

1918

March 21-30
OPERATION MICHAEL



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Germany's Last Chance in the West

1918 recreates on a divisional scale the first German offensive on the Western Front in that year. This was the first German offensive in France since 1915 (Verdun), and is generally considered the last, and best, chance of a German victory in World War I.

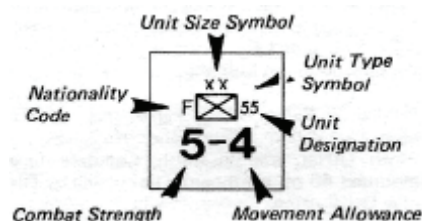
The game covers the critical first ten days of the offensive. In addition, to the historical version of the battle, there are various "what if ?" options based on certain variables that could have happened almost as easily as the real situation.

GAME EQUIPMENT

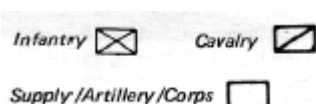
The Game Map: The 23" by 29" map sheet portrays the section of Northwest France over which the battle was fought. An hexagonal grid is superimposed upon the map to regularize the movement and position of the Playing Pieces.

The Playing Pieces: The two colored sets of die-cut playing pieces (henceforth known as units) represent the opposing forces in the battle. The opposing armies at the beginning of each scenario are selected from these units in accordance with the rules on "How To Set up and Play the Game." This may vary depending on the scenario that is being played.

It is highly recommended that the Players sort their units by type and color immediately after removing them from the sheet, and to keep them segregated, as this greatly facilitates subsequent setting-up and playing of the game. The playing pieces are distinguished by type, strength, nationality, and mobility, as represented by the color, numbers and symbols on the units' faces.



Unit Types



Nationality Codes: All blue units are German units. All undesignated tan units are British. The other codes are: C= Canadian; NZ= New Zealand; A= Australian; F= French.

Unit sizes Symbol: XX = division; XXX = corps

Unit designations: These are the historical "names" of the units involved, for the most part comprising solely numbers. The non-numeric designations mean:

German:

S= Stosstruppen;
T= Trench division;
R = reserve;
Gd = Guard;
B = Bavarian;
E= ersatz;
LW= Landwehr

Allied:

Gd = Guard;

Game Charts and Tables: various visual aids are provided for the Player to simplify and illustrate certain game functions. The Combat Results Table provides the method of resolving combat, and is fully explained where presented. The Terrain Effects Chart details the effects of terrain on movement and combat. The Turn Record Chart lets Players know how far they have progressed in the game; this is integrated with the Reinforcement Chart which gives the

appropriate additional units that the Allies receive, depending on which scenario is being used. The Replacement Chart sets up the eliminated units which may be returned to play.

Definition Of Terms

Combat Strength refers to the basic offensive and defensive value of a particular unit; this strength is composed of Combat (Strength) Points. Thus a unit with a Combat Strength of "7" has seven Combat Points available.

Movement Allowance is the basic maximum number of hexagons (hexes) which a unit may move during one Friendly Movement Phase. This allowance is composed of Movement Points; basically, a unit expends one Movement Point of its total Allowance to enter one hex. Some hexes require more than one Movement Point to enter; see the Terrain Effects Chart.

Game Inventory

Your copy of 1918 should contain the following material:

one mapsheet (22" x 28");

one rules folder;

one set of die cut counters;

one die

General Course of Play

1918 is basically a two player game: the German Player, and the Allied Player. Each Player moves his units, executes attacks against the opposing Player's units, and moves again. The German objective is to destroy Enemy units and gain certain territorial objectives for the German Player, while the Allied Player tries to deny those territorial objectives to the Germans and minimize his own losses.

Sequence of Play: the Game-Turn.

1918 is played in Game Turns. Each game lasts ten Game-Turns. Each Game-Turn is composed of two Player-Turns, the Allied Player-Turn and the German Player-Turn, which are essentially the same in structure. Thus Game-Turn 1 is composed of the First German Player-Turn and the First Allied Player-Turn. Each Player-Turn is composed of three phases during which certain game functions occur.

A typical Game-Turn would proceed as follows:

1. German Player-Turn

A. First Movement Phase

The German Player first places anywhere along the Eastern edge of the map any replacements he may be receiving during this Game-Turn. He may move all of his units (including the Replacements) in any direction up to their full Movement Allowance, within the restrictions outlined in Movement and Zone of Control rules, and the Terrain Effects Chart.

B. German Combat Phase.

The Combat Phase is composed of a number of Segments, each of which outlines a certain procedure. These segments must be followed in this order:

Attack Allocation Segment. The attacking Player (in this case the German) specifies which of his units will attack a particular hex containing Enemy units. At the same time, he allocates which supply units will be used to furnish these units with Attack Supply (see Supply rules). These supply units should be turned face down to signify that they are being used. The attacker then allocates the artillery units which will be used to assist ground attacks or bombard independently. A blank counter should be placed on these units to signify they are being used.

Defense Allocation Segment. In the cases where the defender has more than one unit in a hex under attack, he specifies which unit will resist the attack. He then allocates any of his artillery units which are within range of the defending unit to support the defense at either full or one-half normal Combat Strength. Place a blank counter on top of the units being used at full Combat Strength. See the artillery rules for ranges and more detailed procedure.

Combat Resolution Segment. The attacker resolves combats that he has initiated by comparing the attacking Combat Strengths against the defending Combat Strength(s) of a particular combat, and expressing this comparison as a simplified probability ratio; he

then rolls a die, adjusts this roll for any effects given on the Terrain Effects Chart, and consults the Combat Result Table for the result of the combat. This procedure is repeated for each individual combat until all the allocated attacks have been resolved. Attacks may be resolved in any order that the attacker wishes.

Clean-up Segment. The Players remove any of the artillery/supply units which were used for assisting combat-at-full-strength, or used to furnish Attack Supply. These are the units on the map that are either face down or have blank units placed on top of them.

C. German Second Movement Phase.

The German Player may move his units in an identical fashion to the First Movement Phase. There is no combat following this phase.

Allied Player-Turn.

The Allied Player repeats the same procedures as the German Player used in his player-Turn, using his own units, except that he gets reinforcements with his replacements and they come on the map in the same manner as the replacements and may also move in any direction up to their full Movement Allowance, within the restrictions outlined in Movement and Zone of Control rules, and the Terrain Effects Chart.

The Allied Player moves a marker on the Turn Record Chart to indicate the passage of one Game-Turn.

Game Length

Each Game, no matter what scenario, lasts for ten complete Game Turns, as indicated on the Turn Record Chart.

Game Scale

Each hex in 1918 is equivalent to 2.8 kilometers from side to side. Each Game-Turn in 1918 represents one day of real time.

MOVEMENT

General Rule:

During the Movement Phases of a Player's Turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

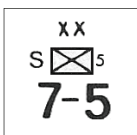
Procedure:

Move each unit individually, tracing the path of its movement through the hexagonal grid.

Cases:

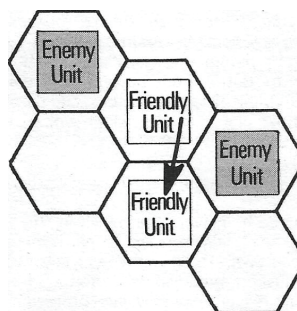
- A. Movement is calculated in terms of hexagons. Basically, each unit expends one Movement Point of its total Movement (point) Allowance for each hex entered. To enter some types of hexes more or, in some cases, less than one Movement Point is expended. See the movement section of the Terrain Effects Chart for a full list of these different "entry costs."
- B. Movement is never required; it is always voluntary.
- C. Units are moved individually, or in stacks, at the player's discretion, in any direction, or combination of directions. A unit may be moved as few or as many hexes as the player wishes, as long as the Movement Allowance of a unit is not exceeded. Unused Movement Points are not accumulated from turn to turn, nor may they be transferred to another unit.
- D. No Enemy movement is permitted during a Player's Movement Phase.
- E. No combat (Enemy or Friendly) may take place during a Movement Phase.
- F. Friendly units may pass through Friendly units at any time they wish, without penalty.
- G. Units may never enter or pass through a hex containing Enemy units.
- H. Units may move over different types of terrain in the same Movement Phase, as long as they have enough Movement Points to expend as they enter each hex.
- I. Units may never move directly from one Enemy controlled hex to another, even if the two controlled hexes are controlled by different Enemy units. (Exceptions: Cases J and K)

- J. **Infiltration:** Certain German units may move through Enemy Zones of Control; these are known as Stosstruppen divisions.



