandt 60mm mle 1915/1916	270 points	210 points
4 Brandt 60mm mle 1915/1916	360 points	280 points
1 - Stokes 3"	125 points	95 points
2 - Stokes 3"	250 points	190 points
3 - Stokes 3"	375 points	285 points
4 - Stokes 3"	500 points	380 points

Support Pelotons

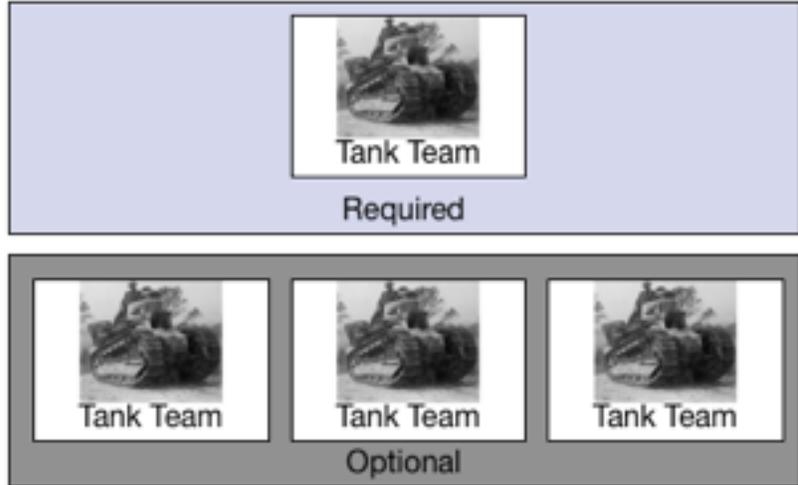
Tank Battery

French tanks were part of the artillery. They were organized into batteries of 4 tanks. As 1918 rolled around, types of tanks operating in the field were mixed. Thus in 1918 you may field within a tank battery 4 different types of tanks.

Renault FT Char mitrailleuse

Hotchkiss variant

The Renault FT Char was made in two variants. One with a Hotchkiss MG and the other using a 37mm Puteaux.



May 1918 - Nov 1918	Confident Trained
1 Renault FT w/Hotchkiss MG	125 points
2 Renault FT w/Hotchkiss MG	250 points
3 Renault FT w/Hotchkiss MG	375 points
4 Renault FT w/Hotchkiss MG	500 points

Renault FT Char canon

37mm Puteaux SA variant

May 1918 - Nov 1918	Confident Trained
1 Renault FT w/37mm Puteaux SA	165 points
2 Renault FT w/37mm Puteaux SA	330 points
3 Renault FT w/37mm Puteaux SA	495 points
4 Renault FT w/37mm Puteaux SA	660 points

Schneider CA-1
75mm Blockhaus &
2 Hotchkiss MGs

The 75mm Blockhouse has a firing arc from directly head to the the right side of the tank.

One Hotchkiss to mounted on the left side and the other on the right side each with 180 firing arcs.



The Schneider CA1 first saw service on April 16th 1917. It was considered a less than perfect design due to a number of issues. The poor design of the internal compartment, poor firepower of the 75mm Blockhaus gun and mobility issues combined did not keep the Schneider from use. While it's first use in battle was considered a failure, it would go on to serve an important role in stopping the German spring offensive in 1918.

April 1917 - Dec 1917	Confident Trained	Mutiny (Reluctant Trained)
1 - Schneider CA-1	225 points	195 points
2 - Schneider CA-1	450 points	390 points
3 - Schneider CA-1	675 points	585 points
4 - Schneider CA-1	900 points	780 points

Jan 1918-Nov 1918	Confident Vet
1 - Schneider CA-1	370 points
2 - Schneider CA-1	740 points
3 - Schneider CA-1	1110 points
4 - Schneider CA-1	1480 points

Saint-Chamond

75mm Saint Chamond
4 Hotchkiss MGs

The Saint-Chamond saw its first service at Laffaux Mill on May 5, 1917. Its initial crews strongly disliked the design as it had a number of serious issues. The first was the 75mm Saint Chamond gun had no traverse and had to be aimed by pointing the body of the tank. The long nose impacted its ability to maneuver in the field, dipping in alarming ways and making it prone to be stuck when trying to cross trenches.



The tank was upgraded over time. The poor 75mm Saint Chamond gun would be replaced by the 75mm M1897 artillery gun which had a good service record. More armor would be added going from 11mm to 17mm. Additionally the tracks would be widened and rollers would be added both to the front and rear to aid in crossing trenches.

The machine guns were organized with 1 in the front, left, right and rear of the tank. The front machine gun was operated by the loader of the main gun, thus when shooting the main gun the front machine gun may not fire and likewise if the front machine-gun fires the main gun may not fire.

May 1917 - Dec 1917	Confident Trained	Mutiny (Reluctant Trained)
1 - Saint Chamond	280 points	250 points
2 - Saint Chamond	560 points	500 points
3 - Saint Chamond	840 points	750 points
4 - Saint Chamond	1120 points	1000 points
Jan 1918 - Nov 1918	Confident Vet	
1 - Saint Chamond	320 points	
2 - Saint Chamond	640 points	
3 - Saint Chamond	960 points	
4 - Saint Chamond	1280 points	

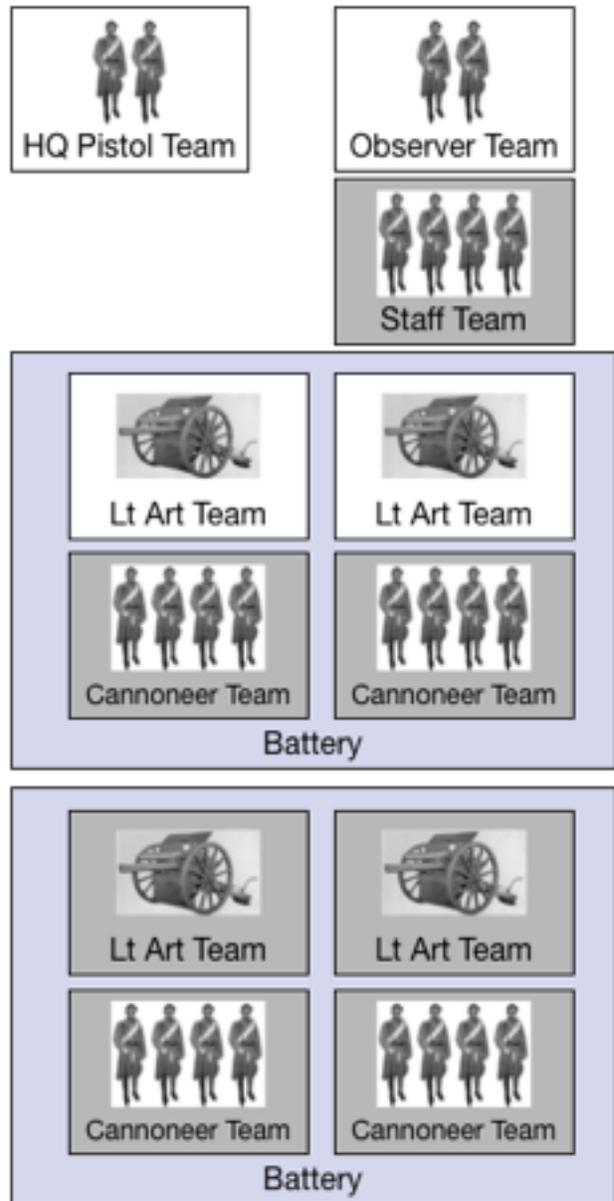
Saint-Chamond
75mm M1897
4 Hotchkiss MGs

Jan 1918 - Nov 1918	Confident Trained	Confident Vet
1 - Saint Chamond	310 points	340 points
2 - Saint Chamond	620 points	680 points
3 - Saint Chamond	930 points	1020 points
4 - Saint Chamond	1240 points	1360 points

Light Artillery Battery

A light artillery battery is made up of at least 2 guns. The French M1897 was a very well liked artillery weapon.

The light artillery battery has the option for extra cannoneer teams. If a gun team has a cannoneer team, it adds a +1 ROF. In the case of indirect artillery fire, if the entire battery has cannoneer teams for each gun team, misses are rerolled.



