

1918~1919

Storm in the West



RULES OF PLAY

TABLE O F CONTENTS

Foreword.....	2	12.0 Regular Movement.....	11
1.0 Introduction.....	2	13.0 Combat.....	12
2.0 Game Components.....	2	14.0 Tanks, Artillery & Air Units.....	16
3.0 Set Up & Hex Control.....	4	15.0 Infiltration Movement	17
4.0 Morale & Winning	5	16.0 Optional Rules	18
5.0 Turn Sequence.....	6	Scenarios	
6.0 Weather	6	S1.0 The Storm Elsewhere	19
7.0 Supply	6	S2.0 The Allied Offensive	20
8.0 Replacements & Reinforcements.....	8	S3.0 Plan 1919.....	21
9.0 Stacking.....	9	Appendix	
10.0 Zones of Control	10	Designer's Notes.....	25
11.0 Strategic Movement.....	10	D-Elim	25
		Index	27

Foreward

If this is your first wargame, read this box first.

Don't try to memorize these rules! No one does that. Wargame rules are written to create a game system that simulates the realities of military command as much as possible. As you play the game, you'll find things flow along according to a certain real-world kind of rhythm. After a few turns, that rhythm will become second-nature to you, and you won't need to refer to the rules as often.

Read the rules through in their entirety at least once before you punch out the playing pieces. During play, look up specific rules when you need to, and use a pen or highlighter to make notes and reminders to yourself at places that give you trouble.

The rules are numbered to help you find the ones you need. The first number indicates the major rules section in which a specific rule is located. The number to the right of the decimal point indicates specific rules within each section. For example, section 3.0 deals with how to set up the game and get ready to play, and rule 3.2 within that section explains how various informational markers are used on the mapsheet.

The **bold** section and rule headings are used to help you locate major topics more quickly. The boxed "Notes" distributed throughout the text give examples of play or explain the rationale behind a rule.

This is a wargame of low-to-intermediate complexity. That means you can learn to play it on your own, even if you and your opponent are completely new to the hobby. Like starting anything new, though, the best way to get into wargaming is to have an "old hand" help you. If an experienced gamer is available to instruct you, use him.

Most of all, remember—*the main reason to play these games is to have fun*. If there's some rule or section you're not sure you completely understand, don't let it throw you. Talk it over with your opponent and play it according to your best understanding at the time. Later on, after your gaming experience has increased and new understandings come to you, you can look back on those earlier matches and have entertaining exchanges like this: "Hey! Remember that last game where you beat me!? Well, that wouldn't've happened if we'd been doing those attacks the right way!"

"I am thirsting for a man's work to do, and it will be given me in full measure."

~ Erich Ludendorff

1.0 Introduction

1.1 Basics

1918: Storm in the West is a two-player game that simulates the last nine months of the Great War on the western front, from the German *Stosstruppen*-led offensives of the spring, to the final Allied "Big Push" in the fall. Players step into the shoes of the military high command of their nation (German player) or Alliance (Allied player).

The German player at first must attempt to gain ground, perhaps even knocking the Allies out, through offensive action, before going over to a defense strong enough to contain the enemy counteroffensive. The Allied player must grimly hold on against the Teutonic onslaught, then counterattack and push them back far enough to break Germany's will to fight.

1.2 Game Scale

Each Game Turn represents a half-month of real time. Each hexagon on the map measures approximately eight miles from side to opposite side.

Units in the game represent mostly European corps of between 10,000-60,000 men (or 300-400 tanks), or American divisions of about 30,000 men.

2.0 Game Components

2.1 Components

The components to a complete game of *1918: Storm in the West* are as follows:

- One two-sided 34" × 22" map
- Two sheets of die-cut counters
- One Rules of Play manual
- Two six-sided dice
- Two 8.5" × 11" Player Aid Cards

2.2 Game Map

The *1918* side of the game map represents the militarily significant terrain found on the western front during the last year of World War I. A hexagonal ("hex") grid is superimposed over the map's terrain to regulate the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade terrain features which may affect the movement of units and combat between units.

The terrain and manmade structures on the map have been altered slightly from their real-world configurations to fit within the hex-grid, but the relationships between the terrain from hex to hex are accurate to the degree necessary for presenting players with the same space/time dilemmas faced by their historic counterparts during the actual campaign.

Also note each hex on the map has a unique, four-digit, identification number. These are provided to help you find places more quickly (for example, Verdun is in hex 3120).

Important Note: The partial (non-Holland) hexes along the map's east edge are playable as if they were full hexes.

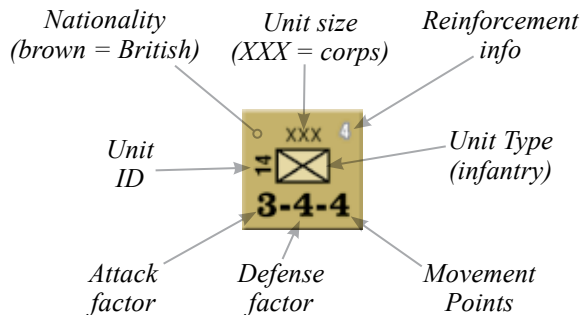
2.3 Counters

There are numerous counters included in the game, most of which represent combat units; a few others are provided as informational markers and memory aids. After reading through these rules at least one time, carefully punch out the counters. Trimming the “dog ears” off their corners with a fingernail clipper will greatly facilitate handling and stacking during play (and also enhances their appearance).

Each combat unit counter displays several pieces of information: nationality, historical identification, combat strengths, regular movement allowance, and (on reinforcement units) turn of entry.

2.4 A Sample Combat Unit

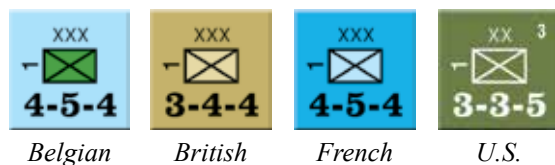
This unit is the British 14th Corps. It is an infantry unit containing two “strength steps” (that’s shown by its having printing on both sides of the counter). It has an “attack strength” (or “attack factor”) of 3, a defense factor of 4, and a regular movement factor of 4. It enters play during Game Turn 4.



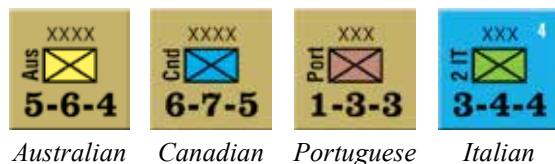
2.41 Nationality

A unit's nationality (and therefore its “side”) is indicated by its color scheme, as illustrated below.

The Allies:



Allies of the Allies:



Note: The Australian, Canadian, and Portuguese Corps are considered “British” units for most game purposes. The Italian 2nd Corps is considered a “French” unit for most game purposes. (The exceptions to that general rule are located in 8.2.1.)

The Germans:



Regular unit



Stosstruppen unit

2.42 Historical Identification

Specific units are identified by numbers and/or letter abbreviations of their full historical name. The abbreviations are:

AAC – Assault Artillery Corps

AGB – Artillery Group Bruchmüller

Aus – Australian

B – Bavarian

C – Cavalry

Cnd – Canadian

Col – Colonial

Gd – Guard

GG – Group Gayle

It – Italian

Mar – Marines

Port – Portuguese

R – Reserve

RTC – Royal Tank Corps

TC – Tank Corps

2.43 Unit Size

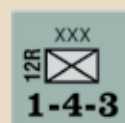
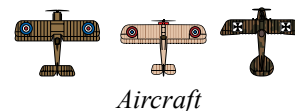
All the European ground units are corps; all the U.S. units are divisions. (The U.S. “Tank Corps” is a corps in name only, and in reality was mostly centered around the 304th Tank Brigade.)



The air units don't represent specific air units so much as the commitment of an abstract number of sorties needed to affect combat at this level of simulation.

2.44 Unit Types

The symbols in the center of the counters indicate the kinds of corps-sized units used during this campaign. They are:



Design Note: The German 1-4-3/1-3-2 corps are actually “Trench” or “Positional” units. They are mostly manned by soldiers too old or too poor in health to be depended upon to conduct rigorous offensive actions. In game terms, however, those effects are adequately modeled by their lower factors, so no special symbol has been devised for them. For all purposes, treat them as “regular” infantry.

Design Note: Each of the German Shock Troop corps has a regular infantry counterpart provided in the counter mix (identifiable by the large black dot in their upper-right corners). Those counterpart units should be set off to the side at the start of play; their use is explained in 8.3.

2.45 Attack and Defense Factors

These two “combat factors” are separate measures of a unit’s ability to conduct offensive and defensive combat operations. Their use is explained in section 13.0.

2.46 Movement Factor

This number is a measure of a unit’s ability to move across the hex grid printed on the map. Units pay different movement costs to enter different hexes, based on the terrain in the hexes entered and along the hexsides crossed. (Weather can also affect movement; 6.0.)

2.47 Steps

All units in the game are either “one-step” or “two-step” units. Those with printing only on one side are “one-step units;” those with printing on both sides are “two-step units.”

The steps contained in a unit are the direct measure of its ability to absorb combat losses before being eliminated. When a unit of this size is “eliminated” in game play, it doesn’t mean every individual within it has been killed. It means enough casualties and equipment losses have been suffered by that unit to render it useless for further combat operations.

If a two-step unit “takes a step loss,” it is flipped over so its reduced side (the one with the lower combat and movement values) shows. If a one-step unit (or a two-step unit that had already been “reduced” once) takes a step loss, it is removed from the map (eliminated) and placed in its respective Deadpile, Allied or German.

2.5 Other Counters

The use of these counters is explained at appropriate points throughout the rest of the rules text.



Replacement
(8.0)



Morale
(4.0)



Out of Supply
(7.0)



Ausi-Ami
Corps (16.1)

3.0 Set Up & Hex Control

3.1 Choose Sides and Set Up

Players should decide between themselves which side each will command. The “Allied player” commands all French, British, Belgian and American units. The “German player” commands all units of the German army (all the black-on-gray units). After that, both players should take all the units of their side and sort them by nationality (for the Allied side) and type (for both sides).

3.2 Marker Placement

Place the Game Turn marker on Game Turn 1 (Mar II) on the Turn Record Track printed on the mapsheet, with its Dry side up.



Place the following markers on the Data Track (printed in the northeast corner of the mapsheet), inside the specific boxes corresponding to the number listed here.

Allied Morale – 15

German Morale – 15

German Replacements – 24

British Replacements – 10

French Replacements – 12

Belgian Replacements – 2

U.S. Replacements – 0

3.3 Reinforcements

All Allied units with numbers in their upper-right corners are reinforcement units. They don’t start play on the map and will enter play during or after the Game Turn shown by that number. (For example, all U.S. units are reinforcements.) The Allied player should sort all his reinforcement units into piles corresponding to their Game Turn number of entry, and leave those units off to the side until they enter play.

The German side receives no reinforcements, but that player should see 8.3.

3.4 Full Strength

All units begin the game at full strength; all reinforcement units enter play at full strength.

3.5 Hex Control

Every playable land hex on the map is always “Controlled” by one side or the other (never both at the same time). This distinction is important for judging supply (7.0) and victory (4.0). At the start of the game, every hex in and (generally) east of the German Main Trench line is Controlled by the German side. Every hex in and (generally) west of the Allied Trench line is Controlled by the Allied side.

During play, the Control of a hex switches from one side to the other whenever a ground unit from the other side first enters the hex in question. Control switching is immediate and may occur and reoccur in the same hex any number of times during play.

Design Note: Don’t confuse hex Control, discussed above, with “Zones of Control.” See section 10.0 for that.

3.6 Allied Set Up

The Allied player sets up first.

Belgians: Place two Belgian corps in 1135 and two in 1235.

British: Place all British infantry corps in any Allied Trench hexes lying between 1334 and 2732, inclusive. More than one corps may be placed per hex. Place the British Cavalry corps and Royal Tank corps in any Allied-Controlled non-trench hex(es) north of the 27xx hex row.

When British placement is completed, all Allied Trench hexes within their sector of the front (1334-2732; British Roundel is printed on the mapsheet to show the extent of the sector) must contain one or more British units or a British Zone of Control (10.0). Set the British airpower unit aside temporarily.

French: Place all French infantry corps in any Allied Trench and fort hexes lying on the trench line between 2832 and 4112, inclusive. More than one corps may be placed per hex. Place the three French Cavalry Corps and the Assault Artillery Corps in any Allied-Controlled non-trench hexes south of hexrow 26xx. **Important Proviso:** *French cavalry and tanks may not set up in the front line fortresses of Reims and Verdun.*

When French placement is completed, all Allied Trench hexes within their sector of the front (2832-4112) must contain one or more French units or a French Zone of Control (10.0).

3.7 German Set Up

Place all German infantry and Stosstruppen in any German Main Trench hexes, so that all of those Main Trench hexes contain one or more German units or Zones of Control (10.0).