They were specially trained to engage in infiltration, and cut Enemy forces off by invading their rear areas. These units (which are the "7-5" units the Germans have) may move from one Enemy controlled hex to another, but may move only that single hex in that Movement Phase., They may move no further.

- K. **Leapfrog Withdrawals:** All units may move through Enemy Zones of Control when engaging in "Leapfrog" Withdrawals. To perform this operation, the unit that wishes to withdraw from one Enemy controlled hex to another must begin adjacent to another Friendly unit which is in the control-led hex to be entered. It may then move into that hex, but no further in that Movement Phase. The unit that was "holding the way open," in effect, may move further during the Movement Phase, at its normal rate, Leapfrog withdrawals may not be accomplished by moving a unit up to the hex to be entered by the trapped unit during the same Movement Phase; the "rescuing" unit must begin in that hex at the start of the Movement Phase.



In both Cases J and K, i.e., when a unit may move from one Enemy controlled hex to another, the moving unit may only proceed one hex, and then must stop, and move no further during that Movement Phase.

- L. **Supply effects:** When a unit is isolated (see Supply rules for definition), it may not move at all; it must remain in the same hex until a supply line has been opened to it. No unit may deliberately move out of supply; **Exception:** Stosstruppen divisions (see Case J for definition) may deliberately move out of supply, but they still suffer the same effects of being isolated as other units.

- M. It is possible that a unit may not have sufficient Movement Points to move even a single hex in a particular Movement Phase. In this case, the unit may simply not make any move.

Example: an Allied supply unit adjacent to a German unit wishes to move through a river hex-side to a Devastated Zone hex. This movement cost would be: one Movement Point for moving the hex, one additional for crossing the river hex side, one additional for entering a Devastated Zone hex, and one additional for leaving a German controlled hex, for a total of four Movement Points. Thus the supply unit, with a Movement Allowance of three, could not move that one hex.

STACKING (more than one unit per hex)

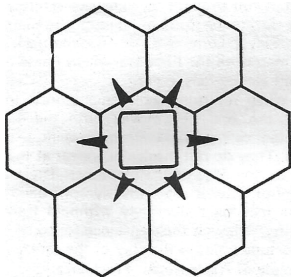
General Rule: each Player may have as many as two units stacked together in a single hex. These units may move together, or may separate, or may end the Movement Phase stacked together without any penalty.

Cases:

- A. Stacking limitations apply only at the end of a Friendly Movement Phase; no more than two units may be stacked in a hex at the end of any Friendly Movement Phase. If a Player cannot meet these provisions for his own units at the end of his Movement Phase, he must remove a sufficient number of units to be within the stacking limitations, with the choice of units removed being his own. There is no restriction on stacking during the Movement Phase, or during or at the end of the Combat Phase.
- B. Although units may stack two-high, only one unit in a hex may defend in combat during a particular Combat Phase. Thus if an attacker had two units in a hex, and the defender did also, both of the attacker's units could attack only one of the defender's units. The defender may only use one of his own units to defend. The attacker first chooses which units he is attacking the hex with (during the Attack Allocation Segment), and then the defender reveals which unit will defend. Only the defending unit is affected by the combat, not other units in the same hex.

ZONES OF CONTROL

General Rule: the six hexagons immediately surrounding a given unit (or stack of units) constitute that unit's Zone of Control. These are rigid, semi-active Zones of Control; Enemy units may not move through them, but they have no effect on combat. Hexes upon which a unit is exerting a Zone of Control are called controlled hexes.



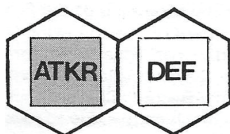
Procedure: all units' Zones of Control are identical: they prohibit the movement and, in some cases, the supply of Enemy units. Friendly controlled hexes never affect Friendly units.

Cases:

- Units may never move directly from one Enemy controlled hex to another, with the exception of Infiltration and Leapfrog Withdrawals (see Movement, Cases J and K).
- Allied units, when leaving German controlled hexes, must expend an additional Movement Point, above and beyond the ordinary cost of moving one hex. There is no such restriction upon German units leaving Allied controlled hexes.
- Friendly supply lines may not be traced through an Enemy controlled hex, unless that controlled hex is occupied by a Friendly unit. Thus the presence of a Friendly unit negates the interdicting effect of an Enemy controlled hex upon Friendly supply lines, although that Enemy Zone of Control still exists for movement purposes.
- If a hex is controlled by more than one Friendly and/or Enemy unit, this has no effect on the presence of a Zone of Control. Thus it is possible for a given hex to be controlled by opposing units,

COMBAT

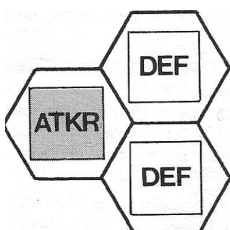
General Rule: Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is; this Player is considered to be the Attacker, while the other Player is considered the Defender, regardless of the overall strategic position of the two players.



Procedure: Total up the Combat Strength of the attacking units involved in a specific attack, and compare it to the total Combat Strengths of the defending unit(s) in the hex under attack, including any allocated offensive or defensive artillery fire. State the comparison as a probability ratio: Attacker's Strength to Defender's Strength. Round off the ratio downward to the nearest "whole" number, to yield one of the simplified odds found on the Combat Results Tables, roll the die, adjust it for any of the effects as given on the Terrain Effects Chart, and read the result under the appropriate odds column for that die result. Apply the result of the combat immediately before going on to resolve any other combat.

Cases:

- During the Combat Phase of his Turn, a Player may only attack those units to which friendly units are adjacent. Only those Friendly units directly adjacent to a given Enemy unit may participate in the attack upon that Enemy unit. (Exception: see Artillery rules.)
- Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to utilize every adjacent unit if he does decide to attack. Attacking is completely voluntary.
- No unit may attack more than once per Combat Phase. No Enemy unit may be attacked more than once per Combat Phase.
- More than one Enemy-occupied hex may be attacked by a given attacking unit (or group of attacking units); that is to say, different defending units on different hexes may be treated as the objects of attacks which might be made by one hex group of attacking units if the attacking units happen to be adjacent to two or more Enemy occupied hexes.



- An Enemy-occupied hex may be attacked by as many attacking units as can be brought to bear.
 - If more than one Enemy unit is in a hex which is under attack, only one of the units may be attacked (or defend), and only the unit under attack may be affected by the combat; the other unit will remain no matter what the outcome of the combat.
 - Combat odds are rounded off in favor of the Defender.
- Example:** an attack of 10 Attack Points against 6 Defense Points would round off to a one-to-one odds situation.
- If one unit in a stack is used in an attack, the other unit in the stack need not participate in the same attack nor in any attack at all during that Combat Phase.
 - Units which are isolated (see Supply rules for definition) are penalized on the defense. The attacker may subtract "one" from his die-roll number (which is beneficial) when attacking units which are isolated.
 - No unit may attack unless it is in Attack-Supply; see Supply rules for explanation.
 - Whenever supply or terrain effects on the die roll. (see the Terrain Effects Chart) are ambiguous due to the attacking units engaging defending units in different hexes, resolve the effect in favor of the defender. Thus if an attacking unit is engaging two of the defender's units on different hexes, one in its own Fortified Zone and the other not, the attacker must add two to his die roll.