1914 - Nov 1918	Line (Conf Vet)	Reserve (Conf Trained)	
2 - M1897 75MM		200	175
4 - M1897 75MM		400	350

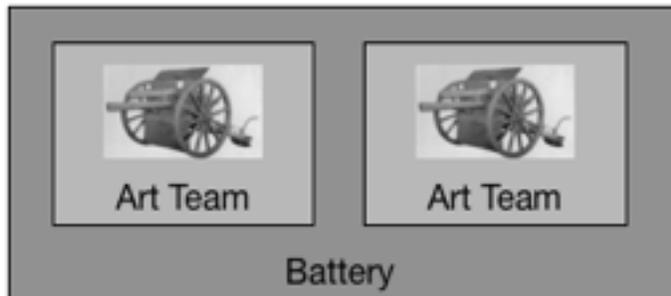
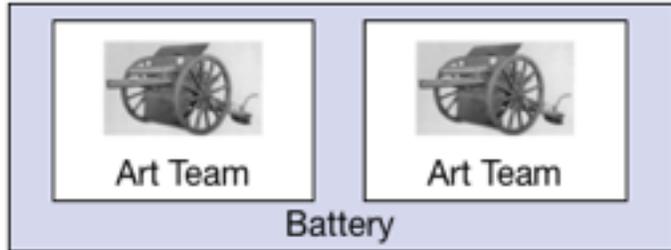
- + 30 points for a staff team
- + 25 points per extra cannoneer team per gun
- + 10 points per gun for horse limbers

Horse Artillery Battery

A horse artillery battery is made up of at least 2 guns. The French M1897 was their weapon of choice. The horse artillery was specifically trained to get into action quickly as well as to limber up and get out of action just as quickly. This was a tradition going back several hundred years.

French horse artillery as practitioners of crash action they have the ability to move, unlimber and direct fire at a full ROF.

French horse artillery also has the ability to disengage as like recce. If fired on they may limber and make a full move away after the first shot has been resolved.

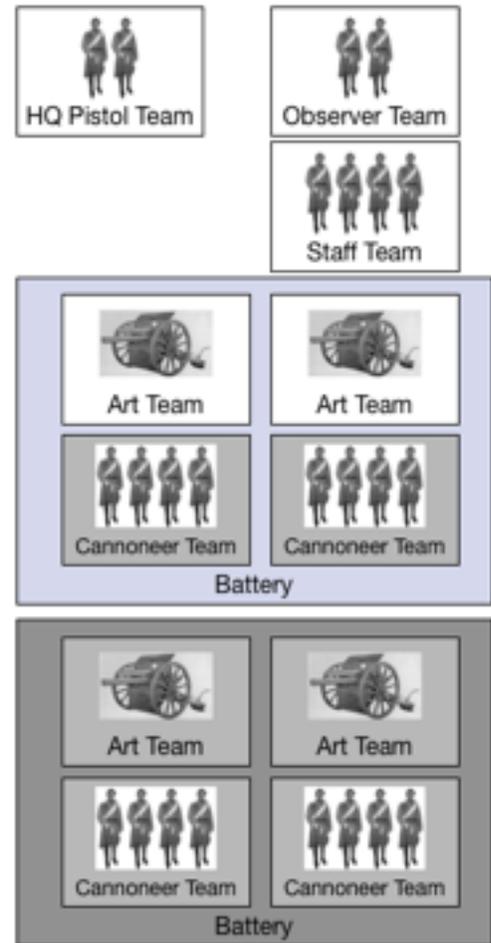


1914 - Nov 1918	Line (Conf Vet)	Reserve (Conf Trained)
2 - M1897 75MM		230
4 - M1897 75MM		460

Corps Artillery Battery

Corps artillery is organized in either 2 or 4 gun batteries. Batteries may optionally add extra Cannoneer teams which increases the effectiveness of the unit. If the gun team has a cannoneer team, it adds +1 ROF for direct fire. For indirect fire, if the entire battery has cannoneer teams, misses are rerolled.

- + 25 points per extra cannoneer team per gun
- + 10 points per gun for horse limbers



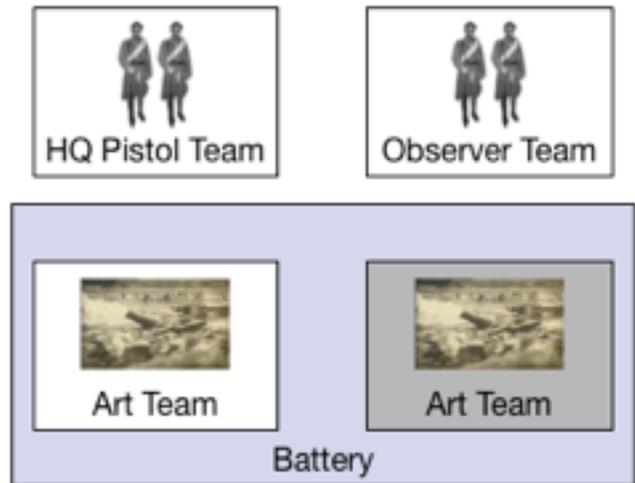
1914 - Nov 1918	Line (Conf Vet)	Reserve (Conf Trained)
2 - M1897 75MM	200	175
4 - M1897 75MM	400	350

1914 - 1915	Line (Conf Vet)	Reserve (Conf Trained)
2 - M1913 105mm	350	300
4 - M1913 105mm	700	600

1916 - Nov 1918	Line (Conf Vet)	Reserve (Conf Trained)
2 - M1913 105mm	350	300
4 - M1913 105mm	700	600

Mortar Artillery Battery

A mortar Artillery Battery is made up of 1 or 2 guns. Types may not be mixed.



1915	Line (Conf Vet)	Reserve (Conf Trained)
1 - Mortier de 58mm	200	175
2 - Mortier de 58mm	400	350
1 - Mortier de 240mm CT	240	225
2 - Mortier de 240mm CT	480	450

1916 - Nov 1918	Line (Conf Vet)	Reserve (Conf Trained)
1 - Mortier de 58mm	150	110
2 - Mortier de 58mm	300	220
1 - Mortier de 240mm LT	200	160
2 - Mortier de 240mm LT	400	320

April 1915 on Mortier de 58mm type 2 aka Crapouillot or little toad with Light, medium and heavy bombs, (18kg, 20 and 35kg)

Sept 1915 Mortier de 240mm CT ("court de tranchee") (1100yds) and Mortier de 240mm LT (2400 yds) ("long de trench") immobile,

French Air support

The French army was one of the great air powers of WWI. For scenarios in 1918 you may purchase sporadic air support.

The SPAD XIII was an excellent all round fighter that can be used to strafe targets on the ground. The SPAD XIII is armed with 2 Vickers machine guns,

The Breguet 14 is a 2 seat bomber which carried a light load. While in 1918 crude bomb sights were starting to be used, in this class of bomber none was in use. Timing a drop was something that can only be successfully accomplished by experienced crews.

1918 Conf Vet	
SPAD XIII	100
Breguet 14	100

French Arsenal

Tank Teams

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Notes
Renault FT Hotchkiss MMG	6" 16"	2 3	1 2	1 6	
Renault FT 37mm Puteaux SA	6" 16"	2 2	1 4	1 5+	
Schneider CA-1 75mm Blockhaus	4" 8"	1 2	1	1 4+	2 Hotchkiss MMGs, one on each side, landship
Saint- Chamond 75mm Saint Chamond	4" 16"	2 2	2	1 5+	4 Hotchkiss MMGs (forward, aft, and each side), landship
Saint- Chamond 75mm M1897	4" 24"	3 2	2	1 4+	4 Hotchkiss MMGs (forward, aft, and each side), landship
Vehicle MG	16"	3	2	6	

With the Saint Chamond the front MG also had a role in loading the main gun. When firing the main gun the front MG may not fire.

Infantry Teams

Name	Range	ROF	Anti-tank	Firepower	Notes
Pistol Team	4"	2	1	6	Full ROF when moving
Rifle Team	16"	1	2	6	
Rifle/VB Team	12"	2	2	4+	Able to fire over friendly
Rifle MG Team	16"	2	2	6	
MG Team	16"	3	2	6	
Trench Mortar team	16"	2	2	4+	able to fire over friendly, 4" minimum range
Cavalry Team	12"	1	1	6	
Cavalry Lancer Team	NA	NA	1		Specially Assault rules

Aircraft

Name	Range	ROF	Anti-tank	Firepower	Notes
XPAD XIII		2	1	6	Machineguns
Bruget 14		1	2	6	Bombs

Gun Teams

	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Hotchkiss MG	Man packed	24" 32"	5	2	6	bombard
St. Étienne Mle 1907	Light	24" 32"	4	2	6	bombard
M1897 75MM	Light	24" 56"	3	8 3	3+ 6	Smoke, bombard gunshield
M1878 90mm	Heavy	16" 56"	1	6 3	3+ 5+	bombard
M1913 105mm	Heavy	24" 72"	1	7 4	3+ 4+	bombard Gun shield
M1878 120mm	Heavy	16" 64"	1	7 4	2+ 4+	bombard
M1898 155mm	Immobile	16" 56"	1	9 5	1+ 3+	bombard
155mm mle 1917	Immobile	16" 72"	1	9 5	1+ 2+	bombard
Brandt 60mm mle 1915, 1916	Man packed	16"	2	1	4+	
Stokes 3" Mortar	Light	24"	2	2	3+	8" minimum range, can fire over friendly
Mortier de 58mm	Heavy	32"	1	3	3+	
Mortier de 240mm CT	Immobile	32"	1	4	1+	8" minimum range
Mortier de 240mm LT	Immobile	40"	1	4	1+	12" minimum range

Germans

German Army Notes

1914 German Infantry Company

Company HQ
(Haumtman)

3 Zugs per company



Required



Rifle Zug



Rifle Zug

Optional



Rifle Zug

Weapons



MMG Zug



MMG Zug

Support



Art Battery



Corps Art



Cav Zug



Cav Zug

1914	Line (Fearless Trained)	Reserve (Conf Trained)
Company HQ - Pistol team	30 points	25 points

1914 German Infantry Zug

Zug (Platoon)
 HQ Rifle Command team
 4 Sections of 2
 subsections
 with 2 Rifle teams each



1914	Line (Fearless Trained)	Reserve (Conf Trained)
1 - Rifle Peloton	380 points	290 points
2 - Rifle Peloton	720 points	580 points
3 - Rifle Peloton	1100 points	870 points

Convert up to 4 Rifle teams per platoon to Rifle Grenade teams for +5 points each.

