

1918: Storm in the West – Player Aid

{The purpose of this aid is to minimize flipping through the rules for details; reading the COMPLETE rules is still highly recommended!}

I. German Player Turn

A. Initial Supply Phase [during turns 2-5 and turns 12-16 check for weather; rule 6.0]

7.4 - all non-Holland hexes along the eastern edge, 1619 - 4107, inclusive;

B. Replacement Phase [If the Germans fail to win the game by turn 9, permanently remove all Stosstruppen units and replace them with their regular infantry units.] *Replenishing: A reduced unit on the map can be replenished to full strength if replacement step is available.* Use replacement step to recreate/replenish one step of one **step** of unit strength. *AGB unit must be withdrawn at the end of turn 9.*

C. Strategic Movement Phase - May move up to FOUR units by rail; not through trench lines. Start/end in town/city hexes.

D. Regular Movement Phase [may not move from EZOC to EZOC] You may split stacks.

E. First Combat Phase [attacking is always voluntary] Attacks are “odds” based. Units out-of-supply at the start of the turn have their factor halved.

DIE ROLL MODIFIERS: (applies on all combat phases)

Airpower: defender has air unit: -1; Attacker: +1;

AGB: +1

Concentric Attack: +1 (not against German or French fortresses)

Defender in a forest: -1

If ALL Attackers are across a river: -1

Defender in Rough or Devastated: -1

Defender in Town: -1

Defender in a Marsh hex: -1

German defender in German Main trench: -2

Defender in a Mountain hex: -2

German defender in German Secondary trench: -1

Allied defender in Allied trench: -2

{SEE 13.32 FOR FORTRESS COMBAT}

F. Infiltration Movement Phase: [ONLY STOSSTRUPPEN UNITS] - terrain costs are not paid; movement allowance of ONE MP.

G. Second Combat Phase [attacking is always voluntary] Attacks are “odds” based. Units out-of-supply at the start of the turn have their factor halved.

H. Terminal Supply Phase - Check all “cut off” units for supply status; if out of supply move the unit to the dead pile.

II. Allied Player Turn

A. Initial Supply Phase

7.5 - Brit/Bel are the three Channel ports; 1441, 1339, & 1237. May use Fr/Am with loss of efficiency.

7.6 - Fr/Am - west edge 2242 - 4112, inclusive. May use Brit/Bel with some loss of efficiency

B. Replacement & Reinforcement Phase - BRITISH on the turn printed in the upper left corner in any Channel port. If ports are not available the must be withheld until available. ITALIANS arrive on any operating French regular supply source hex. AMERICANS enter use the same procedure on TURN 12 (omitted on the counters). *Replenishing: A reduced unit on the map can be replenished to full strength if replacement step is available.* Use replacement step to recreate/replenish one step of one **step** of unit strength

C. Strategic Movement - May move up to SIX units by rail; not through trench lines. Start/end in town/city hexes.

D. Regular Movement Phase [may not move from EZOC to EZOC] You may split stacks.

E. First Combat Phase [attacking is always voluntary] Attacks are “odds” based.

F. Infiltration Movement Phase (TURN 9 AND AFTER) [TANKS AND UNITS STACKED WITH THEM; AUSTRALIAN/AMERICAN CORPS] - terrain costs are not paid; movement allowance of ONE MP.

G. Second Combat Phase [attacking is always voluntary] Attacks are “odds” based. Units out-of-supply at the start of the turn have their factor halved.

H. Terminal Supply Phase - Check all “cut off” units for supply status; if out of supply move the unit to the dead pile.

III. Victory Check [see 4.4 and 4.5]