Explanation of Combat Results:

First letter (capitalized) refers to the Player affected:

A= attacker;

D= defender;

B= both attacker and defender.

Lower case letters refer to the effect of combat:

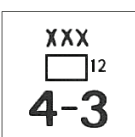
r1, r2= affected Player has his units retreated either one (r1) or two (r2) hexes by the opposing Player. These units may not retreat into or through Enemy units or their Zones of Control, or across river hex sides, or else they are destroyed. They may retreat into or through Enemy Zones of Control if a Friendly unit occupies the hex to be retreated into. Units may ignore stacking limitations when they are retreated. In the case of "Br" results, the defender's units are retreated first. If a unit is retreated onto a hex which is subsequently attacked in the same Combat Phase, it is not affected by any results obtained against the other unit in that hex.

e= all units of the affected side are removed from the map and considered destroyed. This only applies to units involved in the combat, not to units they may be stacked with.

Ex= the defending unit(s) are destroyed, and any one of the attacking units, at the attacker's choice of unit.

Whenever a unit is eliminated, place it in the appropriate areas for the eliminated units; certain of these units may return as Replacements. (See the Replacement rules.)

CORPS/SUPPLY/ ARTILLERY UNITS



Commentary: these units represent an amalgamation of corps control (communications), supply and artillery, thus they may function in a variety of ways. Essentially, in a particular Player-Turn (whether Friendly or not), these units may function in only one of the following ways:

- the supply unit may be a source of General Supply; it is not consumed by doing so.
- the supply unit may be a source of Attack Supply; it is consumed after doing so.
- it may be used as an offensive (for the Player whose Combat Phase it is) artillery unit; it is consumed by doing so.
- it may be used as a defensive artillery unit, at either full or half-strength. If used at full strength (four Combat Points), it is consumed; if used at half strength (two Combat Points), it is not consumed. In reality, these units represent ammunition flow through the corps administration.

Cases:

- Consumed supply (or artillery) units are returned to the map at the beginning of the First Friendly Movement Phase of the Game-Turn after they have been eliminated (consumed), unless they have been eliminated in ground combat (see Case B). They are returned anywhere along a Friendly map edge.
- Supply/Artillery units, when attacked by ordinary combat units (infantry or cavalry), defend with a Combat Strength of "ONE," not "four". If they are eliminated by ordinary ground combat, they are not returned to the map as in Case A.
- When supply/artillery units are attacked by Enemy artillery only, they defend with a Combat Strength of "four".
- Supply/Artillery units may never engage in ordinary offensive ground combat; their Combat Strength may only be applied by firing as artillery.
- For the remainder of these rules, supply/artillery units will be referred to as either supply units or artillery units; Players must keep in mind that they are the same counters representing a unit with two different functions.

SUPPLY

General Rule: there are two types of supply: General Supply and Attack Supply. Units need General Supply to move and defend in an uninhibited manner. Units need Attack Supply to attack.

Procedure: a unit is in General Supply if it can trace a line of hexes no longer than five hexes in length to a road leading off a Friendly map edge (defined in Case F). Units are in Attack Supply if they are able to trace a line of hexes no longer than four hexes in length to a Friendly supply unit. If a unit is in Attack Supply, it is also considered in General Supply. When a unit is not in General Supply, it is referred to as being "isolated."

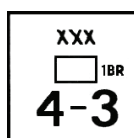
Cases:

- Units which are not in General Supply may not move, and, when attacked, the attacker may subtract "one" from his die roll.
- Units are determined to be in supply for movement at the beginning of the Movement Phase. Units are determined to be in supply for combat purposes at the instant of combat. Thus, for example, if a unit was not in supply due to an obstructing Enemy unit which is then removed during the Combat Phase, it might attack in turn after the obstructing unit's removal.
- Supply units are always in supply, both Attack and General.
- Units may remain out of supply indefinitely, i.e., units are never lost solely due to being isolated.
- Any number of units may be supplied from a single supply source, whether a road leading off the map (General Supply) or a Friendly supply unit (Attack or General Supply).
- The Friendly map edge for the Allies is the western edge, while for the Germans it is the eastern edge.
- Units may not deliberately move out of General Supply. Exception: Stosstruppen divisions may voluntarily move out of supply; these are the German 7-5 units.



Supply units are consumed when they are used for Attack Supply; they are not consumed when they are used for General Supply. Attacking units may only attack when they are in Attack Supply; defending units are treated at full strength, with no inhibitions, if they are in General Supply. Consumed supply units appear at the beginning of the First Friendly Movement Phase of the Game-Turn after they have been consumed, at a Friendly map edge (see Replacement rules).

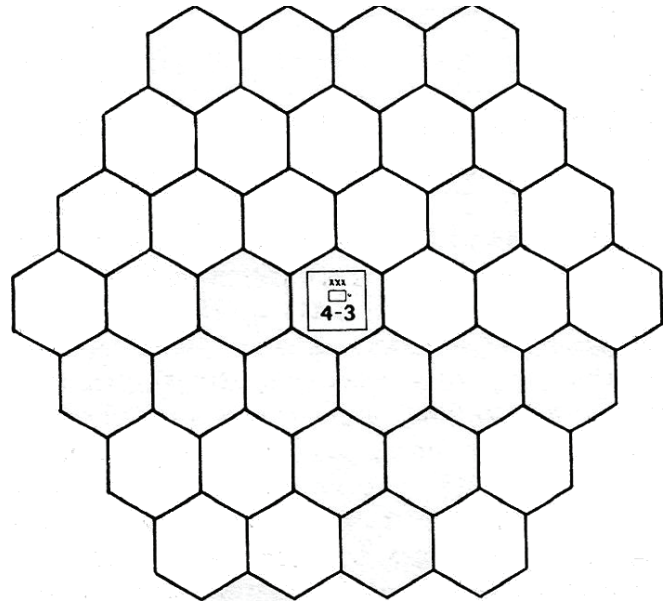
ARTILLERY



General Rule: unlike other units (infantry and cavalry), Artillery units may participate in attacks or in defense "at range" by being within a certain number of hexes of the defending unit (or all of the defending units, if it is a multi-hex attack). It is able to apply its Combat Strength over a radius of three hexes from its position.

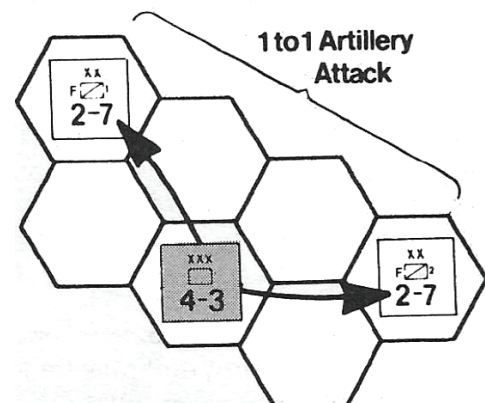
Procedure: the attacker states which of his units are attacking a particular hex. He also states which Artillery/Supply units will be

used in aiding the attack. The defender then states which artillery unit (if any) will assist in the defense, and whether it will be used at full or half Combat Strength. The odds are then computed including the artillery strengths, and combat is resolved in a normal fashion. Artillery units are never affected by combat results when they are being used to assist an attack or defense.