1915 German Infantry Company



Required

Rifle Zug

Rifle Zug

Optional

Rifle Zug

Weapons

MMG Zug

MMG Zug

MMG Zug

Mortar Zug

Support

Art Battery

Corps Art

Cav Zug

Pioneer Zug

Mortar Zug

1915	Line (Conf Vet)	Reserve (Conf Trained)
Company HQ - Pistol team	30 points	25 points

1915 German Infantry Zug

1915	Line (Conf Vet)	Reserve (Conf Trained)
1 - Rifle Peloton	450 points	340 points
2 - Rifle Peloton	900 points	680 points
3 - Rifle Peloton	420 points	345 points
4 - Rifle Peloton	560 points	460 points

1916	Line (Conf Vet)	Reserve (Conf Trained)
Company HQ - Pistol team	30 points	25 points
1 - Rifle Peloton	140 points	115 points
2 - Rifle Peloton	280 points	230 points
3 - Rifle Peloton	420 points	345 points
4 - Rifle Peloton	560 points	460 points

For later years such as 1917 and 1918 use the Great War book.

German Pioneer Company

German Cavalry Eskadron (Company)

HQ team

~175 per squadron

~22 per platoon

1-3 Zugs (Platoon)



Zug = 4 files (Gruppe)
of 8 per file

Required

Cavalry Zug

Cavalry Zug

Optional

Cavalry Zug

Cavalry Zug

Weapons

MMG Zug

Support

Horse Art Battery

Corps Art

Rifle Zug

1914	Line (Conf Vet)	Reserve (Conf Trained)
Cav Company HQ - Pistol team	30 points	25 points

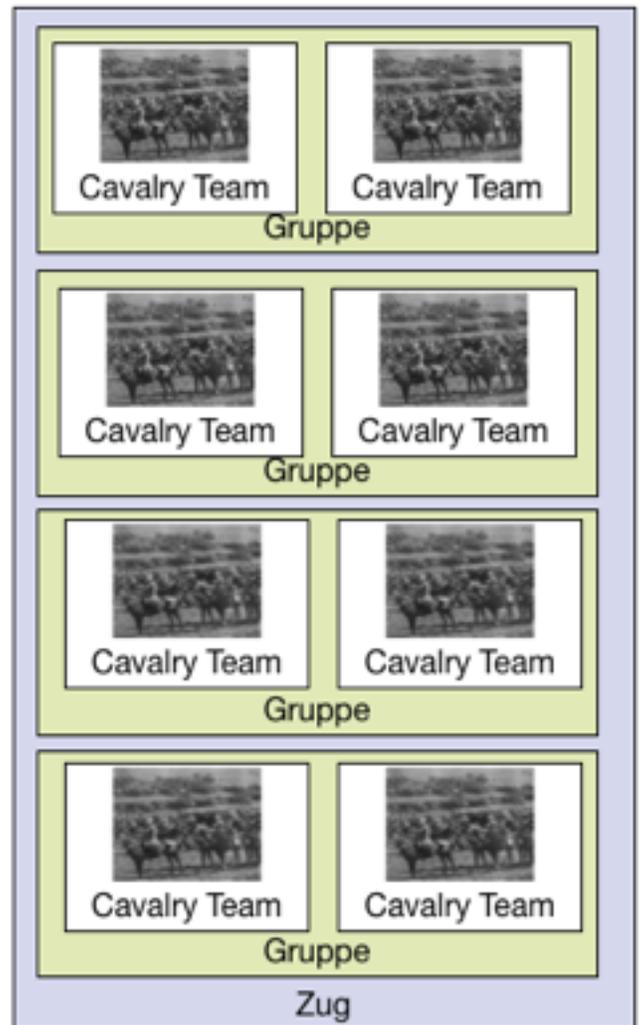
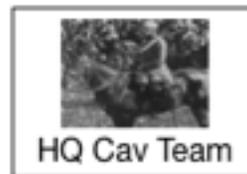
1914 German Cavalry Zug

Cavalry was fielded in many forms, from light to heavy, with and without lances.

All German cavalry is armed with a carbine and sabre.

A full strength Cavalry Zug was made up for 4 Gruppens, each with 2 teams.

+5 points per team to upgrade up to 4 teams in a Cavalry Zug to carry lances



1914	Line (Conf Vet)	Reserve (Conf Trained)
Cavalry Platoon	200	160

Dismounted Cavalry Squadron (Company)
1916 +

Horse artillery battery
(4 guns each)

MG detachment 6 guns

+ Jager battalion

+ 4 companies ~250 per company

+ 1 mmg company (6 machine guns)

+ cyclist company

Weapons Platoons

Machine gun Zug

1 Platoon HQ Rifle team

1 Machine gun company per 4 infantry companies

3 zugs - 6 Maxim M1908 (2 teams per Zug) with a Zug being associated with an Infantry company.

1914	Line (Fearless Trained)	Reserve (Conf Trained)
2 - Maxim MG teams	150 points	110 points

1915 - 1916	Line (Conf Vet)	Reserve (Conf Trained)
2 - Maxim MG teams	150 points	110 points

For 1917 and 1918 use the Great War Book

Support Platoons

German Air support

The German air force was a well organized and well run organization. In 1918 they were called to be an active part of the German offensives and then on the defensive as the Allies pushed in 1918. For scenarios in 1918 you may purchase sporadic air support.

The Fokker DVII was an excellent all round fighter that can be used to strafe targets on the ground. The Fokker DVII is armed with 2 Spandau machine guns,

The Halberstadt CLIII is a 2 seat bomber which carried a light load. While in 1918 crude bomb sights were starting to be used, in this class of bomber none was in use. Timing a drop was something that can only be successfully accomplished by experienced crews.

1918 Conf Vet	
Fokker DVII	100
Halberstadt CLIII	100

German Arsenal

Infantry Teams

Name	Range	ROF	Anti-tank	Firepower	Notes
Pistol Team	4"	2	1	6	Full ROF when moving
Rifle Team	16"	1	2	6	
Rifle/Grenade Team	12"	2	2	4+	Able to fire over friendly
Rifle MG Team	16"	2	2	6	
MG Team	16"	3	2	6	

Gun Teams

	Mobility	Range	ROF	Anti-tank	Firepower	Notes
7.7cm FK16	Medium	24" 72"	2	8 3	3+ 6	Smoke, gunshield
M1913 105mm	Heavy	24" 64"	1	8 4	3+ 4+	Smoke, gunshield
M1890 100mm	Heavy	16" 64"	1	6 3	3+ 5+	
7.7cm M1916 Krupp	Medium	24" 64"	2	6 3	4+ 6	gunshield smoke
15cm M1916 Krupp	Immobile	24" 80"	1	9 4	1+ 2+	gunshield smoke
15cm M1913	Immobile	24" 64"	1	9 4	1+ 2+	gunshield smoke

Aircraft

Name	To Hit	Anti-tank	Firepower	Notes
Fokker DVII	3+		1	6 Machineguns
Halberstadt CLIII	4+ Bomb 3+ MGs		. 2	6 Bombs 6 machine-guns

Ottoman Turks

The Ottoman Empire through their Minister for War Enver Pasha signed a defense treaty with Germany on August 2nd 1914. While politics would come to play in the following days between those that wanted to remain neutral and those that sided with the Germans, it was readily apparent that within the military there was strong respect for the German army and that the Russians were still their bitter enemy. One of the actions that further reinforced the move to side with the Germans was the taking by the British of two battleships that were in the late stages of completion for the Ottoman Navy.

A few days later on August 12th the SMS Goeben and SMS Breslau arrived at the Dardanelles after a dash through the Mediterranean Sea. They desired to pass through the straits to Constantinople. In time they were allowed to do so. Meanwhile the British navy blockaded the entrance to the Dardanelles further increasing tensions.