Place the AGB unit in any German Controlled non-Main-Trench hex. Place the Big Bertha unit in 2631. Place the German airpower unit aside temporarily.

4.0 Morale & Winning

4.1 Winning

In general, the game is won by the first player who, by gaining Control of key hexes held by his opponent at the start of the game, breaks the other side's will to fight. (That is, you win by driving the other guy's morale to zero on the map's Data Track.)

4.2 Geographic Morale Objectives

Each hex on the map with a red number within a white dot printed in it is a morale objective (or Morale Hex) for both sides.



Examples: Mons (hex 1829) is worth one morale point. Additionally, all three Paris hexes (3337, 3338 and 3438) are morale point hexes, with a value of five morale points each.

Whenever the Control of a Morale Hex switches from one side to the other, immediately debit the losing side the appropriate number of points on the Data Track and raise the gaining side by that same amount. For example, if on turn one the Germans gained Control of Reims (3029), their morale counter would be moved to the "18" box on the Data Track, and the Allied Morale counter would be moved to the "12" box. (Both morale counters start at "15"; 3.2.)

A given Morale Hex may change hands any number of times during a game; each time it does, the same debit/ increase process is generated.

Design Note: *There are 31 points' worth of Morale Hexes on the German side of the original front, and 58 on the Allied side. The 15/15 morale totals recorded on the Data Track at the start of the game reflect the fact that the social, political, and economic dislocations of the previous three and a half years of war, coupled with the horrendous casualties suffered throughout that same period, had combined to bring the two sides' morale to the same precariously balanced and potentially critical point by the spring of 1918.*

4.3 Morale Limits

Neither side's morale level may ever be driven below zero or raised higher than 30. (There is no "0" box on the Data Track; whenever a side's morale counter reaches that amount, simply remove it from the track and place it aside.) Whenever those positions are reached, the counter stays immobile there until raised or lowered by new events in the game. (Don't keep any off-track debit or surplus records; zero is zero, and 30 is 30—period.)

4.4 Winning the Game

At the end of every complete Game Turn, both players should examine the map's Data Track. If either side's Morale marker has reached "0," and thus been taken off the track, the other side is declared the winner and play stops. If, by the end of Game Turn 16 (Nov 1), the German Morale marker is still in a box greater than zero, the German is declared the winner (but see 4.5 below).

Design Note: *Since the victory Morale Checks are made at the end of each Game Turn, the structure of the turn sequence (see section 5.0) will give the Allied player an advantage. That is, that side always has one Player Turn to try to get its zeroed-out morale back on the track before having to forfeit the game. This is an intentional design feature we included in the game in order to simulate the greater depth of resolution America's entry into the war had given the Entente powers by this time.*

4.5 German Turn 9 Morale Check

At the end of the German player's turn during Game Turn 9, that player must make a Morale Check. At that instant, in order to avoid immediately forfeiting the game to the Allied player, the German Morale counter must be at 18 or higher on the Data Track and the Allied counter must be at 13 or lower. If the German passes that Morale Check, play continues in the normal manner.

It doesn't matter if the German creates these conditions anytime before Game Turn 9; to avoid forfeiture of the game, they must prevail at the end of the German portion of Game Turn 9.

Important Note: Also see rule 8.3.

4.6 The Yanks Are Coming!

The first time that an Allied Player Turn begins with six or more full-strength In Supply U.S. infantry divisions on the map, the Yanks are considered to have arrived. Immediately increase Allied morale by one point (+1); however, don't debit the Germans any points for this. This is a one-time event, no matter how many American units eventually make their way into play.

4.7 Big Bertha



The first time that an Allied Player Turn begins wherein the German “Big Bertha” counter is no longer on the map, immediately increase Allied morale by one point (+1); however, (again) don’t debit the Germans any points for this. See 16.6 for more details on Big Bertha.

5.0 The Turn Sequence

5.1 Game Turns & Player Turns

Each complete “Game Turn” of 1918 is divided into two “Player Turns.” First, the German player has his Player Turn, followed by the Allied player taking his Player Turn. Both of the Player Turns are further divided into a series of sequenced steps (or “phases”).

Every action taken by a player must be carried out in the appropriate phase of his own Player Turn. Once a player finishes a given phase and has gone on to another, he may not go back to perform some forgotten action—or redo a poorly executed one—unless his opponent graciously permits it.

5.2 The Turn Sequence

The Turn Sequence is given below. The rest of the rules are organized, as much as possible, to explain things in the order they are encountered as you progress through each turn. (Note that the German player goes first in every Game Turn.)

I. Weather

II. German Player Turn

- A. Initial Supply Phase
- B. Replacement Phase
- C. Strategic Movement Phase
- D. Regular Movement Phase
- E. First Combat Phase
- F. Infiltration Movement Phase
- G. Second Combat Phase
- H. Terminal Supply Phase

III. Allied Player Turn

- A. Initial Supply Phase
- B. Replacement & Reinforcement Phase
- C. Strategic Movement Phase
- D. Regular Movement Phase
- E. First Combat Phase
- F. Infiltration Movement Phase (Turn 9 and after)
- G. Second Combat Phase
- H. Terminal Supply Phase

IV. Victory Check

6.0 Weather

6.1 Weather



Weather in the game is either Dry (normal) or Wet. At the beginning of his Initial Supply Phase in Game Turns 2-5 and 12-16, inclusive, the German player rolls a die to determine what the weather will be throughout that upcoming Game Turn. The weather is automatically Dry on all *other* Game Turns, including Game Turn 1.

6.2 Procedure

On the map’s Turn Record Track, the word “Wet” appears in the spaces corresponding to the variable weather Game Turns listed above, followed by a single number or a spread of two numbers. If the weather die roll matches the single number, or falls in the spread, the weather that Game Turn is Wet; otherwise it is Dry.

6.3 Effects

There are no unusual effects for Dry weather. That condition is considered the norm and all the rules have been written for that condition.

However, during a Wet weather turn:

1. Treat all Flood Plain hexes as Marsh (Marsh remains Marsh).
2. Treat all Rivers as Major Rivers (Major Rivers remain Major Rivers).
- 3) The movement cost of Forest hexes increases from 1 to 2 MPs.
- 4) Air support may only be used during the first combat phase of both Player Turns.

7.0 Supply

7.1 Supply

In general, units require supply to operate with their full (printed) movement and combat factors. Units are always in one of two supply states: In Supply or Out of Supply.

7.2 When to Check Supply

Each player checks the supply status of his own units (only) during the Initial Supply Phase of each of his Player Turns. Units found to be unsupplied at that moment have their movement and combat factors halved during that Player Turn. Round fractions up.

Example: “Half” of a printed movement factor of “5” is “3.” When halving more than one combat factor for the same battle, add together all factors to be halved, then halve the total.



Mark unsupplied units with an Out of Supply marker as a reminder of their status. During the Terminal Supply Phase, check the supply status of all units marked as Out of Supply. If by that time they are not back In Supply, remove them to their respective Deadpile. (Exception: Fortress Supply, 7.12-7.15.)

Design Note: No, you don't check supply again at the instant of combat, or at the start of the Infiltration Movement Phase, etc. Just check it as given in 7.2. That's because at corps level operations on the 1918 Western Front, there's enough supply on-hand within each unit (particularly on the Allied side) to allow them to go on operating throughout the turn before they suffer from being Out of Supply. Note, though, that the Concentric Attack and Retreat After Combat rules (13.17 and 13.30) still give you good reasons to maneuver so as to surround opposing units.

7.3 How Units are Supplied

Units are In Supply when they are able to trace a supply line (of hexes) to a Supply Source appropriate for that nationality (7.4-7.6). This is all done just in the "mind's eye" of the involved player. There are no "supply units" in the game.

7.4 German Supply

German Supply Sources are all the non-Holland hexes along the (jagged) east edge of the map, from 1618 to 4107, inclusive.

7.5 British/Belgian Supply



British/Belgian Supply Sources are (normally) just the three Channel Ports (Boulogne-1441, Calais-1339, and Dunkirk-1237), which are all marked with the circular logistics symbol (●).

If, however, a Belgian or British unit is unable to trace supply to one of those hexes, it may (but with some loss of efficiency) trace to the French/ American sources described below.

7.6 French/American Supply

French/American Supply Sources are all the French hexes along the west and south map edges, from 2244 to 4112, inclusive. If a French or U.S. unit is unable to trace supply to one of those hexes, they may (but with some loss of efficiency) trace to the British/Belgian sources (7.5).

7.7 Tracing Supply

Tracing a Supply Line is done by tracing a path of hexes from the unit (or stack) to its Supply Source. The supply lines may be any length but must be empty of both enemy units and their unnegated Zones of Control (10.0).

7.8 Supply Source Limitations

Supply lines may not be traced into or through enemy-Controlled enemy fortress hexes, even if those hexes are free of actual enemy units and their Zones of Control.

A given map-edge *Supply Source* hex loses its supply-providing ability while it is enemy-Controlled. That ability is regained the instant such hexes come back under friendly Control.

A Channel Port Supply Source hex (7.5) *permanently* loses its supply-providing ability the instant it comes under German Control.

7.9 Supply Line Limitations

Other than enemy fortress hexes, supply lines may be traced into and through enemy-Controlled hexes that are empty of actual enemy units.

Supply lines may not be traced into or through hexes containing unnegated enemy Zones of Control. (Don't confuse hex Control with Zones of Control. See 3.5 for the explanation of hex Control; see 10.0 for Zones of Control.)

7.10 Supply Capacity

There is no limit to the number of *appropriate* units that may be supplied from any one Supply Source hex. ("Appropriate" here means that German units, for example, could never use a French/American source, etc.)

7.11 Inter-Allied Supply

French and American units unable to trace a supply line to one of the sources given in 7.6, may trace to a British/Belgian source (7.5). Such "cross-tracing" units have their combat and movement factors halved (as if Out of Supply), but are not removed for lack of supply as described in 7.2. British/Belgian units unable to trace a supply line to one of their own sources (the Channel Ports) may trace to a French/American source hex. The same penalties apply.

7.12 German Fortress Supply

There are two German fortresses on the map: Metz (3217), and Strasbourg (3708). Up to a full stack (9.0) of German units in each of those hexes may draw Fortress Supply while remaining there. (German fortresses are not Supply Sources that can be traced to from outside the hex.)

German units drawing Fortress Supply have their attack and movement factors halved, but have their full defense factors available, and are not removed for lack of supply during the Terminal Supply Check Phase. Within those limitations, German units can remain on Fortress Supply indefinitely.

7.13 French Fortress Supply

There are seven French fortresses on the map: Paris (3337, 3338, 3438), Reims (3029), Verdun (3120), Toul (3619), and Epinal (4114). Up to a full stack (9.0) of French units in each of those hexes can draw Fortress Supply while remaining there. (French fortresses are not Supply Sources that can be traced to from outside the hex.)

French units drawing Fortress Supply have their attack and movement factors halved, but have their full defense factors available, and are not removed for lack of supply during the Terminal Supply Check Phase. Within those limitations, French units can remain on Fortress Supply indefinitely.

British/Belgian units are never able to draw Fortress Supply. American infantry units stacked with at least one French unit (under the provisions of rule 9.6) that is itself drawing Fortress Supply, can also draw on that same Fortress Supply.

7.14 Fortress Supply Destruction

Once a fortress hex comes under the Control of the opposing side, that hex loses its Fortress Supply capacity for the rest of the game.

7.15 Switch to Regular Supply



Units drawing Fortress Supply may switch back to regular supply during any Initial Supply Check Phase wherein a normal supply line is available to them.

7.16 Moving Out of Supply

Units may be willfully moved into hexes wherein they will be Out of Supply.

8.0 Replacements & Reinforcements

8.1 Reinforcements

Reinforcements are new units entering play for the first time after the game has begun. The Germans don't receive any reinforcements during the course of a game, though they may have to make Stoss-to-regular conversions (8.3), and also have to withdraw AGB (8.7).

8.1.1 British Reinforcements

British Reinforcements (the 14th and 16th Corps) arrive at the start of the Allied Reinforcement and Replacement Phase of the Game Turn corresponding to the number printed in their upper-right corners. They are placed in any Allied-Controlled Channel Port hex; stacking limitations must be observed. If no such hex is available, the reinforcement(s) must be withheld until a turn wherein an appropriate hex has become available.

8.1.2 French Reinforcements

French Reinforcements (the air unit and the Italian 2nd Corps) arrive at the start of the Allied Reinforcement and Replacement Phase of the Game Turn corresponding to the number printed in their upper right corners (8 and 4, respectively). The Italians march (or rail, 11.0) onto the map via any operating French regular Supply Source hex (7.6). The air unit is simply kept to the side of the map until needed in combat (14.4).

8.1.3 American Reinforcements

American Reinforcements enter using the same method as the Italian 2nd Corps (8.1.2).

