

Weapon	Short	Long	Rapid	Ranged Damage Dice	Close Damage Modifier	Cost	Rules	
Handgun	0 - 8"	8 - 18"	2	2	+1	+4		
SMG / Machine Pistol	0 - 8"	8 - 24"	5	2	+1	+12		
Bolt Action Carbine	0 - 10"	10 - 24"	1	3				
Bolt Action Rifle	0 - 10"	10 - 30"	1	3				
HMG	0 - 12"	12 - 30"	5	3		+30	Needs 3 crew to move, or -2" per missing crewman. Gains +1 Rapid per assistant up to 3.	
LMG	0 - 12"	12 - 30"	4	2			Gains +1 Rapid if assistant present.	
Hand Grenade		0 - 6"	1	HIT causes 4 DICE within 2". MISS causes 2 DICE within 2".		+6		
Sword	N/A					+3	+3	
Bayonet						+3		
Lance					+3			
Pick Axe Club					+2	+2		
Molotov Cocktail	0 - 5"		1	2	N/A	+4		
Smoke Grenade		0 - 12"	1	See Playtest Module		+6	See Playtest Module.	
Sniper Sight	N/A						+1 on To Hit roll.	
Hero					2D	+100	+1 To Hit -2 Armour 3+ save	
Soldier					ID	7		
Sergeant						+10	Suppression Bonuses.	
Corporal						+5		
Captain							Change orders	

British	If they have SHOOT orders, get a +1 rapid fire from their Bolt Action Rifles.
French	Have elan at start of game.
German	Get a +1 to order changes.
Elan	May trade elan token to avoid getting suppression at any time.
Light Infantry	Gains the use of the HIT&RUN order.
Captain	Automatically change unit's orders within 16" & LoS.
Flag	Gain a +2 to any remove suppression test within 16" & LoS.
Bugle	For an action, while doing an ASSAULT , call any units within 12" to have ASSAULT orders regardless of their actual orders.

Vehicle	Max Speed	Max Acceleration	Brake	Damage	Armour
Horse	20	D6	3 x D6	2 x D6	Same as Rider