On August 19th a further 500 German officers and men would arrive to help with the defenses of the Bosphorus and the Dardanelles. The tipping point would be reached on Nov 2nd when the Russians followed by their allies declaring war against the Ottomans after the Ottoman fleet raided Theodosia, Novorossisk, Odessa and Sevastopol.

Fronts would open up in the Balkans and against the Russians in the Caucasus. With the invasion of the Gallipoli Peninsula in 1915 the Ottoman Army would be stretched nearly to its breaking point. From April to September it was a pitched battle against the British, French, and ANZAC forces.



In 1916 the battle on the Caucasus front was costly with the Ottomans being driven out of eastern Anatolia. If it had not been for the Russian revolution the defeat could have been far

worse. The Ottomans would take advantage of the Russian disarray in 1917 seizing the territory they had lost and driving further into Persia, the Caucasus and on towards the Caspian Sea.

In 1918 however the British won huge victories in Palestine and Mesopotamia and were easily within reach of invading eastern and central Anatolia. With the Ottoman armies in the Caucasus and other fronts unable to intercede Turkey was about to be overrun. The Ottomans bowed to the reality of the situation and agreed to an armistice on October 30th 1918.

Ottoman Army Notes

The Ottoman army was an early adopter of the machine gun. They acquired and deployed Maxim machine guns as best they could across their army. They were however still in short supply at the start of the war.

While the Ottoman army was not generally suffering from shortages in soldiers, it did not have access to the materials to arm it's forces as the armies of Europe. Without direct easy access to arms supplies from it's allies until 1916 the Ottoman army had to make do as best it could.

The Ottomans certainly pressed into service equipment captured from other countries. Artillery, MGs from Russia, Britain was not unknown. These items however only worked as long as the ammo supply held out.

1914-1915	Line (Fearless Trained)	Confident Trained
Company HQ - Pistol team	30 points	25 points
+ Sniper team	50 points	50 points
+ Pioneer team (up to 2)	30 points	25 points

1914-1915 Ottoman Infantry Company

Company HQ (Yuzbasi) (200 per company in 1914)

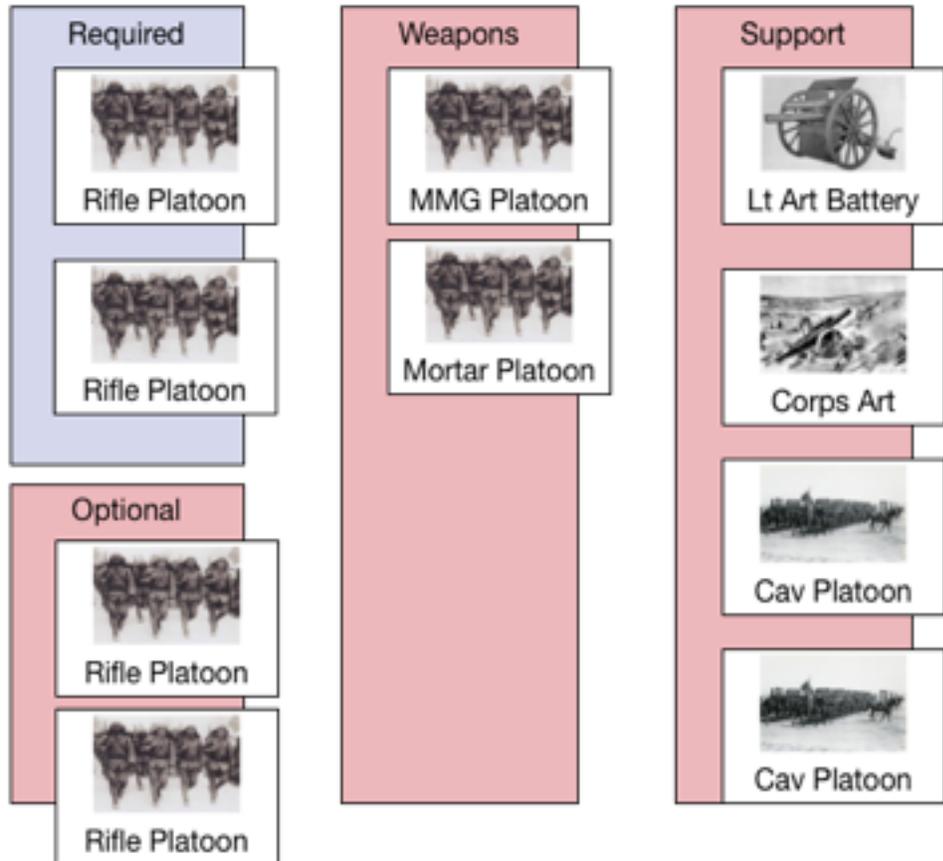


4 Platoons per Company

Platoon HQ (Mülazim)
4 Sections (3 Rifle teams per section)¹

An Ottoman Infantry company may add up to 2 Pioneer teams for a cost of 30 points each.

You may also purchase a sniper team for 50 points.



¹ I've also see a reference to there being 3 platoons of 9 sections of 9 men at Gallipoli in a company. (David Cameron's book)

1914-1915 Ottoman Rifle Platoon

Platoon HQ (Mülazim)



1914 - 1915	Line (Fearless Trained)	Confident Trained
1 - Rifle Peloton	290 points	215 points
2 - Rifle Peloton	580 points	430 points
3 - Rifle Peloton	870 points	645 points
4 - Rifle Peloton	1160 points	860 points

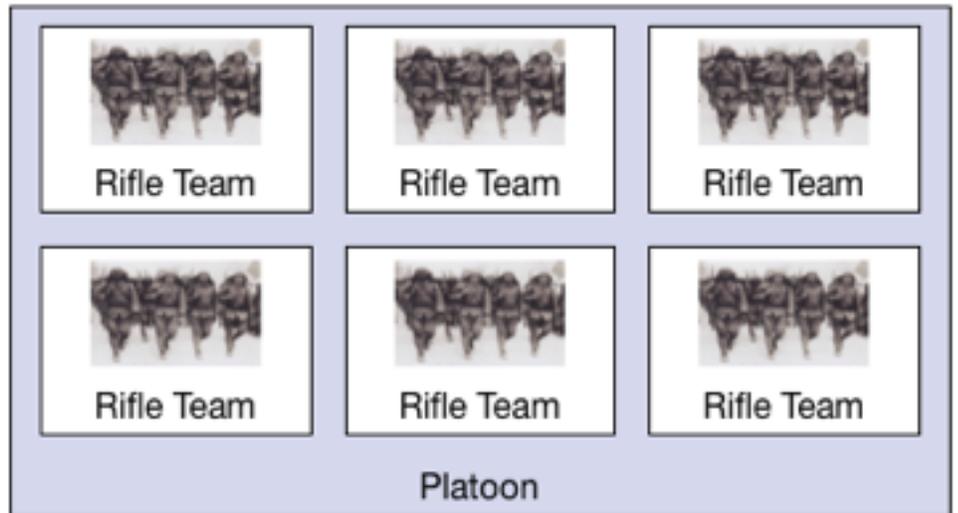
Convert up to 2 Rifle teams per platoon to Rifle Grenade teams for +5 points each.

1916-1918 Ottoman Rifle Platoon

Company HQ (Yuzbasi)

Up to 4 Platoons per
Company

Platoon HQ (Mülazim)
2 Sections (3 Rifle teams
per section)



1916 - 1918	Confident Trained	Reluctant Conscript
1 - Rifle Peloton	105 points	60 points
2 - Rifle Peloton	210 points	120 points
3 - Rifle Peloton	315 points	180 points
4 - Rifle Peloton	420 points	240 points

Convert up to 2 Rifle teams per platoon to Rifle Grenade teams for +5 points each.

1918	Line (Fearless Trained)
Company HQ - Pistol team	30 points
+ Sniper team	50 points

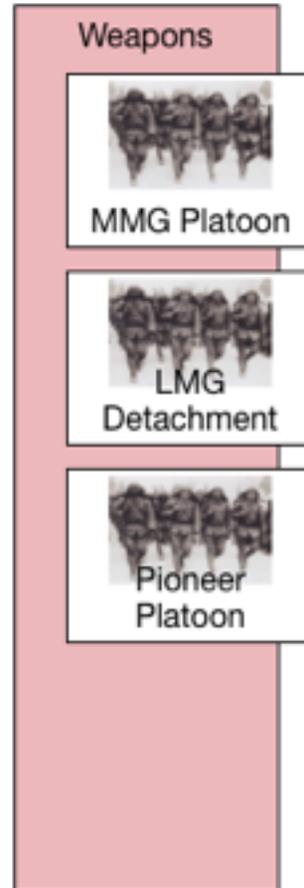
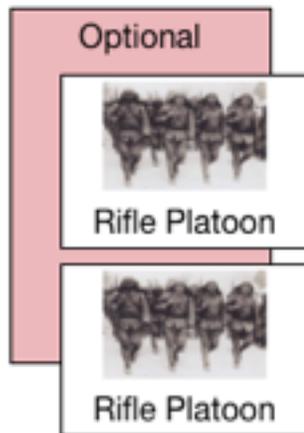
1918 Hucum Mufrezesi (Assault Company)

Assault Company
(Hucum mufrezesi)
Trained in German
Stosstactiks

Company HQ
Up to 4 Rifle
Platoons
2 sections (3 Rifle
teams per section)

Late in the war the
Ottomans benefited
from the lessons in
Stosstactiks from
their German allies.