Historical Note: The turn-of-availability shown on the various American units does not represent their historical arrival time in France. (For example, the 1st, 2nd, 26th, and 42nd Divisions actually landed in 1917.) Rather, those numbers correspond with the times when Gen. Pershing (with the full support of Washington) was finally willing to release the units for active use at the front. During playtesting we experimented with several methods to simulate this "Pershing factor." It proved simplest, most workable, and true-to-life, to simply adopt the old man's scheduling.

8.1.4 Reinforcement Turn of Entry

Reinforcements need not be entered on the first turn they become available and may be withheld as long as the receiving player wishes. Reinforcements using rail movement to enter play do use up an appropriate portion of the Allied strategic movement capacity for that turn (11.2).

All reinforcements enter play supplied, at full strength, and immediately have normal movement and combat capabilities available for use.

8.2 Replacements

Replacements are levies of new troops and equipment (not themselves represented by counters) used to replenish units weakened by combat losses, or to reclaim eliminated units from the deadpile. Replacements are received and used in "step" increments. That is, each replacement step is able to recreate/replenish one step of unit strength.

All major nationalities in the game (Germans, British, Belgians, French, and Americans), except the Americans, start the game with some replacement steps already available (Germans-24, British-10, French- 12, Belgians-2), and all but the Belgians receive more during the game (see the Replacement Chart on the Player Aid card). Replacements may be accumulated indefinitely. (Keep a record of the various amounts on the Data Track on the mapsheet.)

8.2.1 Allied Replacement Restrictions

No Allied "major nationality" can lend or give each other replacement steps. As given in 2.5, the Allied "minor nationality" units (Australian, Canadian, Portuguese and Italian) are considered to function as part of the major-nationality army to which they are attached (shown by the background color of those units), but they are under some restrictions when it comes to replacements.



The Portuguese and Italian units may never receive replacements.



The Australian and Canadian units, if reduced, may be replenished (using British replacement steps) any number of times. If, however, they are once fully eliminated, they may not be brought back into play.

There is no type-differentiation, for replacement purposes, among Allied cavalry, infantry, and tank units. The same replacement step might be used to replenish or recreate any of those three kinds of combat units.

8.2.2 German Replacement Restrictions



The AGB unit (a one-step unit) may never be recreated with replacements once in the deadpile (for any reason) or withdrawn (8.7).



Stosstruppen units may be reclaimed from the Deadpile and/or replenished to full strength on the map up to the point when German offensive spirit is sapped (8.3).

8.3 Sapping German Offensive Spirit

If the Germans fail to win the game by the end of their Player Turn of Game Turn 9, their offensive spirit is said to be “sapped.” Immediately and permanently remove all *Stosstruppen* units from the map, or deadpile and replace them there (step-for-step and hex-by-hex) with their regular-infantry substitutes.

8.4 Replenishing

A reduced unit still in play on the map can be replenished to full strength (flipped back over so its higher factors show again) if an appropriate replacement step is available for use and the unit in question is in regular supply (not Out of Supply or drawing Fortress Supply). Such units may be in enemy Zones of Control.

Unit replenishments take place during the owning player’s Reinforcement and Replacement Phase (after the arrival of any reinforcements). Units being replenished suffer no movement or combat penalties.

Once used, a replacement step is committed to its receiving unit; it cannot be recalled or transferred to any other unit.

8.5 Deadpile Replacements

Units may be reclaimed from the deadpile in either their one-step or two-step state. (It requires only one replacement step to bring a unit back at reduced strength, two to do it at full strength.) Units may be reclaimed from the deadpile any number of times and no matter what the circumstances of their destruction (Exceptions: 8.2.1, 8.2.2, 8.3). Such units re-enter play as if they were reinforcements (8.1.1, 8.1.2, 8.1.3). Reclaimed German units enter play on any German Supply Source (east map edge hex) and may use strategic movement (11.0).

Historical Note: On turn 9, the U.S. replacement allotment is reduced from 3 to 2 to account for the transfer of the 332nd Infantry Regiment from this front to Italy at that time.

8.6 Limits

Within the above restrictions, there are no limits to the number of replacement steps both sides may commit during each of their own Player Turns. It is not mandatory to replenish or recreate a unit simply because it is eligible to receive replacements and the steps are available to do it—it is a discretionary process.

8.7 AGB Withdrawal



At the end of German Player Turn 9, that player must permanently withdraw *Artillerie Gruppe Bruchmüller* (14.2, 14.3) from play.

Historical Note: The AGB unit’s withdrawal is due to the decline in Germany’s logistical and maintenance capabilities as the campaign wore on.

9.0 Stacking

9.1 In General

Stacking is the piling of more than one unit into a single hex. The general rule is, both players may stack up to three of their own side’s units per hex, but that is modified by the following cases.

9.2 Stacking and Movement

Stacking rules are in effect at all times throughout the Game Turn.

Design Note: This means players must pay attention to the sequence in which they move their units, or they risk having carelessly-made earlier moves block units moved near the end of their movement phases.

As long as the 3-units-per-hex limit is observed, there is no limit to the number of units which may pass through any given hex over the course of a movement phase. See 12.5 - 12.7 for more stacking effects on movement.

9.3 Overstacking

If any hex is found to be overstacked, the opposing player is immediately allowed to remove the minimum number of units of his choice necessary to bring the stack back into limits.

9.4 Zero-Stacking-Value Units

Units with a “0” (zero) printed to the right of their unit type symbol (tanks and AGB) stack “for free.” That is, they don’t count toward the stacking limit in any hex. For example, if the Allied player had three U.S. divisions in the same hex, that hex would normally be stacked to the limit. The American Tank Corps (TC) unit, however, could still be added to that stack without violating these rules.

There may never be more than one zero-stacking-value unit in any given hex at any one time.

9.5 Inter-Allied Stacking

Inter-Allied Stacking is, in general, prohibited. That is, there is no same-hex stacking allowed among the various major nationalities on the Allied side.

Example: The Italians stack as if they were French; Australians, Canadians and Portuguese stack as if British (see 2.41).

9.6 U.S. Stacking

The provisions of 9.5 generally apply to U.S. units; however, every Game Turn up to nine U.S. infantry divisions (but not the TC unit) may stack and move with the units of any other Allied nationalities. These need not always be the same nine units. It is permissible for more than one Allied nationality to be inter-stacked with Americans during the same turn (though not, of course, in the same hex).

If inter-stacked with British or Belgian units, U.S. units still use their normal Supply Sources (as given in 7.6).

Design Note: In this game a unit's stacking value does not decrease with its step value. Here a unit is a unit is a unit when it comes to stacking.

9.7 Markers



The Out of Supply and Fortress Supply markers have no stacking value of any kind; they are used only as memory aids.

10.0 Zones of Control

10.1 In General

In general, most of the ground units in the game exert “Zones of Control” (or “ZOCs”) into the six hexes surrounding their location-hex. There is no qualitative difference between a hex containing a ZOC exerted by one unit and a hex containing ZOCs exerted by more than one unit. The ZOCs of both sides may be exerted simultaneously into the same hex.

Aircraft, tanks, markers, Big Bertha, and the AGB unit exert no ZOCs. Other ZOC-exerting units stacked with them continue to do so.

Design Note: Zones of Control rules are an abstraction used to show a unit's ability to project its power, through fire and tactical (small-scale) maneuver, into areas immediately around its main location.

10.2 ZOC Limits

ZOCs do not extend across all-sea hex sides. For example, a unit in 2042 does not exert a ZOC into 1941. No other kind of terrain, manmade or natural, has any inhibiting effect on ZOCs.

10.3 EZOC Effects on Strategic Movement

No unit using Strategic Movement may begin and/or end that move in an Enemy Zone of Control (EZOC) hex, but only if there is at least one other friendly unit already in those hexes all during the course of that Strategic Movement Phase.

Example: If there were three Allied units in an EZOC hex, only one or two could use strategic movement that Player Turn. The third would have to stay behind during the Strategic Movement Phase to “hold the line.” (That stay-in-place restriction would not remain in effect for the immediately following Regular Movement Phase.)

No unit using strategic movement may enter any EZOC (regardless of the presence or absence of friendly ZOC) during the course of that move.

10.4 EZOC Effects on Regular Movement

During the Regular Movement Phase of both Player Turns, all units must stop in the first hex they enter containing an EZOC, and may move no farther that same Regular Movement Phase. A unit beginning its own side's Regular Movement Phase in an

EZOC may move out of that EZOC, provided the first hex it enters contains no EZOC.

The presence of a friendly unit and/or ZOC in a hex where an EZOC is being projected does not negate that EZOC for Regular Movement Purposes.

10.5 EZOC and Infiltration

During each player's Infiltration Movement Phase, Infiltration-capable units can ignore all EZOC. (See section 15.0 for more details.)

10.6 EZOC and Combat

During any Combat Phase, if a unit or stack retreats into a hex containing an un-negated EZOC, that force must give up a total of one strength step for having done so. Friendly units negate EZOC for the purpose of retreat after combat (13.30).

10.7 EZOC and Supply

Supply lines may not be traced into or through hexes containing un-negated EZOC. Friendly units negate EZOC for the purpose of tracing supply lines.

11.0 Strategic Movement

11.1 In General

Strategic Movement is the term used to describe the shifting of units from one sector of the front to another (as opposed to the on-the-battlefield shifts of regular and Infiltration movement), usually by rail. No railroads are shown on the map. At this scale they are present in virtually every hex, so they need not actually be shown to model their effects on operations.

11.2 Limits

During each of his Player Turns, the German may move up to four of his units by rail (“strategically”). During each of his Player Turns, the Allied player may move up to six of his units (any nationalities) by rail.

11.3 Holland

Strategic Movement is not allowed into or across all-sea or Holland hexes and hexsides.

11.4 Enemy-Controlled Hexes

Strategic Movement is not allowed into or through enemy-Controlled hexes. Reminder: See 10.3 for EZOC effects on strategic movement.

11.5 Trench Lines

Strategic Movement is only allowed into and through hexes on your own side of the original front lines (as delineated by the main trench hexes of both sides). Strategic Movement is allowed into the trench hexes of both sides, but not beyond them.

11.6 No Mixing

Units that use Strategic Movement may not utilize regular or Infiltration movement that same Player Turn. They may attack and defend normally from within their end-of-move hex and may advance and/or retreat after combat (13.30, 13.33).

11.7 Starting/Ending

Strategic movement must start and end in town or city hexes. During the move itself, the moving units may pass into and through any kinds of terrain not prohibited in 11.3, 11.4, and 11.5. (Replacements and reinforcements using strategic movement to enter play are considered to have begun their moves in cities/towns off-map.)

11.8 Distance

Within the limitations given above, a strategically moving unit may move any distance the owning player desires.

11.9 Off-Map Strategic Movement

If the frontline has taken on a configuration such that the area on the map Controlled by a side is cut in half (or more), it is permissible to trace Strategic Movement off, and then back on, the map, but not through sea or Holland hexes.

Example: Assume the Allied player had pushed north from the Verdun area (3120) and had succeeded in extending a salient of Allied-Controlled hexes to the map edge at 2517. In such a situation, the German could use Strategic Movement to move units back and forth between those two areas. The map-exiting and re-entry must, however, only take place through friendly-Controlled and EZOC-free hexes.

Design Note: Except under the provisions of the rule above and Optional Rule 16.5, no in-play ground unit may ever be moved off the map.

11.10 AGB Strategic Movement

AGB may use strategic movement just as other German units, but with the added advantage that it may begin and end its move in any German Trench hexes (Main or Secondary), regardless of the presence there of a town or city.

12.0 Regular Movement

12.1 In General

Every ground unit in the game has a Movement Factor printed in its bottom-right corner. That factor is the number of movement points (also called movement factors, or MPs) available to the unit to use to move across the hex grid of the map during its side's Regular Movement Phase.

Units move from hex to adjacent hex, paying varied costs to do so, depending on the terrain in and along the hex being entered.

The movement of each player's units takes place only during his own Player Turn's movement phases—no enemy movement takes place during your own Player Turn. (**Exception:** Retreat after combat, 13.30.)

12.2 Limits

MPs may not be accumulated from turn to turn, nor may they be loaned from one unit to another. A player may move all, some, or none of his units, as he chooses, in each of his Regular Movement Phases throughout the game. Units which move are not required to expend all their MPs before stopping.

The movement of each individual unit or stack must be completed before that of another is begun. A player may only adjust the position of an already-moved unit or stack if his opponent allows it.

12.3 Minimum Movement Ability

All units are guaranteed the ability to move at least one hex during their side's Regular Movement Phase by expending all their available MPs. This guarantee does not, however, allow units to enter hexes or cross hexsides which are otherwise impassable to them; nor does it allow units to move from EZOC to EZOC.

12.4 Enemy Units

Your units can never enter hexes containing enemy units.

12.5 Stack Movement

To move together as a stack, units must begin their side's Regular Movement Phase already stacked together. Units are not required to move together simply because they started the Regular Movement Phase in the same hex—in such situations those units might be moved together, individually, or in smaller sub-stacks.

Design Note: Remember, units may not use both Strategic and Regular Movement in the same Player Turn.