Cases:

- The normal Combat Strength of an Artillery unit is its printed value of "four". However, this may be modified in two ways. German artillery when attacking from a hex in their own Fortified Zone are doubled to a Combat Strength of "eight" when attacking only. All artillery, when assisting in the defense, have the option to apply only one-half of their Combat Strength (two), and thereby not be consumed.
- Artillery units when supporting an attack or a defense at full (or doubled) Combat Strength are removed from the map at the end of that Combat Phase. They are returned to the map at the beginning of the First Friendly Movement Phase of the following Game-Turn, on a Friendly map edge (west for the Allies, east for the Germans). Place the expended unit on the Time-Record Chart directly on the Game Turn in which it is due to reappear.
- Artillery units may attack by themselves, without assisting any ground units. The combat is resolved in the same fashion as an assisted ground combat, i.e., comparing the attacking Combat Strengths to the total defending Combat Strengths. Artillery units, like infantry and cavalry units, may not divide their Combat Strength among different combats. They may attack different hexes of defending units, but they must total up the Combat Strengths of all the defending units, and compare the whole Combat Strength of the unit to it. Artillery units may not use this independent fire against hexes that are under attack by Friendly infantry or cavalry units, since this would be a case of attacking the same unit twice; they may only assist that combat, and if they choose to do so, they may not make an unassisted attack during the same Combat Phase.



- D. As many Artillery units as are within three hexes of a particular hex may apply their Combat Strengths to that combat, both on offense and on defense.
- E. If however a non-artillery, attacking unit is attacking more than one hex of defending units, the assisting artillery unit must be able to apply its Combat Strength against all of the defending hexes in order to be added into the combat.
- F. Artillery may only attack once per Combat Phase, just as other units.
- G. Artillery units may not be used to assist a Friendly unit on the defense if it is being attacked solely by Enemy artillery (as in Case C).
- H. Artillery/Supply units may not function as Artillery if being used for supply in a particular Combat Phase.
- I. If a given infantry or cavalry unit is attacking two separate hexes of Enemy units, either Enemy or Friendly artillery units may assist the combat offensively or defensively by applying their Strength to all of the defending hexes. Both of the defending hexes need to be in range of an assisting or attacking artillery unit for its Combat Strength to be included in the attack.
- J. Artillery units need not be in Attack Supply to function as artillery units. They may always fire, at any strength, even if not in Attack Supply.

REPLACEMENTS

General Rule: when infantry or cavalry units are destroyed (through combat), they are set aside in the designated areas on the map; replacements are drawn from these. Consumed supply/artillery units are also replaced.

Procedure: whenever a supply unit is consumed, it is placed in the Replacement Pool area on the mapsheet. Whenever three Friendly, non-supply/artillery units have been lost in combat, the owning Player may choose one of them and put it in the replacement area; the other two go to the permanently eliminated unit area on the mapsheet.

Cases:

- A. Units that are eliminated while out of General Supply may not be used for replacement purposes. They are placed directly into the permanently eliminated area.
- B. Supply units that are eliminated by Enemy ground attack (when, they use their strength for defense of one) are not replaced; they are placed directly into the permanently eliminated area, and are counted as permanently eliminated units.
- C. Replacement units are returned to the map anywhere along a Friendly map edge on the First Friendly Movement Phase of the Game-Turn following their removal from the map. The Allied Friendly map edge is the western one, while the German is the eastern map edge.

Example: an Allied artillery/supply unit is used at full strength for defensive artillery support during the Combat Phase of the First German Player-Turn. It is not received back onto the map until the First Movement Phase of the Allied second Player-Turn.

- D. When returning replacement units to the map, the first hex moved onto the map is counted as part of their movement expenditure. They do not magically appear at the first hex on the edge of the mapsheet. These units may not enter into an Enemy controlled hex. Units may be deliberately withheld from appearing, delaying their entrance for some more opportune point in the play of the game.

Example of Replacement Procedures

During German Player-Turn 3, as a result of German attacks, the German Player loses one 7-5 unit and one 6-4 unit, while the Allied Player loses one 6-4 and two 4-4 units. The German Player expended five artillery/supply units, while the Allied Player expended two. The artillery/supply units, as they are expended, should be placed in the Friendly Replacement area on the Turn Record/Reinforcement Chart for the following Game-Turn (i.e., Game-Turn 4). As each non-supply unit is destroyed, it should be placed in the Replacement Pool on the mapsheet for its own nationality (German or Allied). As soon as there are three units in the Replacement Pool, the owning Player should choose one of the units to be a replacement (in this case, obviously the 6-4 unit) and put that unit onto the Replacement area of the Turn Record/Reinforcement

Chart for the Game-Turn following the destruction of the third unit (in this case, Game-Turn 4). The other two units are then placed in the permanently eliminated area.

In the Allied Player-Turn 3, the only unit eliminated is a German 5-3. As soon as this unit is eliminated (since the Germans already have two units in the Replacement Pool), the German should choose which of the three units available he wishes to take as a replacement (obviously the 7-5 unit), and place that unit in the German replacement area for Game-Turn 4. The other two units are put into the permanently eliminated area.

Thus the Allied units lost in the German Player-Turn effectively lose one entire Friendly Player-Turn, and one Enemy Player-Turn, while the German unit lost in the Allied Player-Turn are brought back in the very next Player-Turn, not missing any. This is not so for all units; some units may be out of action for several full Game-Turns if there are no losses.

HOW TO SET UP AND PLAY THE GAME

Each Player has a variety of Orders of Battle (mix of forces) to choose from. Some are obviously better than others. Players may resolve any possible unfairness in the Orders of Battle by nominating one Player to choose an Order of Battle from both the German and Allied Order of Battle Options, and permitting the other player to pick which side he wishes to be. (See HOW TO USE THE ORDER OF BATTLE OPTIONS) Or they may choose to use the Handicapping and Player Victory rules.

When each Player has received his initial forces, they may proceed to place them onto the mapsheet. The Allied Player always places his units on the map first, followed by the German Player. Play may then proceed according to the Sequence of Play. Each Game-Turn, the Allied Player receives the reinforcements due him according to the Reinforcement Chart, and both Players receive their replacements. Play continues until the end of the tenth Game-Turn, when the Players performances are evaluated in light of the Victory Conditions.

When placing their units before initiating play, Players must meet only one general requirement in every Order of Battle. All hexes in their own Fortified Zone must be occupied by Friendly units, or be a controlled hex of a Friendly unit.

HOW TO USE THE ORDER OF BATTLE OPTIONS

The German Player has seven possible Orders of Battle (labeled 1 through 7) and the Allied player has six (labeled 8 through 13). Note that some of these Orders of Battle list identical forces. These are distinguished by virtue of being deployed differently, or in slightly modifying the usual rules.

Basically each player has two methods of deploying his forces: the historical and the Free set up.

Allied historical deployment: the Allied Player must place all of his units in the exact position as marked in codes on the map. These codes are:

6 = 6-4; 5 = 5-4; S = 4-3 supply unit; 2 = 2-7.

Allied free deployment: all Allied units are deployed anywhere on the map, from the Allied Fortified Zone (inclusive) to the west edge of the map, except for the following units:

all the cavalry units (2-7) and at least ten of the infantry units must be placed five or more hexes distant from the nearest Allied Fortified-Zone hex.

all the supply units (4-3) must be placed at least four hexes from the German Fortified Zone.

German Historical deployment: the German Player must place all of his units in the exact positions as marked on the map by codes. These codes are:

7 = 7-5; 6 = 6-4; 5 = 5-3 S = 4-3 supply unit.

German free set up deployment: all German units must be placed anywhere on the map in or to the east of their own Fortified Zone. Each of the Orders of Battle give the number of units of each type that the Player receives to begin with. The Players should sort these out, and then deploy their forces according to the instructions above, and "How to set up and Play the Game."