Unfortunately unlike
their German allies
they didn't have
access to the latest
in weapons such as
sub machine guns
or flame throwers.



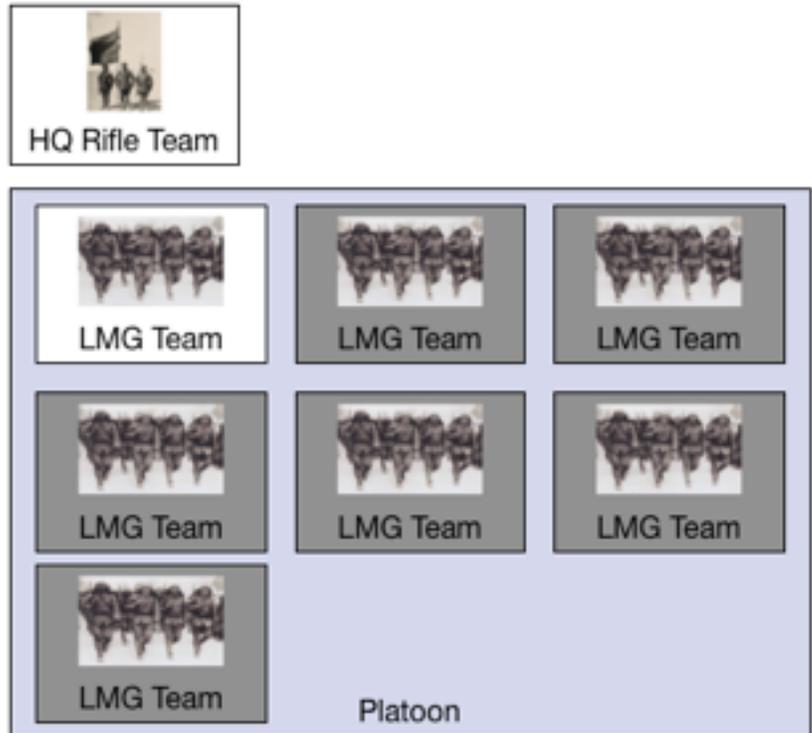
1918 Ottoman
Pioneer Platoon

This platoon has been trained by German or Austrian advisors in German Stosstroopen tactics.



1918	Fearless Trained
1 - Pioneer Rifle Platoon	110 points

1918 Ottoman LMG
Detachment



1914-1918	Guard (Fearless Trained)	Line (Confident Conscript)	Militia (Reluctant Conscript)
Company HQ - Pistol team	30 points	20 points	15 points

1918	Confident Trained
1 - LMG Team	35 points
2 - LMG Teams	65 points
3 - LMG Teams	95 points
4 - LMG Teams	125 points
5 - LMG Teams	155 points
6 - LMG Teams	185 points
7 - LMG Teams	215 points
+ Pioneer Platoon	110 points

1914 - 1918 Ottoman Cavalry Company

Broad Unit types
comprising:
Kurdish Tribal (Tribal
Regiments)
Turkish Camel
Lancers
Turkish Line Dragoon
Imperial Army
Cavalry Lance

Section
1 HQ Team
4 Cavalry Teams



Required



Cav Platoon



Cav Platoon

Weapons

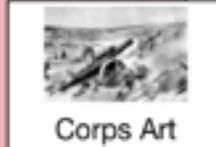


MMG Platoon

Support



Horse Art Battery



Corps Art



Rifle Platoon

Optional



Cav Platoon

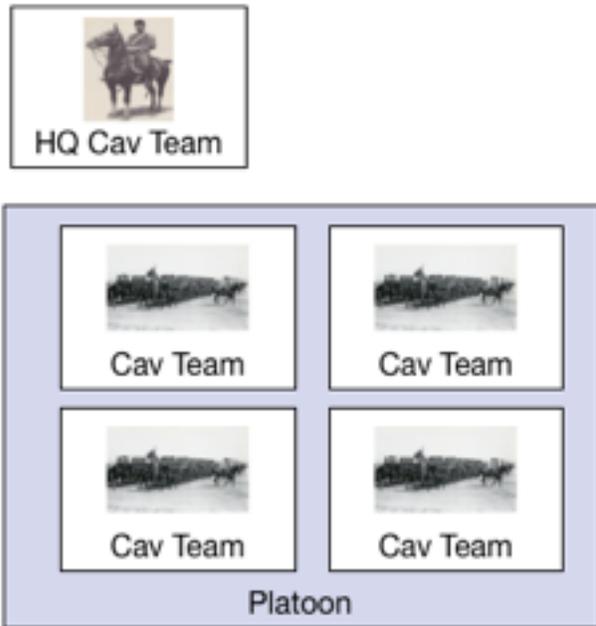


Cav Platoon

Ottoman Cavalry Platoon

Ottoman Cavalry was not generally in the tradition of the great houses of Europe. These were more practical formations, using whatever horses they might be able to procure or even camels. The service records for Ottoman cavalry spans the gamut from good to poor.

Generally they are armed with a carbine and sabre.



1916 - 1918	Guard (Fearless Trained)	Line (Confident Trained)	Militia (Reluctant Conscript)
1 - Cav Platoon	100 points	80 points	50 points
2 - Cav Platoons	200 points	160 points	100 points
3 - Cav Platoons	300 points	240 points	150 points
4 - Cav Platoons	400 points	320 points	200 points

+5 points to upgrade a Cavalry team to carry lances

Weapons Platoons

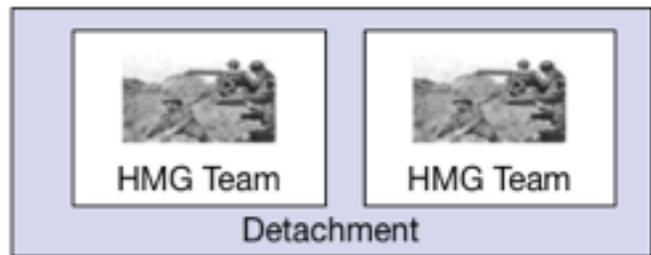
Machine gun platoon

1914 Battalion HMG detachment

2 Maxim Machine guns

1 Machine gun company per infantry companies

3 zugs - 6 Maxim M1908 (2 teams per Zug) with a Zug being associated with an Infantry company.



1914 - 1915	Line (Fearless Trained)
2 - Maxim MG teams	210 points

Through the course of the war the number of machine guns per battalion increased. From what I can find this number seems to go as high as 36 per division which then would become at most 4 per battalion detachment.

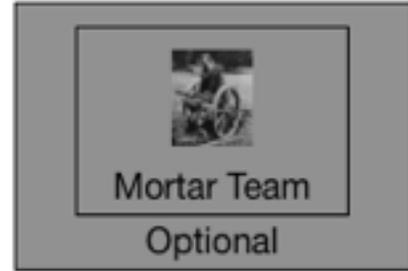
1916 - 1918	Line (Conf Trained)	Confident Conscript
2 - Maxim MG teams	170 points	160 points
3 - Maxim MG teams	285 points	240 points
4 - Maxim MG teams	340 points	320 points

Support Platoons

Mortar Battery

Mortars in the Ottoman army were supplied by their Austrian and German allies. It was very difficult to get these kinds of supplies from them until Serbia had fallen.

The Leach/Gamage Mortar was essentially an oversized slingshot.