12.6 Splitting Stacks

When moving a stack, you may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original (or "parent") stack may then resume their own movement, even splitting off another unit again, if so desired. But once you begin moving an entirely different parent stack (or individual unit that began in a different hex), you may no longer resume the movement of the earlier stack without your opponent's permission.

12.7 Different MP

If units with different movement factors are moving together in a stack, the stack must use the movement factor of the *slowest* unit. As the slower units in the stack exhaust their MPs, you may leave them behind and continue on with the faster units.

Design Note: The same principles of stack movement also apply during Infiltration Movement Phases, but only, of course, for Infiltration-capable units (see section 15.0).

12.8 Terrain and Regular Movement

All terrain features on the map can be classified into one of two broad categories—Natural and Manmade. Both of those categories are divided into several different types (see below).

There is never more than one type of natural terrain in any one hex, but more than one type of Manmade terrain may exist in one hex (along with the natural stuff).

12.9 Natural Terrain

There are nine types of natural terrain: Clear, Forest, Rough, Devastated, Marsh, Flood Plain, Mountain, Rivers, and Major Rivers. The effects these various terrains have on the movement of ground units are described below and are summarized on the Terrain Effects Chart (found on the 1918 Player Aid card) for quick reference.

12.9.1 Clear

Clear terrain is the “base” terrain of the game. It is just that—clear. Hexes with only clear terrain in them represent areas devoid of any natural features that would enhance defense or slow movement. Each clear hex costs units 1 MP to enter.

12.9.2 Forest

Forest hexes represent areas where the primary ground cover is trees. During Dry weather, each forest hex costs units 1 MP to enter; during Wet weather, that cost becomes 2 MP per hex.

12.9.3 Rough

Rough terrain represents areas hilly or forested enough to provide some defensive combat advantages, but not enough to greatly slow the movement of troops across it. Each rough hex costs 1 MP to enter.

12.9.4 Devastated

Devastated terrain costs all units 2 MP per hex.

***Design Note:** Devastated terrain is actually clear (natural) terrain that was purposely pulverized, torn up, made hard to cross, etc., by the Germans in 1917, when they conducted a withdrawal from the area to shorten their lines. In effect, though, their devilish labors succeeded in creating a new kind of natural terrain, so that’s how we treat it in the game.*

12.9.5 Marsh

Marsh hexes cost all units 2 MP per hex. The AGB unit may not enter a Marsh hex.

12.9.6 Flood Plain

Flood Plain hexes function as clear terrain for all purposes during Dry weather, but temporarily become Marsh during Wet weather. Pay movement costs accordingly.

12.9.7 Mountain

Mountain hexes cost all units 2 MP to enter. The AGB unit may not enter a Mountain hex.

12.9.8 Rivers

Rivers run between hexes, along the hexsides, rather than lying in-hex like the terrain described above. Normally, all units may cross rivers with no penalty; during Wet weather, however, rivers are treated as if they are Major Rivers.

12.9.9 Major Rivers

Major Rivers also run between hexes and cost all units an extra MP to cross (that is, a point in addition to the cost of the terrain

crossed into). Major Rivers undergo no changes during Wet weather.

12.10 Manmade Terrain

Manmade Terrain exists in six types: Cities, Towns, Allied Trenches, German Main Trenches, German Secondary Trenches, and Fortresses.

12.10.1 Cities and Towns

Cities and Towns have no effects on regular or Infiltration movement. The movement cost for entering such hexes is determined by the other terrain in those hexes.

12.10.2 Allied Trenches

Allied Trenches cost German units an additional MP (beyond the costs of the other terrain in the hex) to move into. Allied Trenches have no effects on the movement of Allied units.

12.10.3 German Main Trenches

German Main Trenches cost Allied units an additional MP (beyond the costs of the other terrain in the hex) to move into. German Main Trenches have no effects on the movement of German units.

12.10.4 German Secondary Trenches

German Secondary Trenches have no effects on the movement of any unit. The movement cost for entering such hexes is determined by the other terrain in those hexes. (Note that there are no Allied Secondary Trenches.)

12.10.5 Fortresses

Fortresses have no effects on the movement of any unit. The movement cost for entering such hexes is determined by the other terrain in those hexes.

12.11 Cumulative Effects

The total movement cost for entering any hex is always the total cost for entering/ crossing all the terrain types there.

***Example:** Crossing a Major River hexside, into a Forest, enemy (main) trench hex in Wet weather would cost a total of 4 MPs. That’s two for the Forest in Wet weather + and extra one for the Major River + and extra one for the enemy trenches = four. (Beginners, since you don’t use the weather rules, that would be only three, total, for you.)*

13.0 Combat

13.1 In General

In general, combat takes place between opposing units during the two Combat Phases in each Player Turn. Attacking is always voluntary; the mere fact of opposing units’ adjacency does not necessitate combat.

The player whose Player Turn it is, is considered “the attacker,” and the other is “the defender,” no matter what the overall situation on the map.

13.2 1st Combat Phase/2nd Combat Phase

All the rules in this section pertain to both the first and second Combat phases of every Player Turn. A unit need not be Infiltration-qualified (15.0) to participate in the second Combat Phase.

13.3 Multiple Defenders

If there are two or more enemy units in a given hex being attacked by your units, you may only attack that stack as if it were one large, combined, defending unit.

13.4 Multi-Hex Attacks

An enemy-occupied hex may be attacked in one battle by as many of your units as you can bring to bear from one, some, or all of the surrounding hexes. No more than one hex, however, may ever be the object of a single attack. For example, an attacking unit in 3535 may not attack defenders in 3435 and 3436 during the same combat phase.

13.5 Indivisibility of Units

No single attacking unit may have its attack factor divided and applied to more than one battle. Likewise, no defending unit may have part of its combat factor attacked by one or a few attackers, while another part is attacked by others.

No attacking unit may attack more than once per combat phase, and no defending unit may be attacked more than once per combat phase.

13.6 Attack Sequencing

There is no limit on the number of attacks each player may set up during his combat phases. The attacker need not declare all his attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before the next is begun.

13.7 Stacks on the Attack

It is not necessary for all the units you have stacked in a given hex to participate in the same attack. Some of the units might attack into one defender hex, while others attack into some other(s), or simply don't attack at all. No defending unit, however, may refuse combat.

13.8 Fog of War

Neither player may ever look beneath the top unit of enemy stacks until the time comes in the combat resolution process for odds computation. Once an examination has been made, the attacker may no longer call off that attack.

13.9 Multi-National Allied Combat

On the attack, it is permissible for the Allied player to have units involved from more than one major and/or minor nationality in the same battle (but only within the limits of the stacking rules, 9.0). *For example, French units in 2832 could combine with British units in 2732 for an attack against Germans in 2731.* If, however, the Allied player runs more than one attack per combat phase with both British and French units involved, all those after

the first suffer a -1 DRM. (No other nationality combinations generate any penalties for the Allied player.)

On the defense, since inter-Allied stacking will only take place under the provisions of rule 9.6, the Americans defend normally in conjunction with their "host nationality" comrades.

13.10 Combat Procedure

Normally, the attacking player should strive to have more attack factors involved in a given battle than the defender has defense factors. Such battles are called "high odds" attacks. To resolve such fights, the attacking player must begin by calculating his "odds."

Do that by adding up the attack factors of all the attacking units involved in the battle; then add up the defense factors of the enemy units defending in the battle. Divide that defender-total into the attacker-total, and round off (down) any remainder.

Example: 26 attack factors vs. 7 defense factors yields an odds ratio of 3:1. That is, $26 \div 7 = 3.71$, which rounds down to 3. To turn that "3" into a ratio, you must set a "1" next to it on the right. Thus, "3" becomes "3:1" (which is read "3-to-1"), which corresponds with a column heading on the Combat Results Table (CRT) printed on the Player Aid card.

Design Note: Supply Effects. Don't forget, attacking units which were Out of Supply during that same Player Turn's Initial Supply Phase have their attack factor halved when totaling up strengths (see 7.2).

13.11 Poor Odds Attacks

Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks." Procedures are modified in that now you divide the defender's total by the attacker's; round remainders up, and set the "1" on the left side.

Example: A force with 5 attack factors is attacking a force with 11 defense factors. Divide 11 by 5 ($11 \div 5 = 2.2$), and round up (2.2 becomes 3), then set the "1" on the left of that "3," yielding odds of 1:3.

Design Note: "High Odds" and "Low Odds" attacks are simply terms of convenience, good for nothing more than indicating which of the two odds calculating procedures you'll use for a given battle. It's possible to have successes with low odds attacks, and fiascoes at high odds. In general, though, the higher your combat odds, the better the chances for success in any attack. That is, you want to be attacking on the right side of the CRT. Of course, in situations where the two sides have precisely the same amount of combat factors, no mathematics are necessary; odds will be 1:1.

13.12 Odds Limits

Note that the column headings on the CRT range from 1:2 to 7:1. Odds greater than 7:1 are resolved as if they were 7:1; odds worse than 1:2 always yield a combat result of 2/0 (no die roll is needed).

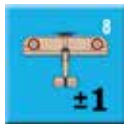
13.13 Die Roll Modifiers

After the combat odds have been calculated, players must total the Die Roll Modifiers (DRMs) that apply to that fight (13.14-13.27, 13.35, 13.9). All terrain DRMs apply only to the terrain in the defender's hex, and around the perimeter of his hex; the terrain in the attacker's hex(es) have no effects.

Some DRMs favor the attacker (the positive ones), and others favor the defender (the negative ones). All combat modifiers are cumulative. After determining all the modifiers that apply to a given battle, combine them to come up with one total—either zero, or a positive or negative number. For example, in a battle where the defender had -3 DRMs, and the attacker had +2, the final effect would be to modify the combat die roll by -1. [That's $(-3) + (+2) = -1$.] The final modifier is applied to the die roll (13.28) for that combat.

Design Note: These are die roll modifiers, not combat result modifiers.

13.14 Airpower



If the defender has an air unit available for the battle, the DRM is -1 (that's "minus one"). Airpower on the attack generates a +1. The Allied player may obtain a +2 or +3 modifier by committing two or three air units to the same attack; he may not, however, commit more than one air unit to a defense (14.4).

13.15 Tanks



If the Allied player has one or more tank units involved in an attack into a non-trench hex, he receives a +1 DRM for that battle. If the Allied player has one or more tank units involved in an attack into a German main or secondary trench hex, the normal +1 DRM is not used. Instead, the tanks nullify the trench DRM the German would otherwise receive in that battle.

In non-trench situations, no matter how many Allied tank units are involved in any given attack, the resultant DRM is never more than +1.

Tanks generate no defensive DRMs (as in an attack, though, they do contribute the appropriate combat factor to the odds calculation). Also note that there are no German tank units.

13.16 AGB

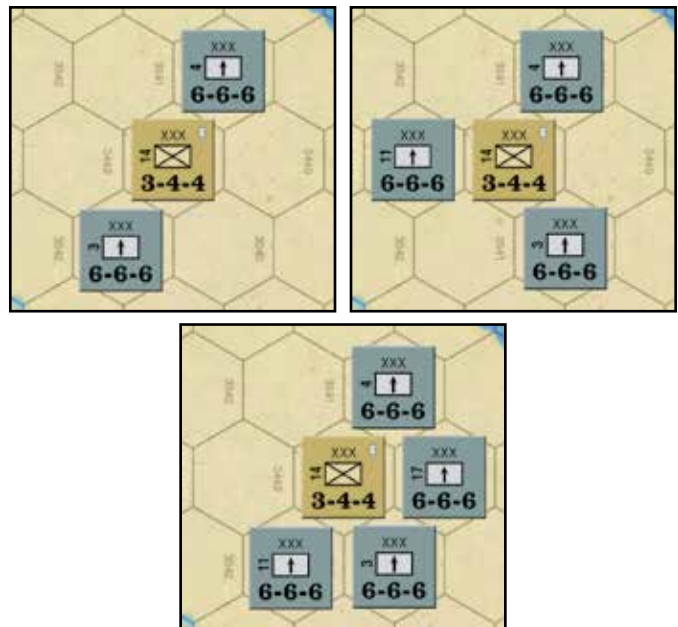


Whenever the German player's *Artillerie Gruppe Bruchmüller* unit participates in one of his attacks, that attack gains a +1 DRM. (For more details on AGB, see 14.3.)

13.17 Concentric Assault

If a defending hex is attacked by units in opposite hexes, or by units in three hexes with one hex between each one and the next, or by units in more than three hexes, that attack gains a +1 DRM.

In the following three diagrams, the defending Allied unit is being concentrically assaulted.



Important Exception: The concentric attack bonus is never available for attacks against German or French units defending in fortress hexes inside their own nations.

13.18 Forest

If the defending units in a battle are located in a Forest hex, that defense receives a -1 DRM.

Design Note: Tanks cannot attack into woods hexes. They can move into such hexes (when not enemy occupied, of course), and even defend there, but they cannot attack into them.