HOW TO USE THE REINFORCEMENT CHART

Reinforcements should never be confused with replacements. These are additional units received in the course of the game. Note that the Germans never receive reinforcements; they started with everything they had. Note that the Reinforcement Chart also serves as the Time-Record device; move the time record-marker to indicate the Game-Turn in progress. Before beginning a Friendly-Player Turn, the Allied Player should consult the Reinforcement Chart along the row of the Order of Battle Option that he is using, under the appropriate Game-Turn. These reinforcements arrive from two directions, north or south. The units enter on the designated side of the map anywhere from the Allied Fortified Zone (exclusive) to the west edge of the map. These units may not enter the map into Enemy Zones of Control. The Allied Player may then bring the indicated units onto the map at the beginning of his First Friendly Movement Phase of the indicated Player-Turn.

The reinforcements are identified by quantity (one, two, etc.), type of unit (combat Strength-Movement Allowance), and direction of appearance (n= north edge of the map, s= south).

SUMMARY OF ORDER OF BATTLE OPTIONS

German Options Deployment & Explanation

German Option 1; Relative Strength: 100 More withdrawal from the Eastern Front. The Germans could have taken more troops from the Eastern front (Russia) than they did. They simply didn't realize what was happening there. This option adds troops that could have been sent to the Western front.

German Option 2; Relative Strength: 99 Historical forces, changes in terrain features. In this Option only, there is no additional Movement Point cost for entering Devastated Zone Hexes. They are treated as clear terrain hexes. This presumes that the Germans had not wrecked the area when they retreated to the Hindenburg line in 1917.

German Option 3; Relative Strength: 97 Historical forces, Free deployment. Same forces as option 5, but they may be deployed freely.

German Option 4; Relative Strength: 96 German Cavalry. The Germans had disbanded almost all of their cavalry divisions. This option assumes that they had put three of them in the proper place at the proper time to exploit the Breakthrough.

German Option 5; Relative Strength: 95 Historical deployment; Germans must set up their forces exactly as shown on the map.

German Option 6; Relative Strength: 89 Improved British tactics. In this option German artillery units are not doubled in Combat Strength when firing from their own Fortified Zone. This presumes that the British had not used the idiotic tactics of packing their front line with troops,

German Option 7; Relative Strength: 85 No infiltration tactics. This presumes that the Stoss-divisions had not been retrained to the new tactics. They may not move out of supply deliberately, nor

may they move through Enemy controlled hexes. Thus they become the same as any other unit.

Allied Options

Deployment & Explanations

Allied Option 8; Relative Strength: 53 Maximum French frontage, free deployment. In this option the Map is divided into two sectors: south of the Road running from Amiens to Peronne to Cambrai, and North of it (including the Road itself). In addition to other deployment restrictions the Allied forces must set up in the following fashion:

1. South sector: Eighteen 5-4, five 4-3 supply.
2. North sector: All other units.

No unit may be placed outside of its sector.

Allied Option 9; Relative Strength: 44 Increased French front, free deployment. In this option the map is divided into two sections: south of the road running from St. Quentin to Amiens, and North of it (including the Road). In addition to other deployment restrictions, the Allied forces must set up in this manner:

South sector: nine 5-4, three 4-3 supply. North sector: All other units.

No unit may be placed outside of its sector.

Allied Option 10; Relative Strength: 43 Actual Forces, Free deployment.

Allied Option 11; Relative Strength: 42 Free set up, reinforcements not sent to Italy. This option presumes that the Allies did not send assistance to Italy after the Austro-German victory at Caporetto (1917).

Allied Option 12; Relative Strength: 41 Free deployment, greater French reinforcement. This assumes the French would send maximum possible aid to the British and risk a possible German offensive on their own front.











Allied Option 13; Relative Strength: 39 Historical set up; Allies must deploy their forces as shown on map.

STANDARD GAME VICTORY CONDITIONS (or How to Win the Game)

Victory is awarded to one Player or another according to the amount of Victory Points that are achieved by the German Player. The German Player accumulates Victory Points by exiting units off the edge of the map at certain points, and by controlling certain objectives on the map at the end of the game. An objective is controlled if the German Player either occupies the particular hex, or was the last to occupy it, and that hex is within the General Supply requirements at the end of the game.

The Germans receive the following Victory Points for controlling these hexes at the end of the game:

10	Arras
15	Amiens
5	Montdidier

HOW TO USE THE ORDER OF BATTLE OPTIONS					
Allied Order of Battle Options					
8	36	18	3	3	16
9	34	9	3	3	14
11	36	2	3	3	11
10,12,13	32	2	3	3	11
German Order of Battle Options					
1	47	22	15	0	19
4	47	16	15	3	19
2,3,5,6,7	47	16	15	0	19

The Germans receive the following Victory Points for exiting units off the map sheet by the end of the game (these may never return once exited):

4 Victory Points per unit exited between points "X" and "Y" on the map.

1 Victory Point per unit exited between points "Y" and "Z" on the map.

The Germans only receive the Victory Points for these exited units if the last hex from which they exited is within the General Supply requirements at the end of the game; these hexes may be kept track of by using blank counters, or pennies.

Historical Levels of Victory

Victory comes in many shapes and forms. The Germans really needed a decisive victory in this battle; anything less was simply postponing the day of decision to some less advantageous time. The Allies needed something better than a draw, if only for their own self respect. For each of the following total number of German Victory points, that Historical level of Victory for a particular Player is achieved.

Victory Points achieved Historical Victory level (by German Player)

25 +	German Decisive Victory
15-24	German Substantive Victory
10-14	German Marginal Victory
5-9	Draw; no one wins, try again
0-4	Allied Victory; actually decisive

Handicapping and Player Victory

In historical simulation games with varying scenarios, such as 1918, the situations are often unbalanced, affording one side or the other a greater chance of Victory. The Historical Victory conditions are based upon historical realities, and as such, can't really be altered too much without distorting the simulation. This leaves Players with the problem of not being able to calculate how well they performed (from the viewpoint of pure skill) in the unequal situation in which they competed.

To solve this problem (and to allow Players to have their cake and eat it too) we have created a second kind of victory called Player Victory. Player Victory is used in conjunction with Standard (simulation) Victory; i.e., it is not meant to replace the Standard Victory, but to supplement it.

Player victory differs from ordinary victory in that the victory Conditions vary according to Order of Battle Option used by each player. The Summary of Order of Battle Options contains Relative Strengths of all the options for each Player.

To compute the Player Victory Conditions, first subtract the Allied Order of Battle Option Relative Strength number from the German Relative Strength number. This is the Player Victory Condition Base number. The various levels of Victory are computed from this base number in the following fashion:

Example: *the German Player is using his Order of Battle Option 7 (Relative Strength of 85), and the Allied Player is using his Order of Battle Option 8 (Relative Strength of 53). The base number for computing the Player Victory Levels is thus 32 (85 minus 53). During the game, the German Player captures Arras, and exits one unit off the map edge between "X" and "Y". Thus he has achieved 14 Victory Points, which is a Substantive Victory for the Germans.*

Players may wish to use the player Victory system in conjunction with a two-game series: play two games in a row, changing sides in the second game in order to give each player an opportunity to manipulate the same forces as his opponent. Then add up the total scores for both games to determine the winner of the series.

1918: Design Credits

Game System Design: James F. Dunnigan.

Physical System Design and Graphics: Redmond A. Simonsen.

Game Development: John Young and Oktay Oztunall.

Rules Editorial: John Young and Redmond A. Simonsen.

Production: Manfred Milkuhn.

After the Players compute the Base Number for the particular mix of Orders of Battle that they are using, they need only look across the appropriate line on

the chart to see what the Victory Points corresponding to a particular Victory Level are.