1915	Line (Conf Trained)
1 - Leach/Gamage Mortar	90 points
2 - Leach/Gamage Mortars	180 points

1916 - 1918	Line (Conf Trained)
1 - 95mm Lanz Mortar	90 points
2 - 95mm Lanz Mortars	180 points

1916 - 1918	Line (Conf Trained)
1 - 87mm Mauser Mortar	80 points
2 - 87mm Mauser Mortars	160 points

1916 - 1918	Line (Conf Trained)
1 - 22.5cm Böhler-Kapfenberg Minenwerfer	200 points
2 - 22.5cm Böhler-Kapfenberg Minenwerfer	400 points

Artillery Battery

Battery HQ team

4 guns per battery

staff team

horse or camel limbers

1914 - 1915	Line (Conf Trained)
2 - M1903 Krupp 75mm	275 points
4 - M1903 Krupp 75mm	550 points

1916 - 1918	Line (Conf Trained)
2 - M1903 Krupp 75mm	260 points
4 - M1903 Krupp 75mm	520 points

1916 - 1918	Line (Conf Trained)
2 - M1896 Krupp 77mm	280 points
4 - M1896 Krupp 77mm	560 points

1916 - 1918	Line (Conf Trained)
2 - M1916 Krupp 7.7cm	310 points
4 - M1916 Krupp 7.7cm	620 points

Ottoman Arsenal

Infantry Teams

Name	Range	ROF	Anti-tank	Firepower	Notes
Pistol Team	4"	2	1	6	Full ROF when moving
Rifle Team	16"	1	2	6	
Rifle/Grenade Team	12"	2	2	4+	Able to fire over friendly
Rifle MG Team	16"	2	2	6	
MG Team	16"	3	2	6	
Trench Mortar Team	16"	2	2	4+	Able to fire over friendly, 6" minimum

Gun Teams

	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M1903 Krupp 75mm	Medium	24" 64"	2	7 3	3+ 6	gunshield
M1896 Krupp 77mm	Medium	24" 64"	2	8 3	3+ 6	gunshield
M1916 7.7cm Krupp	Medium	24" 72"	2	8 3	3+ 6	gunsheild
Leach/Gamage Mortars	Light	8"	2	2	5+	
95mm Lanz Mortar	Medium	24"	2	3	2+	8" minimum, trench gun
87mm Mauser Mortar	Medium	32"	2	3	3+	8" minimum, trench gun
22.5cm Böhler-Kapfenberg Minenwerfer	Immobile	32"	1			8" minimum

Russia

The Russian landscape is one of extremes, from cold to heat, mountains, deserts and fertile plains. The Russian army in WWI seemed to match the land from which it was raised. Its army contained well drilled, well equipped formations to the very dregs of men who would rather be anywhere and do anything to get away from the service to which they'd been pressed.

Operationally Russia had a wide front to cover in WWI. In the north facing German, Austria-Hungaria and Bulgaria in the center, and Turkey in the south. The immense length of the front of approximately 1000 miles would have a large effect on the nature of the war in the east. The long line of entrenchments and stalemate seen in the west didn't happen in the east, leading to far more fluid actions.



In the opening year of the war the Russian army would see success in its invasion of Prussia. The Russian victories at the Battle of Gumbinnen causing the Germans to retreat would turn into defeat later at the Battle of Tannenberg. Further south the theme would be the same, initial success at the Battle of Lemberg followed by defeat as the Austrian-Hungarian army pushed the Russians back. The leader of the army Grand Duke Nicholas would be replaced by the Tsar himself due to these defeats in 1915.

1916 saw a renewed effort to regain lost ground. Against the Germans the Lake Naroch Offensive and the Baranovichi Offensive would both fail. Against the Austria-Hungarians however the Russian army would see great success through the Brusilov Offensive. So much so, it would bring Romania into the war on the side of the allies. As part of the Brusilov Offensive, Russia prepared and introduced specialized Shock Troops which were employed against weak points in the Austria-Hungarian lines. This offensive was the high point of the Russian army for WWI. While successful it was also immensely costly where as many as 1 million casualties would be suffered. This would directly contribute to the collapse of the Russian army in 1917.

While the Tsar would abdicate the newly formed Russian Republic would fight on until October of 1917 when the Bolsheviks overthrew them and the nation would collapse into civil war. The Soviets would declare a cease fire on December 15, 1917 and would formally negotiate for peace so the Soviet army could face its own internal enemies for the next three years.

Russian Army Notes

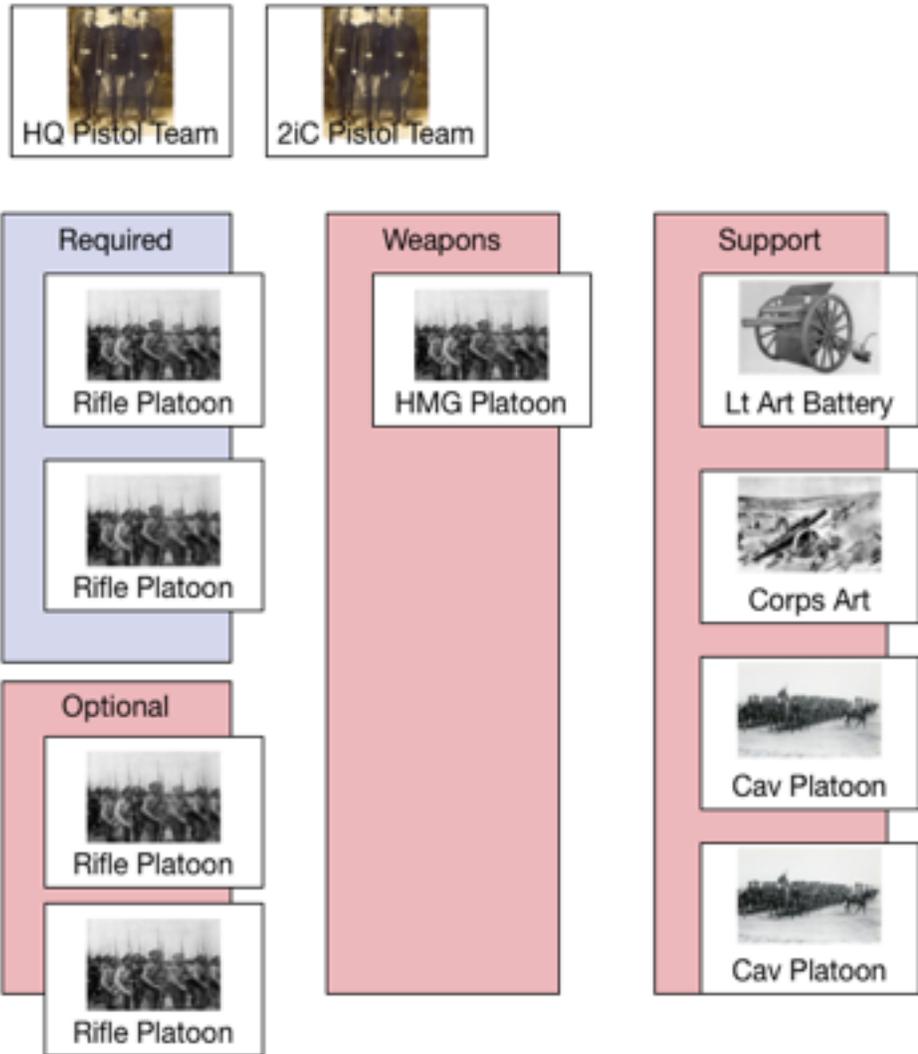
The Russian army did not have a sniper school through the course of the war. While I've been looking there appears to be no evidence that the Russians ever employed snipers. They did not have the industry to produce telescopic sights. In theory a batch of as many as 50 were ordered to be imported but it is unknown if they ever arrived. It would appear that it wasn't until 1922 when a small lot made it into Soviet Russia after which the first attempts to clone the German Busch scopes were made. This is from a series of articles on the Soviet optical sights by B. Davidov and S. Savenko. Unfortunately for this period Russian records can be extremely difficult to find.

1914 Russian Infantry Company

Company HQ

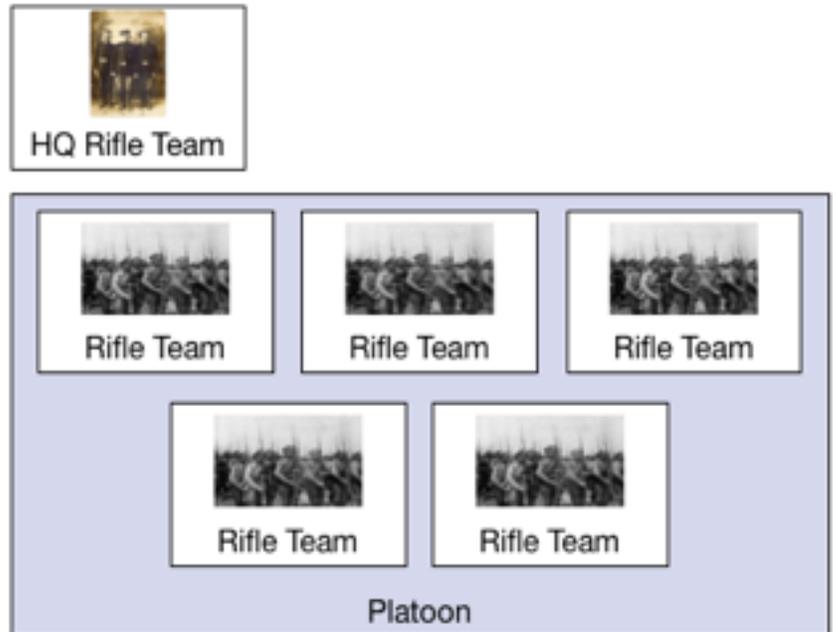
4 platoons per company

Platoon
 HQ Rifle Command team
 5 rifle teams



1914	Line (Fearless Trained)	Reserve (Confident Conscript)
Company HQ - Pistol team	30	20

1914 Russian Rifle Platoon



1914	Line (Fearless Trained)	Reserve (Confident Conscript)
1 - Rifle Platoon	75	55
2 - Rifle Platoon	150	110
3 - Rifle Platoon	225	165
4 - Rifle Platoon	300	220
1915	Line (Confident Trained)	Reserve (Reluctant Conscript)
Company HQ - Pistol team	25	20
1 - Rifle Platoon	65	50
2 - Rifle Platoon	130	100
3 - Rifle Platoon	195	150
4 - Rifle Platoon	260	200