13.19 Rough and Devastated

If the defending units in a battle are located in a Rough or Devastated hex, that defense receives a -1 DRM.

13.20 Marsh

If the defending units in a battle are located in a Marsh hex, that defense receives a -1 DRM.

Design Note: Tanks cannot attack into Marsh hexes. They can move into such hexes (when not enemy occupied, of course), and even defend there, but they cannot attack into them. Don't forget, Flood Plain is treated exactly like Marsh during Wet Weather turns.

13.21 Mountain

If the defending units in a battle are located in a Mountain hex, that defense receives a -2 DRM.

Design Note: Tanks cannot attack into Mountain hexes. They can move into such hexes (when not enemy occupied, of course), and even defend there, but they cannot attack into them.

13.22 Rivers/Major Rivers

If all the attackers in a given battle are attacking through River and/or Major River hexsides, that defense receives a -1 DRM.

Design Note: Tanks cannot attack across Major River hex-sides. Don't forget, Rivers are treated as Major Rivers during Wet Weather Game Turns.

13.23 Towns

If the defending units in a battle are located in a town hex, that defense receives a -1 DRM.

13.24 Cities

If the defending units in a battle are located in a city hex, that defense receives a -2 DRM.

Design Note: Tanks cannot attack into city hexes. They can move into such hexes (when not enemy occupied, of course), and even defend there, but they cannot attack into them.

13.25 German Main Trenches

If the defending units in a battle are German and located in a German Main Trench hex, that defense receives a -2 DRM (otherwise there's no effect). (See also 13.15.)

13.26 German Secondary Trenches

If the defending units in a battle are German and located in a German Secondary Trench hex, that defense receives a -1 DRM, otherwise there's no effect. (See also 13.15.)

13.27 Allied Trenches

If the defending units in a battle are Allied and located in an Allied Trench hex, that defense receives a -2 DRM. Allied trenches attacked by Stosstruppen receive a drm of -1 rather than -2.

Design Note: Neither side's units gain any defensive advantage from being located in a trench hex of the other side.

13.28 Final Combat Resolution

After the final modifier number has been calculated, the attacking player rolls one (six-sided) die. Modify the result by the final modifier. Die Rolls modified to less than "1" are treated as "1;" rolls modified to greater than "9" are treated as "9."

Cross-index the (modified) result with the odds column on the Combat Results Table (CRT) to get the combat result. For example, a die roll of "6" at 3:1 odds yields a printed result of "2/3."

13.29 Combat Results

The number to the left of the slash applies to the attacking force; the number to the right applies to the defenders. These are called "Loss Points" (or "LPs"), and they may be absorbed in two ways: 1) Step Loss, and 2) Defender Retreat.

The defender must always completely absorb his combat result in a given battle before the attacker absorbs his.

13.30 Defender Retreat

Only the defending player has the option of retreating all of his involved units in a battle one hex (no more) in order to satisfy one increment of his combat result.

The unit may retreat into any adjacent empty hex or friendly-occupied hex within stacking limits (retreating player's choice), but if it is into one containing an un-negated EZOC, then the retreating unit or stack must still lose a step because of that. (That's one step, total, not one from each unit in the stack.)

Design Note: Why retreat in such a situation? Perhaps to gain a positional advantage.

Retreats-After-Combat *don't* cost any MPs and have nothing to do with other kinds of movement but retreating units must still observe normal movement prohibitions. For example, they can't retreat across an all-sea or Holland hexside.

Note also that retreating is an all-or-none proposition for the units involved. That is, you may not retreat just one or some units from a defending stack, leaving others behind. All go, or all stay, and the move of the entire retreated force (no matter how many units it contains) only satisfies one increment of the combat result

If defending units in one battle retreat into a hex containing other friendly units, and that new hex comes under attack that same phase, the units that retreated into the new hex in no way contribute to their new location's defense. Further, if the defenders in that new hex receive any LPs, the retreated-in units from the earlier battle are all automatically eliminated.

13.31 Step Loss

Every step of strength given up from involved units satisfies one increment of the combat result. For example, flipping a two-step unit to its reverse side satisfies one increment of combat result; eliminating it entirely would satisfy two increments, etc.

Step losses may be apportioned by each player among his involved units as he sees fit. That is, the attacking player decides how to apportion losses to his involved attacking units, and the defending player decides how to do so for the involved defenders. Both players are allowed to reduce and/or eliminate their own units as they see fit, as long as they completely satisfy the step-loss amount called for by the CRT result. (As explained in 13.30, defenders can reduce their step losses by one if they retreat a hex. Attackers never have that option.)

Design Note: See 14.1 and 16.7 for two important exceptions to the above.

Design Note: If more step losses are called for by the combat result than are actually present for that side in a battle, ignore the surplus. There are no "carry overs" to other battles or turns.

13.32 Fortress Combat

When the German player attacks French units (and possibly American; 9.6) defending in a French fortress hex, the German player's final combat result of LPs is increased by 2. When the Allied player attacks German units defending in a German fortress hex, the Allied player's final combat result of LPs is increased by 3.

Note that unlike all the other modifiers given above, fortresses increase the combat result taken off the odds chart, not the die roll used to find the proper combat result. Also note that in any defender/attacker nationality combinations other than those two described above, fortresses have no effect on combat. Fortress combat effects do accrue in addition to all other applicable modifiers.

Design Note: In game terms, no fortress hex contains trenches. Those two types of manmade terrain are completely distinct.

Design Note: Tanks cannot attack into fortress hexes. They can move into such hexes (when not enemy occupied, of course), and even defend there, but they cannot attack into them.

13.33 Advance After Combat

In both first and second Combat Phases, whenever the defender's hex in a battle is left vacant of defenders after that side's combat result has been satisfied, the surviving attacking units (if any) may be immediately moved into that hex. Normal stacking limits apply, but just like retreats after combat, these advances don't require the expenditure of any MPs. This is a free option given to victorious attackers. (Victorious defenders are never allowed an advance after combat; they merely hold their positions.)

Advances are not mandatory, but the decision to do so must be made immediately after the battle is resolved, and before that of any other is begun. Further, it is not necessary for an advancing attacker to try to stack-full the newly won hex; he may send just one or a few units, if he wishes rather than a full stack.

13.34 Advance and Infiltration Movement

Infiltration-capable units that advance after combat during the first combat phase of their side's Player Turn are not thereby prohibited from also participating in the Infiltration Movement Phase.

13.35 Stosstruppen Tactics



Whenever a German attack is *Stoss*-led, that attack receives a +1 DRM. Further, to reflect the tactical surprise suffered by the Allies at the start of the initial German offensive, that DRM is increased to +2 for all *Stoss*-led attacks during the First Combat Phase (only!) of Game Turn 1. "*Stoss*-led" means there is at least one step of supplied *Stosstruppen* units involved in the attack. Note that this rule is cumulative with 13.27.

14.0 Tank, Artillery & Air Units

14.1 Tanks



Tanks must always be the first steps given up to satisfy the step losses in every attack in which they participate. (That's not true when tanks are involved in a battle as defenders.)

Example: Assume two Allied tank units were involved (from different hexes, of course) in the same attack. The final result calls for the Allied side to lose 3 steps. The first two of those

steps would have to be taken by destroying the tank units. Of course, tank units may be reclaimed from the deadpile, using the replacement process, any number of times throughout a game.

No tank can attack unless it is stacked with at least one infantry step of its own nationality (color) and that infantry step is joining in the same attack.

For more on the special characteristics of tanks see: 9.4, 10.1, 13.15, 13.18, 13.20, 13.21, 13.22, 13.24, 13.31 and 15.5.

14.2 AGB Movement



The German *Artillerie Gruppe Bruchmüller* unit may never be voluntarily moved into a hex next to any Allied unit (regardless of the presence of other German units in that hex). If, due to Allied action, etc., AGB ends up in a hex next to an Allied unit, the unit loses its attack-support capability (14.3) until that situation is ended.

AGB may use strategic movement but is not Infiltration-capable. AGB may never be moved into a Marsh or Mountain hex using regular movement. When using strategic movement, AGB may never end such moves in towns/cities located in Marsh or Mountain hexes.

If AGB is in a Flood Plain hex that suddenly becomes Marsh due to Wet weather, the German must move it (or at least begin to move it) out by the most direct route possible toward dry ground. It loses its attack-support capability while in such straits.

14.3 AGB Combat

If caught in an Allied attack stacked with other German units, AGB shares the fate of the other combat units, except it may not retreat after combat and it must be the last step given up to satisfy LPs.

AGB does not attack normally; instead, it may use its combat factor to support one German attack each German Combat Phase (Primary and Secondary). To support, AGB must not be under an Out of Supply marker, nor may it be in any of the situations described above in 14.2.

AGB may support any one German attack wherein it is within two hexes of the defender's hex. (The small "2" printed beside the AGB unit's attack factor is there as a reminder of this "range" effect.) The support process is simple—just add in the AGB attack factor (15) to that of the attacking German ground units when figuring the odds, and also give the attack a +1 DRM. AGB never advances after combat.

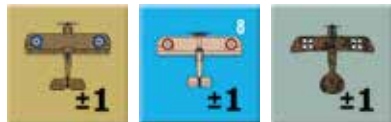
AGB may not contribute any more of its factors to the battle than are contributed by the involved German infantry. For example, if only 6 attack factors of German infantry (*Stosstruppen* and/or regular) were involved in an attack, AGB would then only be able to contribute 6 of its own factors. The surplus is lost for that Combat Phase.

Though AGB is prohibited from moving into certain kinds of terrain, it is not prohibited from supporting ground units attacking into those kinds of terrain. In the rare circumstance where the geography is right for it, AGB may support attacks across all-sea hexsides.

Within normal restrictions, AGB may draw German Fortress Supply in order to survive on the map, but it may not provide attack support while drawing such supply.

Design Note: For more on the special characteristics of AGB see: 8.2.2, 8.7, 9.4, 10.1, 11.10 and 13.16.

14.4 Air Units



Air Units are not kept on the board like other units, nor do they move from hex to hex. Their range of

commitment is infinite, and they don't have to trace any kind of movement path to get to any combat. In effect, the air markers simply serve as memory aids to show the amount of air commitment to a given battle. Air units have no step or stacking values and may not be given up to satisfy a combat result. Air units never need supply.

Each air unit can support one battle (on offense or defense) every Game Turn. The Allied player may commit his air units without any regard to the nationalities involved in a battle, either on the ground or in the air. Once used for support, set the air unit aside until the start of the next Game Turn, when it becomes available again. During Dry weather turns, air units may make their appearance during any combat phase; during Wet weather, they are only available on the first combat phases of the Player Turns.

15.0 Infiltration Movement

15.1 In General

During each player's Infiltration Movement Phase, his Infiltration-capable units which were not "Out of Supply" during the Initial Supply Phase may move again in a limited (though often critical) way. (Don't make any new supply checks at the start of an Infiltration Movement Phase.)

15.2 German Infiltration Capabilities

German *Stosstruppen* units are the only units of that side capable of Infiltration movement.

15.3 Allied Infiltration Capabilities

Prior to the start of Game Turn 9's Allied Player Turn, no Allied units are Infiltration-capable.

Once Allied Infiltration capabilities kick in on Game Turn 9, the following Allied units become Infiltration-capable:

- 1) Tanks and any Allied units that were stacked with them at the end of the Allied Regular Movement Phase; and
- 2) the Australian-American Corps.

Design Note: The above does not mean prior to turn 9 the Allied player has no Second Combat Phase. All units of both sides may potentially participate in both combat phases. Of course, during the first half of the game, the Germans' Infiltration capability will make it easier for that side to participate more effectively in their Second Combat Phase.

15.4 Infiltration Characteristics

During the Infiltration Movement Phase, the terrain costs of regular movement are not paid; instead, all Infiltration-capable units have a movement allowance of one hex (of any kind of normally passable terrain). EZOCs—both negated and un-negated—may be completely ignored by infiltrating units (only!) during the Infiltration Movement Phase (only!).

15.5 Allied Tank-led Infiltration

Given the structure of the CRT, coupled with rule 14.1, Allied tanks that participate in attacks during their side's First Combat Phase will pretty much always be eliminated. The non-Tank Allied units that were stacked with such sacrificed tanks may, however, still move during the Infiltration Movement Phase. To show that, when a tank is given up to satisfy First Combat Phase combat results, don't remove the unit; flip it over so its blank side shows. Remove the flipped tank unit as soon as the units beneath it have made their Infiltration move. (Such units need not all infiltrate to the same hex.)

In cases where tanks don't participate in a First Combat Phase Allied attack, such units (and those stacked with them) are still eligible for Infiltration movement (and participation in the Second Allied Combat Phase). Again, not all the infiltrating units in such stacks need infiltrate into the same hex.

Design Note: Tanks do not need non-tank units to be stacked with them to be able to infiltrate. Of course, you'll quickly find that tank units infiltrating unaccompanied will not survive for long.