PLAYER VICTORY CHART

Victory Level if Germans achieve the indicated number of Victory Points

Base Number	German Decisive	German Substantive	German Marginal	Draw	Allied Victory
32	16 (or more)	8 to 15	6 or 7	3 to 5	2 (or less)
36	18 (or more)	9 to 17	7 or 8	3 to 6	2 (or less)
41	20 (or more)	10 to 19	8 or 9	4 to 7	3 (or less)
42	21 (or more)	10 to 20	8 or 9	4 to 7	3 (or less)
43	21 (or more)	10 to 20	8 or 9	4 to 7	3 (or less)
44	22 (or more)	11 to 21	8 to 10	4 to 8	3 (or less)
45	22 (or more)	11 to 21	9 or 10	4 to 8	3 (or less)
46	23 (or more)	11 to 22	9 or 10	4 to 8	3 (or less)
47	23 (or more)	11 to 22	9 or 10	4 to 8	3 (or less)
48	24 (or more)	12 to 23	9 to 11	4 to 8	3 (or less)
50	25 (or more)	12 to 24	10 or 11	5 to 9	4 (or less)
51	25 (or more)	12 to 24	10 or 11	5 to 9	4 (or less)
52	26 (or more)	13 to 25	10 to 12	5 to 9	4 (or less)
53	26 (or more)	13 to 25	10 to 12	5 to 9	4 (or less)
54	27 (or more)	13 to 26	10 to 12	5 to 9	4 (or less)
55	27 (or more)	13 to 26	11 to 12	5 to 10	4 (or less)
56	28 (or more)	14 to 27	11 to 13	5 to 10	4 (or less)
57	28 (or more)	14 to 27	11 to 13	5 to 10	4 (or less)
58	29 (or more)	14 to 28	11 to 13	5 to 10	4 (or less)
59	29 (or more)	14 to 28	11 to 13	5 to 10	4 (or less)
60	30 (or more)	15 to 29	12 to 14	6 to 11	5 (or less)
61	30 (or more)	15 to 29	12 to 14	6 to 11	5 (or less)

1918 GAME PROFILE / ANALYSIS

Nobody Loves You When You're Old and Good

by Charles R Turner

Even though I'm no great fan of WWI games, I do respect 1918. I've played it a few times (long ago) and found it to be worth the time and with so many games to play, that's high praise. It suffers from being about WWI, being "old," and not having state of the art graphics and rules. Nevertheless, I'd hate to see such a good game be entirely neglected and this prompts me to prompt you to haul it out of the closet and play it again - read the article first, though. - RAS

On March 21, 1918 the blast of over 6000 guns heralded the beginning of the first and largest of the German "Peace Offensives" of 1918 designed to defeat the British and French before the Americans arrived in force. Using troops made available for use on the Western front by Russia's collapse, the Germans managed by means of new infiltration tactics to penetrate almost 40 miles in seven days into the Allied front before being halted by their own supply difficulties, the arrival of French reinforcements, and the desperate Allied defense which drained German manpower. 1918 simulates this first German offensive of 1918.

1918 was first published as one of the old Test Series Games by Poultron Press (S&T) in 1970. The second Simulation Series edition was first published by SPI in 1972. Because 1918 is an older game and because games on World War I have never been particularly popular, 1918 is almost forgotten today. This is unfortunate for 1918 is quite a good game that is rarely decided until the last turns. Although its basic system is fairly standard, it has enough unique elements (infiltration, its handling of supply and artillery, etc.) to keep it interesting today. There are large amounts of combat (and blood) and movement in 1918. The game is given variety through the Order of Battle Options available to each side. Overall, 1918 portrays a tense situation in which the Allied player is trying to slowly drain the initially irresistible German forces to a point where they can no longer carry out offensive operations before the Germans have seized their geographical objectives while also trying to keep their own outnumbered forces from being completely annihilated. The German player's primary challenges are to move as quickly as possible with as few casualties to his own troops as possible toward his objectives while keeping his troops supplied (which takes considerable logistical forethought, especially in the later stages of the game).

The map covers the area in France from Amiens on the west to a little east of the line Cambrai, St-Quentin, La Fere, and from Lens in the north to Noyen in the south. Each hex represents 2.8 kilometers, or about 1.74 miles of terrain measured across. The front line runs from almost in the southeast corner up to about the middle of the north edge of the map. On each side of this line are the trenches, or fortified zones as they are called in the game. The German fortified zone is from three to four hexes deep whereas the Allied fortified zone is three hexes deep only in the northern third and on the southernmost three hexes of the front, south of the Oise River (the French sector). Along the rest of the front, the Allied fortified zone is only one hex deep. Besides aiding friendly defenders, units must spend an additional movement point to enter an enemy fortified zone hex. Directly west of the frontline and including most of the Allied fortified zone is a gray area which runs like the inverted vortex of a tornado from the southern map edge to form a point just north of Arras. This represents the area devastated by the Germans when they retreated to the Hindenburg line in 1917. This area severely impedes the German advance. Whereas a clear terrain hex costs one movement point, each hex in the devastated zone costs two. But this zone also hinders the Allies by slowing up reinforcements and by making retreats during the movement phase difficult. Rivers are another impediment to the German advance. To cross a river, a unit must expend two additional movement points. Among the rivers, the Somme-Canal du Nord system is the worst obstacle, because much of it lies in the devastated zone and so four movement points must be expended to cross it. (All movement costs are cumulative.)

Around the map are various aids to the play of the game. Besides the combat results table and the terrain effects chart, there is a replacement pool for each player. There is an area for each player to place units which have been permanently destroyed. Also, for the German player, there are boxes to store units which have exited from the map and thus count toward the victory conditions. And there is also the time record chart for keeping track of when reinforcements will arrive, and it gives the five different Allied reinforcement schedules. Which schedule is used depends on the Order of Battle Option the Allied player is using.

Each combat unit in 1918 represents a division. Except for eight 6-4's (the British Guards and the divisions of the Commonwealth countries), all British infantry divisions are 4-4's. All French divisions are 5-4's and the few Allied cavalry divisions in the game are all 2-7's. The Germans have three types of infantry divisions. The most important and most numerous are the Stosstruppen (assault) divisions (7-5's). These units represent the divisions trained in the new infiltration tactics and have special capabilities which are discussed below. Then come the regular German divisions (6-4's) and finally, the Trench divisions (5-3's). The Germans do not have any cavalry in the historical order of battle, but have three such divisions in one of the hypothetical orders of battle. They are the same strength as their Allied counterparts (2-7). In addition to these units, both sides have corps/supply/artillery units. They are the same strength for both sides, namely 4-3's. They have the symbol and historical designations of corps headquarters, although they do not function in a command control capacity, but rather as a supply source or as artillery. These units will be discussed in more detail later.

1918 lasts ten turns, and each turn represents the passage of one day of real time beginning with March 21. Each player turn consists of a first movement phase, followed by the combat phase, and then a second movement phase, with the German player turn occurring first in each game-turn. This second movement phase differs from the second movement phase in most other dual movement phase games in that all units may move again whether they have been involved in combat in the immediately preceding combat phase or not.

Zones of control in 1918 are of the usual type which do not force combat and do not allow movement directly from one enemy controlled hex to another. There are, however, two important exceptions to this scheme which allow some movement through zones of control. The first exception is that German Stosstruppen divisions (7-5) that begin their movement phase in an enemy ZOC may move 1 hex only directly into another enemy controlled hex, or in other words, one hex per phase or two per turn. This, of course, simulates the Germans' infiltration tactics. The other exception is called a leapfrog withdrawal. In this case, a friendly unit in an enemy controlled hex may move onto an adjacent friendly unit in an enemy controlled hex if that adjacent friendly unit has not yet moved in the current movement phase. This is especially useful to the Allied player because he will need it repeatedly to save his units that have been surrounded by German infiltration. The only other notable rule pertaining to zones of control is the rule that says the Allies (only) must pay an additional movement point when leaving an enemy zone of control.

Units may stack two high, but whereas both may attack, only one may defend and only that one suffers any adverse combat result. Thus a line of units stacked two high can stop any attack if reinforced to make up for losses. But the Allies can almost never afford this luxury.