1916-1917 Russian Infantry Company

rifles
 lmg
 grenade launchers
 trench mortars
 4 MGs per battalion



Required

Rifle Platoon

Rifle Platoon

Optional

Rifle Platoon

Rifle Platoon

Weapons

HMG Platoon

Trench Mortar

Support

Lt Art Battery

Corps Art

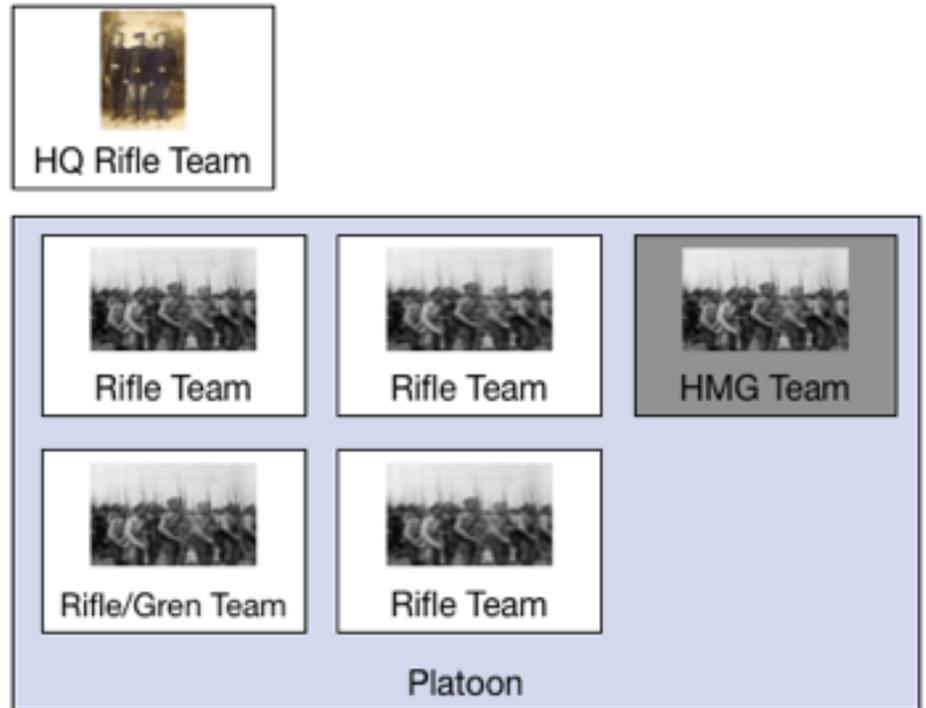
Cav Platoon

Shock Platoon

1916-1917	Line (Confident Trained)	Reserve (Reluctant Conscript)
Company HQ - Pistol team	25	15

1916-1917 Russian Rifle Platoon

A Russian Rifle platoon is made up of 3 Rifle teams and a Rifle/Grenade team. Additionally one infantry platoon in the company may add an HMG Team for an extra 60 points.



1916 - 1917	Line (Confident Trained)	Reserve(Reluctant Conscript)
1 - Rifle Platoon	65	50
2 - Rifle Platoon	130	100
3 - Rifle Platoon	195	150
4 - Rifle Platoon	260	200

1914-1915 Russian Cavalry Company

The Russians while they fielded their own cavalry formations, most often they were lesser in quality.

squadron == company
 4 platoons per squadron
 ~22 per platoon + 3 command



Required

Cav Platoon

Cav Platoon

Optional

Cav Platoon

Cav Platoon

Weapons

MMG Platoon

Support

Lt Art Battery

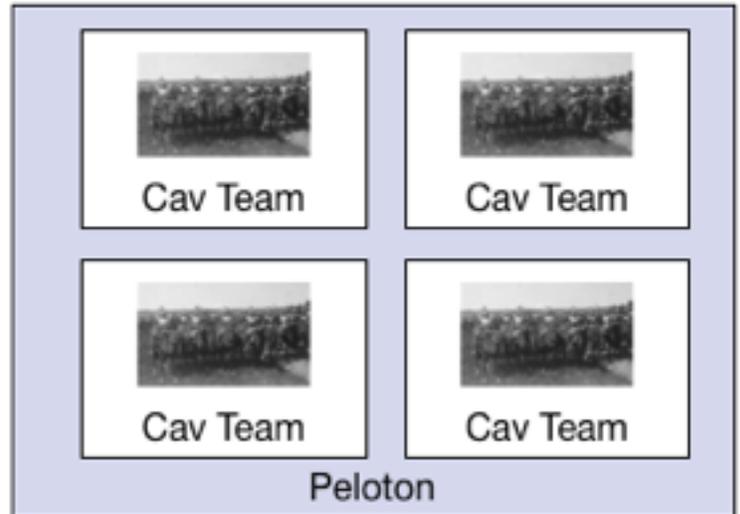
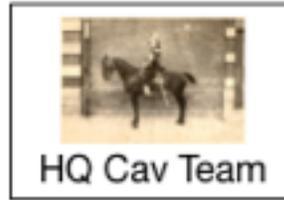
Art Battery

Rifle Platoon

1914-1915	Line (Fearless Trained)	Reserve (Confident Conscript)
Company HQ - Pistol team	30	20

Russian Cavalry Platoon (Vzvody)

Russian cavalry is generally armed with a carbine and sabre. You have the option of upgrading up to 2 teams in a calvary platoon to carry lances for 5 points each.



1914 - 1915	Line (Fearless Trained)	Reserve (Conf Conscript)
Cavalry Platoon	100	80

+5 points per team to upgrade up to 2 teams in a Cavalry Platoon to carry lances

Weapons Platoons

Machine Gun Platoon

Organizationally Machine Gun Platoons used the 1910/30 Maxim machine gun on a Sokolov mount. At the start of the war there were approx 2 such machine guns per battalion. By 1915 this was generally doubled to 4.

Machine Gun Platoon
HQ Rifle team
2 HMG Teams (Maxim 1910)

1914	Line (Conf Conscript)	Reserve (Reluctant Conscript)
2 - Maxim 1910	150 points	110 points

1915-1916	Line (Conf Trained)	Reserve (Reluctant Conscript)
2 - Maxim 1910	150 points	110 points
3 - Maxim 1910	225 points	165 points
4 - Maxim 1910	300 points	220 points

1917	Line (Conf Trained)	Reserve (Reluctant Conscript)
2 - Maxim 1910	150 points	110 points
3 - Maxim 1910	225 points	165 points
4 - Maxim 1910	300 points	220 points

Trench Mortars

Like the other armies of Europe, the Russian army also recognized the need for mortars to provide firepower close to the front. Need is one thing, making the material available is another. In 1915 these weapons were in short supply.

9 cm Mortar Type GR\ 500 meter range

Aasen - 400 meter range

1915	Line (Conf Trained)	Reserve (Reluctant Conscript)
1 - GR 9cm Mortar	200 points	150 points
1 - 75mm Aasen Mortar	300 points	225 points

1916	Line (Conf Trained)	Reserve (Reluctant Conscript)
2- GR 9cm Mortar	225 points	160 points
2 - 75mm Aasen Mortar	320 points	250 points

1917	Line (Conf Trained)	Reserve (Reluctant Conscript)
2 - GR 9cm Mortar	200 points	150 points
2 - 75mm Aasen Mortar	300 points	225 points

Support Platoons

Light Artillery Battery

A light artillery battery is made up of at least 2 guns. The Russian M1902 divisional gun was the mainstay of the Russian army.