15.6 Australian-American Corps



If you're using Optional Rule 16.1, the Australian-American Corps is Infiltration-capable (no tanks are needed). However, during the Infiltration, all components of the Corps must infiltrate to the same hex.

Historical Note: Unlike the Germans, who raised infiltration to an official doctrine (embodied in Ludendorff's essay, *The Attack in Positional Warfare*), and to which they tried to train-up as much of their army as possible in the time available, there never was a point when the Allied high command said, "Now we will infiltrate." Rather, Allied infiltration capabilities came about because intelligent and open-minded officers (below army-level) first observed the German onslaught, thought about it, and then said, in effect, "Duh? Duh! Ahh!"

16.0 Optional Rules

Design Note: The following rules add increased historicity to game play at the cost of some added complexity. Players should decide before play begins which Optional Rules to use.

16.1 Australian-American Corps

The Australian-American Corps may be formed any time after the start of Allied Player Turn 9 by stacking two U.S. infantry divisions with the Australian Corps of the British Army. (A

marker is provided as a visual cue so you don't lose track of the Corps on the map.)



The Corps is an elite fighting force. On the defense it always generates a -1 DRM, and on attack a +1. Further, as given in 15.6, the Corps, as a stack, is Infiltration-capable.

The Corps ceases to exist whenever any of its three component units is completely eliminated. (Of course, if it's the Americans who are eliminated, the Corps could be reconstituted as many times as desired.) American units are not prohibited from stacking with the Australians before Game Turn 9 (as per 9.6), but these special properties do not attach to the stack until that time.

16.2 Influenza

To determine the peak of 1918's influenza epidemic, the German rolls one die at start of all September and October Game Turns. The first time the result of that roll is a 1, 2 or 3, the influenza epidemic is considered to peak during that Game Turn. Don't roll any more after the peak occurs. If no peak occurs in a given game, then none occurs.

Influenza effects during the peak Game Turn are as follows:

1. Neither side may use any replacements that Game Turn. They are still accumulated, just not committed in any way.
2. All units' printed movement factors are *reduced by one* for the Regular Movement Phases that Game Turn.
3. Both side's Strategic Movement capacities are *halved* that Game Turn. That is, the Germans may only move up to two units, the Allies up to three.

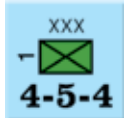
16.3 Weak Trenches



The three southernmost hexes of the initial British sector (2532, 2633 and 2732) had only recently been taken over by them from the French. The area was in relatively poor repair and the defense there less well organized. Therefore, *Stoss*-led German attacks into those hexes suffer no Allied Trench DRM, and non-*Stoss*-led suffer only a -1 trench DRM. (All other DRMs still apply.) This is denoted by "16.3" in each of these three hexes on the

"1918" (only) map.

16.4 Belgian Demoralization



Any time Belgian units defend in a non-Belgium hex, that German attack receives a +1 DRM. Any time Belgian units attack into a non-Belgium hex, that Allied attack suffers a -1 DRM.

16.5 Allied Naval Evacuation

In each Allied Player Turn, as the first activity of that turn, that player may evacuate-by-sea up to one full stack of units from each of the Channel Ports (Boulogne, Calais and Dunkirk). The adjacency of German units and their EZOC have no inhibiting effect on this capability. Once a port falls under German Control it may never again be used for evacuation.

Evacuated units are available as map-edge reinforcements during the next Game Turn's Allied Reinforcement and Replacement Phase. Evacuees may be of any Allied nationalities, as long as proper stacking is observed at the instant of evacuation.

16.6 Big Bertha



Big Bertha begins play in hex 2631 and remains there until the Allied player gains Control of that hex or cuts it off from supply. At that point the German may immediately redeploy the marker to any other German-Controlled hex that is in supply and within 10 hexes of any Paris hex. If no such hex is available, Big Bertha is permanently removed from play and Allied morale is increased by one point (no debit for the Germans). Big Bertha has no combat, step or stacking values; it is only a marker.

16.7 Stosstruppen Attack Casualties



Whenever a German attacking force contains one or more *Stosstruppen* units, the German must absorb at least one of his LPs from those involved *Stosstruppen*. (That's one step, total, not one from every involved *Stosstruppen* unit.)

16.8 Super-High-Odds Attacks

To more accurately reflect the annihilating effects of combat at super-high odds, treat every odds multiple above 7:1 as an additional DRM. For instance, if an attacker achieved 8:1 odds, using this rule, he'd still resolve it on the 7:1 column, but with a +1 DRM. Likewise, 9:1 would yield 7:1 with a +2 DRM; 10:1 a +3, etc. (All other DRMs would still apply, too, of course.)

16.9 1918 Historical Weather

Players may, if it better suits their own outlook on simulation theory and design, opt to use the historical weather of 1918 and dispense with the die rolling. In that case, turns 14, 15, and 16 are Wet; all others are Dry.

16.10 The Paris Gun



During the Terminal Supply Phase of each German Player Turn, the Paris Gun ("Big Bertha"), if still in play, fires on the French capital. Two dice are rolled (or one die twice). If the result is a "12," the Allied morale level is lowered by one point. This may occur any number of times throughout a game.

Design Note: This rule simulates the gun severely damaging an important symbol of French national pride, such as the Cathedral of Notre Dame, etc., and gives the Allied player some motivation to go after it. This unit may be used either in the full 1918 Campaign or the The Allied Offensive scenario.



Additional Scenarios

S1.0 The Storm Elsewhere

Scenario by Ty Bomba and Chris Perello.

An Optional Scenario for 1918: Storm in the West

Historical: During the planning stages for the German 1918 offensives, several of their high-ranking commanders (most notably Crown Prince Rupprecht and Gen. Wilhelm Gröner) felt it was a mistake to attack in the west that year. As unofficial chronicler for that faction, Gröner later wrote that instead of attacking in France, the Germans should have moved “against the line of least resistance to keep opening the surrounding circle of enemies, to support our allies, and to remove every threat in the east, southeast and in upper Italy ...Hand in hand with such a military operation designed to open the ring that surrounded the Central Powers, political action had to strive assiduously and fervently to make peace without making too much of an outward fuss.”

Historically the Rupprecht/Gröner faction was ignored, but players can find out what the course of events might have been had that not been the case by playing this optional scenario. In it, we assume Rupprecht and Gröner won their argument and Germany launched its 1918 offensives in upper Italy, the Balkans, the Middle East, or Russia (or, more likely, some combination thereof).

S1.1 Map

Use the 1918: Storm in the West map.

S1.2 Game Turns

The German Player Turn is skipped on Game Turn 1. Instead, start play with the Allied Player Turn of Game Turn 1.

S1.3 Set Up

Set up as in the normal scenario; however, the German sets up first and *Stosstruppen* units are replaced by their regular infantry counterpart units.

The AGB, German air, and Big Bertha units are not used in this scenario.

S1.4 German Replacements

The German starts with four factors accumulated and receives two more each Game Turn through Game Turn 6, then one per Game Turn after that. (Allied replacements are unchanged.)

S1.5 Infiltration

In this scenario, no German units are Infiltration-capable. Allied Infiltration capabilities appear and work just as in the historical scenario. (We'll assume their infiltration-minded commanders read the newspapers and study intelligence reports, etc.)

S1.6 Weather

Use the variable weather die-roll procedures.

S1.7 Game End

At the start of Game Turn 12, the German player rolls a die. On a roll of 1, some combination of off-map military success and diplomatic maneuver has brought an end to active operations (an “armistice,” but one on far more favorable terms than the Germans achieved historically). On any other result, continue play for another Game Turn.

The German rolls again at the start of Game Turn 13. At that time, a result of 1 or 2 immediately ends play. On Game Turn 14, a 1, 2, or 3 will do so; on Game Turn 15, a 1, 2, 3, or 4; and on Game Turn 16, a roll of 1-5. Thus the Allied player never knows exactly how many Game Turns he has to drive German morale down to zero (and so win the game, just as in the historical scenario). When the end of the game is triggered by any means, if German morale is still above zero, the German player is declared the winner.



S2.0 The Allied Offensive

A Short Campaign for 1918: Storm in the West

Historical: This scenario covers the last four months of the war, from the first major Allied counterattacks in the second half of July to the Armistice in November, 1918. All regular 1918: Storm in the West rules apply except as modified below.

By mid-July 1918 the German Army had exhausted itself in four months of offensives that badly damaged but failed to defeat the Allied forces. Now united under the Supreme Command of French Marshall Ferdinand Foch, the Allies began a series of initially limited offensive operations, but signs of failing German morale led to a continuous series of attacks aimed at winning the war in 1918.

S2.1 Map

Use the 1918: Storm in the West map.

S2.2 Game Turns

This scenario begins with the Allied Player Turn of Game Turn 9 (July II) and continues until the end of Game Turn 16. The German Player Turn remains the first Player Turn of each Game Turn of this scenario, but there is no German Player Turn during the first Game Turn. All normal Game Turn 9 rules are in force (all *Stosstruppen* replaced by their regular-infantry counterpart, the AGB is removed, etc.). The Germans are considered to have passed their Game Turn 9 Morale Check.

S 2.3 Marker Placement

Place the Game Turn marker on Game Turn 9. Place the other markers on the Data Track as listed below.

Allied Morale – 13

German Morale – 18

German Replacements – 4

British Replacements – 2

French Replacements – 3

Belgian Replacements – 1

U.S. Replacements – 5

Note: Most of these at-start numbers differ from the numbers printed on the back of the morale and replacement markers.

The Allied Turn 9 Replacement and Reinforcement phase occurs as normal, so the Allies will gain their allotted Turn 9 replacements in addition to the numbers above.

S2.4 German Set Up

The German player sets up first. The German front line is modified to include the following hexes (representing the gains of the *Kaiserschlacht* offensive):

Georgette: 1533-1634-1635-1734.

Michael: 2034-2134-2235-2335-2436-2535-2635-2634-2733.

Blücher: 2833-2933-3033-3032-3131-3232-3231-3130-3030-2929

These hexes, along with the Offensive's name, are denoted on the 1918 map by the thick gray lines (and labelled in the map's Terrain Key as "July II Frontline").

All German units begin the game on the map (except the AGB unit and the *Stosstruppen*). All front line hexes must be covered by at least one unit or ZOC. Two 5-6-4 infantry must be placed (alone) in 3028 at reduced strength. Two other 5-6-4 infantry must be placed (alone) in 3231 at reduced strength. (Those units spearheaded the last part of the German offensive.) All other German units begin play at full strength, and may be placed in any other front line, German trench, or German fortress hexes.

S2.5 Allied Set Up

The Allied player sets up second. All Allied units that are available by the end of Game Turn 8 begin the game on the map, with the following exceptions:

1. The Portuguese Corps has been eliminated (and may *not* be replaced);
2. Any one French infantry corps is placed in the Allied Deadpile (but *may* be replaced).

The Allied player receives his normal Game Turn 9 reinforcements.

The Belgians set up as in the normal campaign scenario. The British set up all their infantry corps in any Allied front line hexes (any hexes adjacent to the new German front line) *in or north* of hex row 24xx. All British front line hexes must contain one or more British units or ZOCs. The British Cavalry Corps may set up in any Allied-Controlled non-front line hex north of 24xx.

The French set up all their available infantry corps in any front line hexes *in or south* of hex row 25xx. All French front line hexes must contain one or more French units or ZOCs. The French cavalry corps and AAC may set up in any Allied-Controlled non-front line hexes south of 24xx.

The U.S. sets up as follows: one division each in 3128, 3331, 3132, and 2934; all remaining available U.S. divisions may be set up in any other Allied-Controlled non-frontline hexes.

S2.6 Air Units

The German and British air units are not available for use on Game Turn 9 (only); the French air unit is available.

S2.7 Victory

The normal campaign scenario victory rules (4.4) apply.

S3.0 Plan 1919

A Variant Scenario for 1918: Storm in the West

Introduction

This hypothetical scenario assumes no decision was reached on the Western Front during 1918, leaving the Allies with the task of driving the Germans from France and Belgium during the spring and summer of 1919. In essence, some combination of the following events leads to the year 1918 becoming just another year of stalemate and frustration in the trenches of the Western Front.

- Gen. Max Hoffmann, Germany's "East Front Genius," assumes effective command in the west early in 1918. He successfully parries all Allied attacks that year.
- The Spanish Influenza pandemic rages more virulently than occurred historically, forcing the temporary cessation of active military operations.
- By not attacking on the Western Front in 1918, the Germans are able to use their *Stosstruppen* reserves to bolster the positions of their wavering Allies, Austria-Hungary and Turkey, while also winning important victories in northern Italy and Greece.
- A German diplomatic "Peace Offensive" results in a temporary armistice. The talks break down after some weeks, over France's demand for the return of Alsace-Lorraine.
- German successes in the south and east bolster their homefront morale, while also providing for the importation of enough confiscated food stuffs to hold off the spectre of national starvation one more year.