The simulation of supply and artillery in 1918 is handled in an abstract, but nevertheless effective manner. It is also a unique manner in that supply and artillery are not represented by separate units, but are one and the same unit. In effect, these corps/supply/artillery units represent the flow of ammunition and other supplies to the

front. In any given player turn, they may function in any one of the following ways: (1) to provide general and/or attack supply; (2) as offensive artillery; (3) as defensive artillery. General supply is usually traced five hexes to a road that leads off a friendly map edge, but if that is not possible, general supply may be traced four hexes to a corps/ supply/ artillery unit. A corps/ supply/artillery unit may be used indefinitely for general supply without being consumed, but it is consumed and removed from the map when it is used to provide attack supply to units within four hexes of it. All units within four hexes of one of these units can be supplied by corps/supply/artillery units and any unit in attack supply is also in general supply. Since units cannot attack without attack supply, it is important to keep the front line well supplied. Units which are defending need only general supply to function normally and thus do not consume corps/ supply/ artillery units. The Germans will usually have to expend between three and five of these units per turn to keep his entire line supplied for attacks. Expended corps/ supply/artillery units return on the first friendly movement phase of the game turn after they were consumed.

When used as offensive artillery, a corps/supply/artillery unit may attack with its combat factor of 4 any enemy unit within three hexes of the attacking unit. It may attack alone or in conjunction with attacking infantry units and is always consumed when used as offensive artillery. German supply/artillery units being used as offensive artillery and firing from the German fortified zone are doubled in strength to 8 factors. This simulates the British tactic of putting a relatively large percentage of their troops in the front line where they were exposed to the full extent of the initial German bombardment.

Supply/artillery units may also be used to aid the defense of a friendly unit(s) which is defending within three hexes of that supply/artillery unit. Here the defender has the option of using the supply/ artillery unit at full strength (4), in which case it is consumed, or at half strength (2), in which case it is not. Either way, since the attacker declares his attacks before the defender allocates his defensive artillery, the attacker may find his odds drastically reduced before the attack is resolved.

Actually, there is one further use of these units. As a last resort, supply/artillery units may be used, in defense only, as a regular unit, defending with a strength of one. If destroyed while being used in this manner, they are placed in the box that is for permanently destroyed units and never return. Nevertheless, the Allied player may find this necessary at times when no other type of unit can plug a serious hole in the line.

It should be clear by now that the decision each turn as to which supply/artillery units will function as supply sources and which as artillery and the decision as to how many of these units total the player can afford to consume each turn without jeopardizing the success of future turns is crucial to the game. When returned to the game, Allied supply/ artillery units come on from the western map edge, German from the eastern. Thus in the early part of the game, the Allies must budget their expenditure of supply/artillery units, because they are so far from their friendly map edge that it will take several turns for an expended supply/artillery unit to reach the front. In the later stages of the game, the situation will be reversed and it will be the Germans who will have to budget their supply/artillery units.

1918 was one of the first games to use die roll modifications to reflect the effects of terrain on combat. Units are never doubled (due to terrain) or halved (due to lack of supply) as in many games. Instead, the die roll is modified in the following ways: out of supply, -1; defending in a friendly fortified zone hex, +2; defending in a town or behind a river, + 1. Modifications are always cumulative.

The most notable aspect of the combat result table is the large number of exchanges. The odds range from 1-1 to 10-1 and there are two exchanges (V, possibility) in every column except 6-1 (where there are three) and 10-1 (where there is only one if the die roll is unmodified). 10-1 with the defender unsupplied in clear terrain is the only sure way to avoid an exchange. There are also quite a few

"both retreat" results and this result is possible even at 10-1 if the defender is in his fortified zone. Also, if the defender is defending in his fortified zone, an attacker retreat result is possible up to 6-1. Thus, as one would expect the defense has the upper hand, especially if the defender is in the trenches. However, the defender's advantages disappear when the defending unit is surrounded in clear terrain, for this decreases the chance of an exchange if the odds are at least 3-1 or better and means the certain destruction of the defending unit, since in a both retreat, the defender is retreated first. So by surrounding Allied units through infiltration, the German player can often overcome the defensive advantages inherent in the combat results table.

Few German players would allow their Units to be surrounded by the Allies so it might look as if it would be impossible for the Allies to attack successfully, especially in the early turns. But this is not necessarily the case. For odds of less than 1-1 are treated like 1-1. Furthermore, the exchange rule reads: "the defending unit(s) are destroyed and one of the attacking units ... " is destroyed. This can lead to the ridiculous result of a British cavalry division, for example, attacking two or three German Stosstruppen divisions (7-5's) at 1-1 and rolling an exchange (a 1/3 possibility) and destroying all of the German divisions at the cost of only a cavalry division - a most favorable exchange for the Allied player. Yet it may not be as ridiculous as it seems. The German player, in the earlier stages of the game will inevitably surround many Allied divisions, thus minimizing or eliminating the chances for exchanges. Thus, German casualties during this period may sometimes seem unrealistically low. However, such 1-1 attacks by the Allies even things up a bit, if lucky.

Replacements are available at the same rate for both players. For every three supplied units that are destroyed, one may return as a replacement. As supplied units are destroyed, they are placed in the replacement pool on the map board. When the number of units in the pool reaches three, one may return during the next turn, and the other two are placed in the permanently destroyed pile. Because it may take more or less than one turn to accumulate three units in the replacement pool, replacements arrive at irregular intervals. Units destroyed while out of supply cannot be replaced.

This brings us to the order of battle option. The Germans have seven OB options (numbered 1-7) and the Allies have six (numbered 8-13). Any German option can be played with any Allied option, so the game can be played in 423 different ways. Since some options are obviously stronger than others" each is given a relative strength rating. The strengths of the German options range from 100 (option #1) to 85 (option #7), of the Allies' from 53 (option #8) to 39 (option #13). These ratings are used to determine an equitable level of player victory conditions when using a combination of options which gives one side or the other a distinct advantage.

Perhaps it would be best to look at the forces of the historical order of battle and then compare them with the "what if" options. Actually each side has two OB options with historical conditions and order of battle. One for each side (#5 for the Germans, # 13 for the Allies) has both the historical forces and deployment (the historical placement of all units is printed on the map). The other (#3 for the Germans, #12 for the Allies) has the historical forces, but players may set up as they wish, within certain restrictions. The German's historical OB consists of 47 Stosstruppen divisions, 16 regular divisions, 15 trench divisions, and 19 supply/artillery units, or 78 divisions in all. The Allies begin the historical options with 32 British, 3 Commonwealth, and 2 French infantry divisions plus 3 cavalry divisions and 11 supply/artillery units, or 40 divisions in all. Thus the Germans have almost a 2-1 superiority at the beginning of the historical option. The Allies also receive 7 British, 5 Commonwealth, 3 cavalry, and 17 French divisions, and 6 supply/artillery units over the course of the game as reinforcements, or, in other words an additional 32 divisions. Thus the final ratio comes to 78 German divisions to 72 Allied divisions. (The Germans never receive any reinforcements in any of their options.)

Of the five hypothetical OB option for the German player, three

(#2, #6, & #7) negate certain rules of play while keeping the historical order of battle and the other two (#1 & #4) add a few units to the historical order of battle, while keeping the rules unchanged. In option 2, there is no devastated zone. This of course supposes that the Germans did not destroy this area when they retreated in 1917. Option 6 presumes that the British improved their tactics by not filling their front trenches so much. Thus in this option German artillery is not doubled when firing from their own fortified zone. Order of battle option 7, the weakest option for the Germans, presumes that the Germans did not develop infiltration tactics and so the Germans' Stosstruppen units may not move through zones of control. This is not really as bad as it might seem. The Germans can still blow holes in the Allied line which can be exploited in the second movement phase, but naturally the Germans will not be able to surround as many Allied units as they normally could. In the other two hypothetical options, only the order of battle is slightly different in each case. In option 1 (the strongest), the Germans have six additional regular divisions (6-4's), or a total of 22 instead of the usual 16. These 6 extra divisions are divisions which could have been, but were not, withdrawn from the defunct Eastern front. Option 4 supposes that the Germans had had cavalry available to help exploit the breakthrough. They are, however, rather vulnerable and usually not a lot of help.