1914 - Oct 1917	Line (Conf Vet)	Reserve (Conf Trained)
2 - M1902 76MM	200	175
4 - M1902 76MM	400	350

+ 10 points per gun for horse limbers

Artillery Battery

An artillery battery is made up of at least 2 guns. The Russian M1902 divisional gun was the mainstay of the Russian army however there were older guns pressed into service besides the M1902. The M1877

1914 - Oct 1917	Line (Conf Vet)	Reserve (Conf Trained)
2 - M1910 107MM	360	260
4 - M1877 87MM	720	520

+ 10 points per gun for horse limbers

87mm light field gun M1877
6 km max range

Russian Arsenal

Infantry Teams

Name	Range	ROF	Anti-tank	Firepower	Notes
Pistol Team	4"	2	1	6	Full ROF when moving
Rifle Team	16"	1	2	6	
Rifle/Grenade Team	12"	2	2	4+	Able to fire over friendly
Rifle MG Team	16"	2	2	6	
MG Team	16"	3	2	6	
Trench mortar	12"	2	1	5+	

Gun Teams

	Mobility	Range	ROF	Anti-tank	Firepower	Notes
76mm M1902	Medium	24" 64"	2	6 3	3+ 6	Gun shield
87mm M1877						
107mm M1910	Heavy	24" 72"	1	7 4	3+ 4+	Gun shield
122mm M1910	Immobile	16" 64"	1	8 4	3+ 4+	Gun shield
152mm M1910	Immobile	16" 64"	1	8 4	2+ 3+	Gun shield
GR 9cm mortar	Heavy	16"	1		3+	
Aasen mortar 75mm	Medium	16"	1		3+	
Maxim M1910	Light	24"	6	2	6	

Austria-Hungaria

The assassination of the Arch-Duke Ferdinand kicked off the events that lead to WWI. Austria-Hungaria covered a shared front with Germany in the east, Serbia to the south and soon Italy to the west when they joined the Allied cause.

The army was generally modeled after the German army tho note quite to the same quality. It was multinational made up of many different ethnic groups including (but not limited to) Austrians, Bosnians, Czechs, Croats, Hungarians, Poles, Slavs and more. The fortunes of Austria-Hungaria would vary through the war. As the Germans would see success against the Russians in late 1914 and into 1915 after initial set backs so too would Austria-Hungaria. It's initial offensives versus Russia and Serbia would not see success until 1915. By 1916 Serbia would fall as would Montenegro. The Russian offensive in 1916 would largely break the Austria-Hungarian army, tho they with the help of the Bulgarians and Germans, they would quickly defeat Romania when they entered the war in 1916.

The Italian front would largely remain stagnant tho the italians would try very hard to push into Austria-Hungaria.

With reinforcements to the Italian lines by Britain and France as well as the Balkans, the Austria-Hungarians would seek peace in October of 1918 as their army was in retreat.

Austria-Hungarian Army Notes

The basic tactics of the Austrian-Hungarian Army in 1914 were

1914 Austria-Hungarian Infantry Company

4 platoons per company, 4 sections in a platoon

~125 / company

~30 per platoon

~10 section ~ 2 teams per section

1914 Austria-Hungarian Cavalry Company

Scenarios and Battlefields

The 1914 battlefield was a fluid one across the not yet disturbed landscape of Europe. Trench lines were not established because the soldiers weren't digging yet. The armies were in the field and actively maneuvering. Cavalry was still an active element in the field, tho the machine gun would quickly convince the old school generals to rethink their use.

While the Great war booklet suggests a 4x4 table, I'd suggest for 1914 actions to use a 6x4 and utilize the scenarios out of the main rule book.

Artillery Observation

For those units which have observers as part of their formation, and place those observers out of command distance with their guns, the observers are then linked to their guns via telephone. This means that if an observer moves from their starting location, they are no longer in contact with the guns from their unit unless they move to be within command distance of their battery. Choose well when you place your observer!

One of the common problems with using telephones to communicate with an artillery battery is the possibility that the wire might be severed. If an observer team is the subject of a bombardment, roll to hit for the field telephone. If a hit is scored, roll a firepower roll for the equipment & line. The equipment receives a gun save. If the save fails then a firepower roll is made. If the firepower roll is successful the link is broken for the remainder of the game.

Gas

http://www.flamesofwar.com/Portals/0/all_images/WargamesIllustrated/ArticlePics/WI328/Gas.pdf

Cavalry

Across the WWI battlefield cavalry played an important role. While as a military formation its usefulness was a function of the front it was employed on. It was most useful in areas with a fluid front, such as 1914 on the western front, the German eastern front with Russia, the Caucasus between Russia and the Ottoman Empire, Palestine, Persia and Africa. Where there was solid defenses using trenches, cavalry may ride to the battle but demount to fight in the trenches.

Cavalry at the time carried a variety of weapons such as the carbine, lances, and sabre. The point of mounted cavalry was often to shield and perform recon of enemy movements. The élan of the cavalry charge was still viewed as an important tactic and employed even in the face of machine gun fire.

Cavalry in Great War moves and fires as per the base Flames of War rulebook. It is wise to review pages 202-204. The no "effective fire" from the saddle as mentioned in the Flames of War however should be questioned and mounted rifle teams are given states within this book.

Advance at the Gallop

Advance at the Gallop is 6" not 4" as per page 202 in the book.

Cavalry Charge

A cavalry charge is a very impressive and intimidating thing to behold. In prior eras the infantry defense was to form square with bayonets fixed.

Cavalry charges with a build up of impetus are more effective. This momentum is only deadly to units on the ground not dug in. Infantry and gun teams in buildings, dug in, or behind bullet proof cover may not be charged by mounted cavalry. Cavalry may not charge tank teams. Cavalry may not charge wheeled or tracked transport teams.

If a cavalry team was moving in the prior turn, during this movement step the cavalry may be declared to be in a charging state. The target platoon of the charge is stated during the movement step.

Cavalry in a charging state do not issue offensive fire during the shooting step. Cavalry in a charging state may move up to 20" in total. Cavalry in a charging state do not suffer the penalty of taking double hits.

Cavalry in a charging state may be in a charging state for up to 2 turns total. This implies that the cavalry may, after its first turn of being a charging state, not necessarily contact its target for the assault step of the first turn.

A mounted cavalry charge into assault is highly intimidating. Valid targets of a cavalry charge (infantry and gun teams) in the assault step, before defensive fire, must take a motivation test or flee if the cavalry unit in a state of charge can contact it. Cavalry units do not take this test.

Cavalry in a charging state which pins will abort the charge and move away.

Cavalry which survives defensive fire assaults at a 2+ to hit for its first assault for veteran cavalry teams, 3+ for trained cavalry teams and 4+ for conscript cavalry teams.

Aircraft

The use of aircraft in WWI as a military tool can not be overlooked. The effectiveness of aircraft in reconnaissance operations is especially of note. The limitations in bomb load as well as ammo loads resulted in a weapon which was more feared than generally effective against ground targets.

T. E. Lawrence witnessed a very effective use of RAF SE5as and DH9s that strafed and bombed the head and tail of a Turkish column on the September 21st 1918 near Wadi Farra.

"When the smoke had cleared it was seen that the organization of the enemy had melted away. They were a dispersed horde of trembling individuals, hiding for their lives in every fold of the vast hills. Nor did their commanders ever rally them again. When our cavalry entered the silent valley the next day they could count ninety guns, fifty lorries, and nearly a thousand carts abandoned with all their belongings. The RAF lost four killed. The Turks lost a corps."

For the purposes of the Great War, aircraft is only able to be purchased for actions in 1918.

Infantry units while generally very afraid of aircraft would take shots at aircraft overhead. Any infantry unit within 12" of an air attack makes a single AA attack.

Any platoon caught under an air attack are automatically pinned regardless of the actual result.

Because bombing was less than accurate the following rules apply instead of what is printed in the book. After a target has been acquired, center the artillery template on the desired target team. Roll a d6. On a 5+ the bombs are on target in the template. On a 1, the bomb goes long, flip the template forward and resolve the attack accordingly. On the 2 the bombs fall to the left, again flip the template to the left and resolve. On a 3, the bombs fall to the right and last on a 4, the bombs were dropped early, flip the template toward the model and resolve the attack accordingly.

Figures

Battlefront's Great War range certainly covers both the Germans and the British pretty well especially for 1917 and 1918.

http://www.flamesofwar.com/hobby.aspx?art_id=4553

Don't forget to look at some of the WWII figures which are actually just older WWI hardware pressed into service in WWII, such as the FT-17, the Russian M1902s and so on.

Blue moon covers French, Brits, Germans and Americans.

http://bluemoonmanufacturing.com/index.php?cat_id=33&catname=15%2F18mm+WWI

<http://www.oldgloryminiatures.com/categories.asp?cat=616>

Peter Pig

<http://www.peterpig.co.uk/range16.htm>

Painting Guide(s)

The Feb 2015 issue of War Games Illustrated #328 contains an excellent guide to painting WWI Infantry, tho specific to 1915. I recommend it.

Online Fora

Facebook -

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About the Author

Tom Gall lives in Mantorville Minnesota with his wife and 2 kids. Tom has been an avid war gamer since the about the age of 10 when he was introduced to Dungeons and Dragons in ~1979. These days he can be found playing generally in the Rochester Minnesota or LaCrosse WI areas. Tom often blogs his after action reports at : <http://www.mantorvilleexpress.com/gaming/> Besides rolling dice, Tom re-enacts with the 21 eme a French Napoleonic Unit, the 25 US Infantry a War of 1812 unit and the 3rd Minnesota Volunteer Infantry a US Civil War unit.