During the first months of 1919, both sides prepare for what must inevitably be the decisive fight. Gen. Hoffman knows Germany has the strength for only one more campaign. But, excepting the Americans, Allied morale is also brittle—if the Germans can stalemate their coming offensive, a pro-German peace will surely be secured.

On the Allied side, plans are feverishly laid to begin prosecuting a new kind of warfare. With the prodding of Winston Churchill and David Lloyd-George, the Allies adopt the revolutionary plan of Col. J.F.C. Fuller, the leading proponent of tank warfare. On 2 May 1919, Fuller's plan is put to the test, and the greatest chapter in military history up to that time is opened, as the Allies move forward all across the front.

S3.1 The Map (Important)

Use the *Plan 1919* map which contains its own Turn Record and Morale/Replacement Tracks.

S3.2 Time Period

Use the Turn Record Track printed on the *Plan 1919* map. The game begins with the Allied Player Turn "0" (May I), and ends

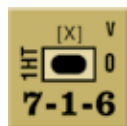
at the conclusion of the German Player Turn of September II (Game Turn 9).

Note that the German Player Turn is still the first Player Turn of each Game Turn, except it is skipped on the May I turn—thus providing a game length of 9½ Game Turns. There is no German Morale Check at the end of the July II turn.

S3.3 Optional Rules Used

Except as noted below, the standard rules of 1918 apply unchanged, with the addition that Optional Rules 16.4, 16.7, and 16.8 are now mandatory. No other 1918 Optional Rules may be used.

S3.4 Variant Counters



All 32 counters found on the smaller "1919 Storm in the West Variant" countersheet are used in this scenario. Note that a "V" (for "Variant") is printed in the upper right corner on the front of each of these counters.

Design Note: The "V" has been added simply to help you to differentiate these variant counters (used only during play of the Plan 1919 scenario) from the game's other counters.

S3.5 Variant Counters

Abbreviations: The following new abbreviations are found on the variant counters.

AHEF – Austro-Hungarian Expeditionary Force

AK – Alpenkorps

AT – Anti-Tank

FT – Fast Tank

HT – Heavy Tank

JEF – Japanese Expeditionary Force

PZ – Panzer (German tanks)

RAF – Royal Air Force Bomber Command

Unit Symbols: The following new unit symbols appear on some of the variant counters:



Alpenkorps



Fast Tank



Heavy Tank



USMC



Anti-Tank

S3.6 Unused Units

The following 1918 units and markers are *not* used when playing the *Plan 1919* scenario:

- The Allied Morale marker
- The British RTC unit and Cavalry Corps
- The Portuguese Corps
- The Italian Corps
- The original U.S. TC unit
- The original U.S. 2nd Infantry Division (its Marine brigade has been used as the cadre for the formation of the USMC division, and its place taken by green draftees)
- The AGB unit
- The Big Bertha unit

S3.8 Stosstruppen

Before beginning his set up, the German player rolls two dice. That total represents the number of full-strength *Stosstruppen* corps he may introduce into his force mix. The German player must use the regular-infantry replacement corps for the remaining *Stosstruppen* units.

Example: If the German player rolls a “6,” he would select any six Stosstruppen corps, along with the nine remaining regular-infantry substitute corps for inclusion in his at-start forces.)

In this variant, *Stosstruppen* corps may never receive replacements, either on the board or from the German Deadpile. Once a *Stosstruppen* corps has been entirely eliminated, set it aside and substitute its regular infantry replacement for it in the German Deadpile. The substitutes may receive replacements.

S3.9 German Set Up

The German player sets up first. He places all his available units anywhere in or (generally) east of his frontline trench hexes. When he’s done all German frontline units must contain at least one German unit and/or Zone of Control.

Design Note: These new trench corps represent units brought in from other fronts or scraped together from the last manpower available in Germany.

S3.10 Allied Set Up

Once the German player has completed his setup, the Allied player sets up his units as follows:

Belgians: Place two Belgian corps in 1134, and two in 1235.

British: Place all British infantry corps in any frontline Allied trench hexes between 1333 and 2633, inclusive. Place the five British tank units (in accordance with their stacking rules below) in any Allied Controlled nonfrontline hexes north of the 27xx hex row. All frontline hexes in the British sector must contain a British infantry unit or ZOC. No Portuguese units are used in this scenario.

French: Place all French infantry corps in any Allied frontline hexes between 2732 and 3120, inclusive, and between 3714 and 4112, inclusive. Place both French AAC units and the three cavalry corps in any Allied-Controlled non-frontline hexes within three hexes of any French infantry corps. All frontline hexes in the two French sectors must contain a French unit or ZOC.

U.S.: Place all U.S. infantry units, including the Marines, in or adjacent to the Allied frontline trench hexes between 3220 and 3615, inclusive. The U.S. TC unit sets up in any Allied-Controlled non-trench hex within three hexes of any U.S. infantry unit. Each frontline hex in the U.S. sector must contain a U.S. unit or ZOC.

S3.11 Marker Placement

Place the Game Turn marker, with its “Dry” side up, on the track on the Turn 1. Place the other markers as follows:

German Morale – 18

German Replacements – 16

British Replacements – 10

French Replacements – 10

Belgian Replacements – 1

Japanese Replacements – 2

U.S. Replacements – 18

Note: Most of these at-start numbers differ from the numbers printed on the back of the morale and replacement markers.

S3.12 Morale and Winning



Players do not track Allied morale during the *Plan 1919* scenario, only German morale. If German morale drops to “0” (zero) at the end of any complete Game Turn, the Allied player is declared the winner. If German morale has not be reduced to zero by the end of the September II Game Turn, the Allies are considered to have accepted terms for an armistice broadly favorable to Germany, and the German player is declared the winner.

S3.13 Weather

Weather is always dry on Turns 0-7. Use the weather rules (as given in 6.2 of the *1918* rules) to determine weather on Turns 8 and 9. The Allied player may not use his RAF bombers on wet Game Turns.

S3.14 U.S. Stacking

By 1919, the AEF has shaken the bugs out of its corps organization. Accordingly, U.S. infantry (and Marine) divisions may stack up to four units per hex.

Note also that rule 9.6 is not used in the play of this variant; the Americans are now their own distinct nationality for stacking purposes. (That also applies to *1918* rule 7.13.)

S3.15 Allied Tank Units

The French and British now have more than one tank unit, each. The two French AAC units may not stack together, though they may participate in the same attack from different hexes. The British tank units are divided into “Fast” and “Heavy” types. A Fast unit may stack with a heavy unit, but Heavies may not stack with Heavies, and Fasts may not stack with Fasts. In any attack, the Allied player must give up all involved Heavy tank steps before any Fast tank steps are given up. See also “British Heavy Tanks” (S3.20) and “British Fast Tanks” (S3.21) below.

S3.16 German Stacking

There may never be more than one anti-tank unit (they're regiments) in any one hex.



Treat the AHEF unit as a minor-nationality unit within the German army. It may stack normally with other German units, but never receives any replacements.

S3.17 Alpenkorps



This unit is Infiltration-capable, never receives replacements, and is treated like an additional *Stosstruppen* corps. It pays only 1 MP to enter Mountain hexes (and Forest hexes in Wet weather).

When defending in a Mountain hex, it uses its attack factor as its defense factor.

Pseudo-Historical Note: This unit is commanded by the young, dashing, and newly promoted Gen. Erwin Rommel. It was formed around the division commanded by Rommel in 1918 in Italy and Greece. In the former campaign, it was the first German unit to enter Bologna, in the latter, it was first into Salonika.

S3.18 1st Panzer Regiment



This is Germany's first (and only) sizeable tank unit. It adds a +1 DRM to German attacks and nullifies Allied trenches (just like Allied tanks as given in 13.15 in the 1918 rules) and is Infiltration-capable.

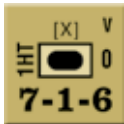
Like all tank units, it takes losses first and is replaceable. The 1st Panzer does not, however, lend Infiltration-capabilities to non-capable German units it happens to be stacked with. (It may be stacked with German *Stosstruppen* corps, in which case the panzer +1 DRM accrues in addition to the *Stoss*-led attack +1 DRM.)

S3.19 German Anti-Tank



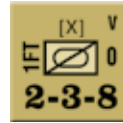
German Anti-Tank Units exert no ZOCs and have no attack factor. On the defense, they cancel the combat benefit of attacking Allied Tank units (any DRM plus the ability to negate trench effects). They don't negate tank Infiltration abilities. AT units take the first loss in any defense in which Allied tank units were part of the attacking force. They never attack and may not be given up as step losses if stacked with other German units which do attack. They may be replaced at a cost of one replacement step each.

S3.20 British Heavy Tanks



British Heavy Tanks have two steps instead of one. Otherwise, treat them just as the RTC unit in 1918. (See S3.15 for their stacking rules.)

S3.21 British Fast Tanks

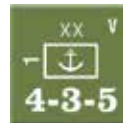


British Fast Tanks have only one step each, and never provide a combat DRM modifier. They do negate German trenches and may infiltrate two hexes during the Allied Infiltration Movement Phase. This two-hex Infiltration ability does not transfer to other units stacked with FTs; such units would still only get to infiltrate one hex. See S3.15 for stacking rules.

Important Note: FTs may only infiltrate one hex during Wet weather. When infiltrating, they must always stop upon entering their first Forest, Marsh, Mountain or City hex, and may not infiltrate across a Major River hexside.

Design Note: The division between Fast and Heavy Tank units represents the distinction in Fuller's Plan 1919 between heavy tanks that would rupture the German lines and the light tanks (backed by truck-motorized infantry) that would then exploit the breaches.

S3.22 U.S. Marines



This division is treated like any U.S. infantry division except as described here. The Marines add a favorable ± 1 DRM to any U.S. attack and defense in which it is involved. After the TC, however, the Marines must take losses first in any combat. The Marines are Infiltration-capable, but don't lend that ability like the tanks. They may be replenished in the field with replacements any number of times, but once fully eliminated, they're out of play for good.

S3.23 U.S. Tank Corps



This unit has the same properties as the original TC unit in 1918, it's just grown into a full corps by now.

S3.24 2nd AAC



2nd AAC unit behaves identically to the AAC unit in 1918; it merely represents the further growth of that tank force.

S3.25 Japanese Expeditionary Force

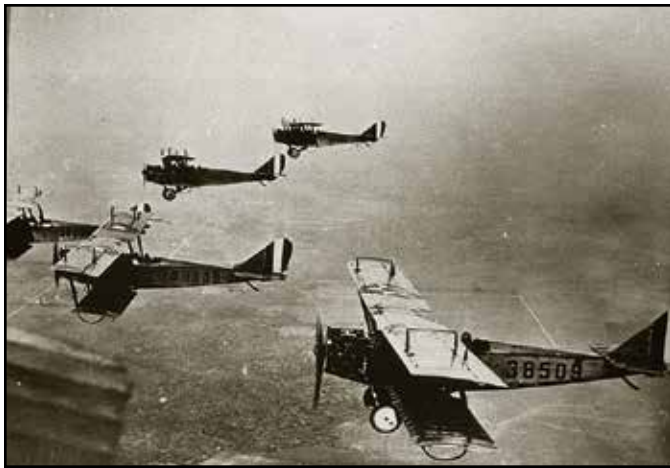


This unit is treated like a minor nationality within the French army. It may not, however, stack with any other unit in the game. It is Infiltration-capable.

S3.26 Royal Air Force



This unit represents the fledgling British strategic bomber force. It may be used as a kind of second ground support air unit by the Allied player, or it may be used for strategic bombing of the Ruhr (see below) on dry weather turns. It is never available, however, during the first Game Turn.



Strategic Bombing

At the start of every dry Game Turn after the first, the Allied player may place the RAF bomber unit on the Turn Record Track to show it's conducting a bombing campaign against German factories and supply depots. (On variable weather turns, this decision is made before the weather die roll.) The German player must then immediately decide if he will commit his own air unit (also before the weather die roll) to home defense (shown by placing it atop the RAF unit on the track).

If the German does not use his air unit for home defense, the RAF bombing is nullified for that turn (but, of course, the German air unit is then also unavailable for ground support).

If the German does not use his air unit or home defense, the Allied player rolls one die and consults the following table to learn the result of his strategic bombing for that turn. (On turns that turn out to be wet, no roll is made, but neither is the RAF unit—along with the German, if it was committed to strategic defense—available for use as ground support that turn.)

Strategic Bombing Table	
Die Roll	Results
1-3	No Effect
4-5	Lower German replacement rate by one this turn
6	Lower German replacement rate by two this turn

Tactical Bombing

If the Allied player chooses to, he may use his RAF Bomber unit to attack German units/stacks on the map. (The RAF unit can't perform both functions during the same Game Turn, and it never has any effects on turns that turn out to be Wet weather.)

To perform tactical bombing, the Allied player, at the start of his own Game Turn (this would be after weather determination), places the RAF unit atop any German unit or stack on the map. Then the German decides if he will use his air unit to "intercept" (nullify) the bombers. If he intercepts, both air units are, of course, used up for that Game Turn. If there is no interception, the Allied player rolls one die and consults the following table.