The rules do not definitely state whether the German hypothetical options are to be set up using free deployment or not. Presumably they could be set up either free or with the historical set-up, although with the options which change a rule (#2, 6, 7), the historical set up would seem to have been intended. With options 1 and 4, the extra units naturally do not fit into the historical. set-up on the map. The choice here is to use free deployment for all units or just for the new units. Either way seems reasonable. None of the Allied hypothetical options change any rules of play as some of the Germans' do, and so the Allied options each offer a different number of units at start and/or different reinforcement schedules than the historical options. Option 8 presumes maximum French frontage. All of the front south of the Peronne to Cambrai road is taken over at the start by 18 French divisions. In option 9 the French frontage stretches further north than originally, but not as far as in option 8. Nine French divisions cover the front south of the Amiens - St. Quentin road in this option. The reinforcement schedules for each of these options differs from the historical schedule in that fewer French divisions and more British divisions are sent as reinforcements, especially in option 8. In other words, with the French front extended, they would not have the same number of reserves to send, but the British with a shorter front would have more. Option 8 is the strongest Allied option by far. Because of the short British frontage, the British can defend in depth and their line will be very difficult to break. The French line however is not quite so heavily held. But this option presents the Germans with quite a

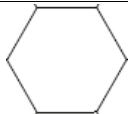
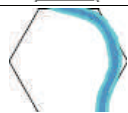
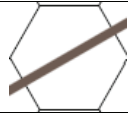
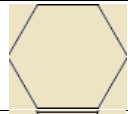
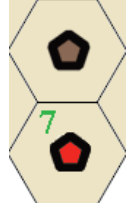
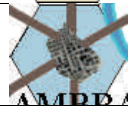
challenge.

At this point, there is a slight mistake in the rules. Allied options 10 and 12 are reversed. Option 10 is actually greater French reinforcements and option 12 is actual forces, free deployment. This becomes clear from looking at the reinforcement schedules. In option 10, the French send the maximum possible reinforcements to aid their British allies. Thus the number of starting units are the same, but the French send eight more divisions than they did originally. In option 11, the Allies did not send reinforcements to Italy leaving nine additional divisions in France to help stop the German offensives. Options 12 and 13 are the historical options and are also the weakest. The forces available in all of the allied options are summarized in the chart below.

There are two sets of victory conditions in 1918. Both sets depend on the number of points accumulated by the German player over the course of the game. The German player receives 10 points for controlling Arras, 15 points for Amiens, and 5 points for controlling Montdidier at the end of the game. One point is also given the German player for each friendly unit exited in supply off the southern, western, or north western map edges (behind the original allied front line) and four points for each unit exited north of Arras. If the Germans have 25 points or more at the end of the game, they win a decisive victory; 15-24 a substantive; 10-14 marginal; 5-9 a draw; and 0-4 an Allied victory. In the actual campaign, the Germans managed only to capture Montdidier - a draw. These are the historical victory conditions. The other set of victory conditions reflect player victory and varies with the order of battle options being used. This is where the relative strengths assigned to the order of battle options come into play. The relative strength of the Allied OB option being used is subtracted from the relative strength of the German OB option to give a base number. This base number is cross-referenced on the player victory chart to find the victory levels for when those two OB options are used. Thus if the Germans, for example, use an option which is stronger than their historical option and the Allies use their historical option, the Germans must accumulate more victory points than if they were using the historical option in order to achieve any given level of victory.

In conclusion, it can be said that although some aspects of the game (for example, supply, artillery, losses and replacements) are handled rather abstractly, 1918 recreates the overall flow of the German Michel offensive quite well. The Germans crossed the Somme river on the 23rd of March (game turn 3) and in the majority of games in which the historical forces and setup are used, the Germans will cross that river on turn 3. Few games are so well paced. It is a case of the simulation of some details being abstracted for the benefit of an accurate overall picture of a campaign. 1918 is a must for anyone interested in World War 1 or for anyone who is looking for an interesting game of yesteryear.

Option:		British Infantry Division	French Infantry Division	Allied Cavalry Division	Allied Sup/Art. Units	Total Divisions
8. Maximum French frontage	At start	39	18	3	(16)	= 60
	Reinf.	19	8	3	(2)	= 30
	Total	58	26	6	(18)	= 90
9. Increased French frontage	At start	37	9	3	(14)	= 49
	Reinf.	14	12	3	(3)	= 29
	Total	51	21	6	(17)	= 78
10. Greater French reinf.	At start	35	2	3	(11)	= 40
	Reinf.	12	23	5	(8)	= 40
	Total	47	25	8	(19)	= 80
11. Number reinf. to Italy	At start	39	2	3	(11)	= 44
	Reinf.	15	19	3	(6)	= 37
	Total	54	21	6	(17)	= 81
12. Hist. forces—free deploy, and	At start	35	2	3	(11)	= 40
	Reinf.	12	17	3	(6)	= 32
	Total	47	19	6	(17)	= 72
13. Hist. forces—hist. set-up						

TERRAIN EFFECTS CHART			
TERRAIN		EFFECT ON MOVEMENT	EFFECT ON COMBAT
Clear		None	None
River hex-side		Two additional Movement Points to cross	Add one to Attacker's die roll if all units attack through a river hex-side
Road		One movement Point to enter from another road hex, no matter what terrain it passes through	None
Devastated zone		One additional Movement Point to enter each hex	None
Fortified zone Allied or German		One additional Movement Point to enter enemy Fortified hex	Add two to attacker's die roll if defender is in own Fortified hex
Town		None	Add one to attacker's die roll if defender is in the Town hex
German controlled Hex		Allied player must expend an additional Movement Point to exit	None
All movement and combat effects are cumulative; thus it cost three Movement points to enter a hex which is both Devastated zone and enemy Fortified zone. The attacker must add three to his die roll if he attack a unit in its own Fortified hex through a river hex-side			

1918 COMBAT RESULTS TABLE										
Combat Odds (Attacker to Defender)										
Die Roll	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	10:1
0	Dr1	Dr1	Dr1	Dr2	Dr2	Dr2	De	De	De	De
1	Br2	Br2	Br1	Dr2	Dr2	Dr2	De	De	De	De
2	Ex	Br2	Br1	Br1	Dr2	Dr2	De	De	De	De
3	Ex	Ex	Br2	Br2	Br2	Dr2	Dr2	De	De	De
4	Ar2	Ex	Br2	Br2	Br2	Ex	Br2	Dr2	De	De
5	Ae	Ar2	Ex	Ex	Ex	Ex	Ex	Ex	Ex	De
6	Ae	Ar2	Ex	Ex	Ex	Ex	Ex	Ex	Ex	Ex
7	Ae	Ar2	Ar2	Ar1	Ar1	Br1	Br1	Br2	Br2	Ex
8	Ae	Ae	Ar2	Ar2	Ar1	Ar1	Br1	Br1	Br2	Br2
9	Ae	Ae	Ae	Ar2	Ar2	Ar1	Ar1	Ar1	Br1	Br2
Odds of less than 1:1 are treated as 1:1; Odds greater than 10:1 are treated as 10:1										
Die roll modifier are as follow: out of supply -1; defending in a friendly fortified zone hex +2; defending in a town or behind a river, +1. Modifications are always cumulative.										