Tactical Bombing Table	
Die Roll*	Results
1-3	No Effect
4-5	German player must remove one step (his choice) from the bombed hex.
6	German player must remove two steps (his choice) from the bombed hex.
* Subtract one from the die roll if the target hex is a German fortress.	

S3.27 Replacement Rates

British: 1 step per turn from May II through Sept. II, inclusive.

French: None.

Belgians and Japanese: None.

U.S.: 2 Steps per turn from May II through Sept. II, inclusive.

German: Same as U.S.

S3.28 Special Allied Mechanized Replacements

By mid-1919, assembly lines in Great Britain, France, and the United States would have been mass-producing the armored vehicles needed to continue and accelerate the development of Fuller's new style of warfare. Accordingly, in addition to the regular, nationality-based, replacements given above, the Allied player also receives four "at large" mechanized replacement steps each turn, starting with Game Turn 2 (June I).

These mechanized steps may only be used to replace mechanized units (Heavy/Fast Tanks, Tank Corps, AAC), and may be used without regard to the nationality of the mechanized units they're used to rebuild each turn. The Allied player may expend his regular, nationality-based, replacement steps to reclaim even more of each of his major nationalities' mechanized units (according to regular replacement restrictions), but the reverse is not true; he may not use his "at large" mechanized replacements for anything other than mechanized units. The "at large" mechanized steps may not be accumulated; those not used each turn as they become available are forfeit. (Don't worry, you'll find places for them.)

Appendix

Designer's Notes

By Ted Raicer

The order of battle was taken from several sources, the most important of which was *McEntee's Military History*, with its comprehensive (if barely legible) maps. The strengths assigned to the various corps, particularly for the Germans, are mostly fudged, but before you throw the game away in disgust, let me offer an explanation and a defense.

In 1914, corps organization was standardized in most armies, but by 1918, the division, not the corps, had become the standard operational unit. This was especially true for the Germans, where corps had become little more than administrative holding boxes. A corps containing one trench division in March might have five *Stosstruppen* divisions in April. Things were less flexible (or chaotic) on the Allied side, but during the spring battles they, too, most often committed individual divisions rather than entire corps.

How to deal with the primacy of the division within a corps-level OB? Fudge. I averaged the strengths of the corps (which, for the French at least, was easy enough). Certain British corps were given one extra combat factor, based on their strength at the start of Operation Michael. The Australian Corps was actually committed piecemeal in March, but fought as a corps thereafter, and showed it deserved its extra strength points. The German trench corps (the 1-4-3 / 1-3-2's) contained high proportions of static divisions in March, or held "quiet" sectors of the front. The *Stosstruppen* corps contained (at some point) a good number of those divisions and/or took a leading role in the German offensives.

The Combat Results Table attempts to teach a basic lesson of war: more is not always better, especially if the attacker cannot afford high casualties. But the right tactics (simulated in the game by the use of tank, air, and *Stosstruppen* units) can overcome the deadlock of the trenches.

The morale of the Allies depended largely on success on the battlefield and is thereby shown simply by holding or acquiring Morale Hexes on the map. The Germans were a different matter. The effects of the blockade, the entry of the Americans, and the failure of Brest-Litovsk to bring any real and immediate benefits, all came together to mean Berlin had to achieve some kind of strategic offensive success just to hold the country together. Hence the German's Game Turn 9 national Morale Check.

With both sides getting to attack and defend, and its many potential strategies, I believe *1918: Storm in the West* accomplishes the goal of providing a challenging contest, while also being fun to play and providing a good "period feel" for the events it portrays.

D-Elm

Strategies for 1918: Storm in the West

By Ty Bomba and Chris Porello

German Player

The German must first understand that with average luck and against competent Allied play, his offensive will not succeed in knocking out the Allies. Cut it up and move it around as you will, that was the situation historically, and that's how we designed the game. If you are determined to "go for it," however, the one place decisive results can be achieved (one way or the other—and quickly) is Paris. Good Luck.

For the more practical-minded, you should choose a location for your offensive that will allow you to gain and hold the morale points you need for the German's Game Turn 9 national Morale Check. The sectors Ludendorff chose for the historical drives will (naturally) all work for that purpose (though in all but one case you'll have to push a little harder and farther than he did), but another excellent area is (surprise) Verdun.

A Verdun gambit should begin with a pincer drive coming out of St. Mihiel and the Argonne Forest. Get the fortress cut off, take it (probably a two-combat-phase process), shut down the offensive, and dig in. (Always remember Ty Bomba's First Law of Western Front Combat: Never attack fortresses before they're surrounded.) If the Allied player responds to Verdun's loss by trying to take it back in time to defeat you at the Game Turn 9 Morale Check, your "Second Verdun" will make the historic "First Verdun" seem like little more than a well-armed skirmish.

When the Allied counteroffensive gets fully underway (from Game Turn 9 on), you have to change your operational doctrine. That is, before that turn, since your opponent has no Infiltration capability, you can use the classic hold-a-hex-skip-a-hex alternating stacks technique. After Game Turn 9, though, you've got to spread out into a real line, just as the Allied player does from the very start.

The morale points the Allied player needs to seize from you lie in rough triangles. In the north, there's the Ostend-St. Quentin-Liege triangle, and in the south, there's the Sedan-Strasbourg-Metz configuration. A well-run Allied counteroffensive will push into both those areas, either simultaneously, or in quick alternations. To reinforce those areas, you must strip the central portion of your line (the trenches roughly from St. Quentin to the Reims area). Since that area is a desert as far as strategic movement terminii go, you must plan ahead. It does you no good to hold the center if Belgium and Alsace are lost.

Allied Player

The general rule for the Allied player during the first half of the game is to never give up a hex voluntarily. Hold, hold, and hold some more. As your line is hammered into an ever more tenuously connected series of salients, keep calm: the highly attritional odds chart will eventually work for you. The German will run out of replacements after no more than four turns of full-out attacking, and that'll be that. Make him fight for every one of those three morale points he needs to stay in the game after Game Turn 9. You should probably avoid making any attacks, because they will require you to concentrate your reserves away from the German offensives. On the other hand, if he gives you a cheap shot, take it, then hold, hold, hold.

If the first half of a game develops in such a way you think you've got a shot at unhinging the German at the Game Turn 9 national Morale Check, one thing to keep in mind is that you don't have to take back the exact locations you lost in order to win. It's common for a new German player to over-strip the rest of his front in order to feed his offensive's force requirements. Keep an eagle eye on all the approachable morale point hexes—especially the ones right in his forward line.

As a cautionary, however, we must remind Allied players to always keep Chris Perello's First Law of Western Front Combat firmly in mind: Never attack German trenches without tanks.

When running your big second-half counteroffensive, remember that though you win the game on morale points, the easiest way to get those points is to first destroy the German army. You can put three or four German steps into oblivion every Game Turn with carefully planned, tank-supported attacks. Do that over the course of four to five Game Turns, and you can simply start marching into morale point hexes. Pick easy targets—lone German corps in non-trench, non-fort, hexes. Again, just as with forts, it's better to surround cities instead of attacking them head on.

On the other hand, you don't have much time to waste, especially since you won't have your tank units around some turns (while they're driving up to the front after being replaced). You're not fooling anybody, so don't waste time on subsidiary drives. One way you can speed the final breakthroughs is to start causing German casualties before Game Turn 9. You won't take much ground, but that's not the point: aim for limited attacks and keep Perello's Law in mind.

Use the American stacking rules to their limit. It may look nice to create a separate American army and assign it to its own sector of the front, but it's just not efficient. Stack those nine U.S. divisions that rule 9.6 allows you so that every French and British drive has some Yank involvement. This will free the Europeans' replacements for critical tank production.

Both Players

The CRT will take some getting used to. While very high-odds attacks can all but guarantee you can take a hex from a single defending corps, you will also all but guarantee heavy attacker losses—nothing will so dishearten the German player than to lose four *Stosstruppen* steps to wipe out a French cavalry corps. If you don't have to take a hex, keeping the odds down is one way to keep the losses more equal, but make sure you avoid the "0" defender results.

Finally, keep in mind the nature of the war you are fighting. Unlike games about mechanized war, a one or two hex advance here is a big deal. You must plan ahead, not just for your first combat, but for the second combat phase. Once started, a major push is not easily called off—you can't just transfer a large portion of your army to another sector. Don't look for any kind of quick switcheroo or lightning breakthrough to give you some easy out—there aren't any.

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Index

1st Panzer Regiment	S3.18	Morale Hex (Objective)	4.2
2 AAC	S3.24	Morale Limits	4.3
Advance After Combat	13.33	Movement Factor	2.46
AGB	13.16	Movement	12.0
AGB Combat	14.3	Naval Evacuation	16.5
AGB Movement	14.2	Off-Map Strategic Movement	11.9
AGB Withdrawal	8.7	Overstacking	9.3
AGB Strategic Movement	11.10	Paris Gun	16.10
Air Units	14.4	Reinforcements	3.3, 8.1
Airpower	13.14	Replacements	8.2
Alpenkorps	S3.17	Replenishing	8.4
American Supply	7.6	Royal Air Force (RAF)	S3.26
Anti-Tank units (German)	S3.19	Sapping German Offensive Spirit	8.3
Attack Factors	2.45	Splitting Stacks	12.6
Australian-American Corps	15.6, 16.1	Stacking	9.0
Belgian Demoralization	16.4	Step Loss	13.31
Belgian Supply	7.5	Steps	2.47
Big Bertha	4.7, 16.6	Stosstruppen	8.2, 8.3, 13.35, 16.3, 16.7
British Supply	7.5	Strategic Bombing	S3.26
Combat	13.0	Strategic Movement	11.0
Combat Units	2.4	Supply	7.0
Concentric Assault	13.17	Supply Capacity	7.10
Control (Hex)	3.5, 11.4	Supply Line Limitations	7.9
Deadpile Replacements	8.5	Supply Source Limitations	7.8
Devastated Terrain	12.9.4, 13.19	Tactical Bombing	S3.26
EZOCs	10.3-10.7	Tanks	13.15, 14.1
Fog of War	13.8	Tank-led Infiltration	15.5
Fortress Combat	13.32	Terrain	12.8-12.10, 13.18-13.27
Fortress Supply	7.12-7.15	Tracing Supply	7.7
French Supply	7.6	Trenches, Trench Lines	11.5, 13.25-13.27
German Supply	7.4	Turn 9 Morale Check	4.5
Heavy Tanks (British)	S3.20	Turn Sequence	5.2
Historical Weather	16.9	Unit Size	2.43
Holland	11.3	Unit Types	2.44
Infiltration Movement	10.5, 13.34, 15.0	U.S. Marines	S3.22
Influenza	16.2	U.S. Stacking	9.6
Inter-Allied Combat	13.9	Weak Trenches	16.3
Inter-Allied Stacking	9.5	Weather	6.1
Inter-Allied Supply	7.11	Winning	4.1, 4.4
Japanese Expeditionary Force	S3.25	Yanks are Coming!	4.6
Minimum Movement	12.3	Zero-Stacking-Value Units	9.4
Morale	4.0	ZOC Limits	10.2
		Zones of Control	10.0

1918/19 Extended Turn Sequence

I. German Player Turn

[Note: Some scenarios begin with the Allied Player Turn]

A. Initial Supply Phase

1. Weather Determination Step
Roll to determine current Weather
2. Allied Strategic Bombing [1919 Scenario only: Dry Turns after Turn 0]
3. German Supply Determination
German player determines whether his units are In Supply or Out of Supply

B. Replacement Phase

German player uses available replacements

C. Strategic Movement Phase

German player may move 4 units by Strategic Movement

D. Regular Movement Phase

German player conducts Regular Movement

E. First Combat phase

German player may choose to conduct Combat against adjacent Allied units

F. Infiltration Movement

Eligible German units may conduct Infiltration Movement

G. Second Combat Phase

German player may choose to conduct Combat against adjacent Allied units

H. Terminal Supply Phase

Eliminate German units marked Out of Supply in the Initial Supply Phase that are still OOS

II. Allied Player Turn

[Note: Some scenarios begin with the Allied Player Turn]

A. Initial Supply Phase

1. Allied Supply Determination
Allied player determines whether his units are In Supply or Out of Supply

B. Replacement & Reinforcement Phase

Allied player uses available replacements and enters any Reinforcements

C. Strategic Movement Phase

Allied player may move 6 units by Strategic Movement

D. Regular Movement Phase

Allied player conducts Regular Movement

E. First Combat phase

Allied player may choose to conduct Combat against adjacent German units

F. Infiltration Movement

Eligible Allied units may conduct Infiltration Movement

G. Second Combat Phase

Allied player may choose to conduct Combat against adjacent German units

H. Terminal Supply Phase

Eliminate Allied units marked Out of Supply in the Initial Supply Phase that are still OOS

