



QUICK REFERENCE SHEET

TURN STRUCTURE (Pg.21)

COMMAND PHASE

- I. Generate Command Dice.
- II. Determine Initiative Player.
- III. Roll for Reserves.
- IV. Resolve Command Actions.

TACTICAL PHASE

- I. Activate Ready units.

END PHASE

- I. Test for unit recovery and morale.
- II. Score Victory Points and check scenario end conditions.
- III. Test to retain Fire/Stand To Orders.
- IV. Roll for wind direction and drifting markers.
- V. Ready Exhausted units and cleanup play area.

GAMBITS: Can be played throughout (see WHEN text)

COMMAND PHASE (Pg.24-25)

GENERATE COMMAND DICE: Both players roll Command Dice (D6):

INITIATIVE (x)	COMMAND DICE
No CO	2
8+	2
7+	3
6+	4
5+	5
4+	6
3+	7

DETERMINE INITIATIVE PLAYER: Players roll-off (1D6 each). Modify for Doctrines. Initiative switches on a tie.

ROLL FOR RESERVES: Starting with Initiative Player, players roll D6 equal to units. Success=roll equal to or below the game turn number.

COMMAND ACTIONS

Alternate play, starting with Initiative Player, until all units have an Order/Stance.

- Issue an Order (Leaders only)
- Adopt a Stance.
- Resolve the Sprint Action (Senior Leaders only)
- Pass (no further Command Actions).

ISSUING ORDERS: Junior Leaders can only issue Orders to their own unit. Senior Leaders can issue Orders to units in Command Range (12"). However, no Command Test needed if the target unit has zero Pins.

COMMAND TESTS: Roll 2D6. Modify. Must equal or exceed Leader's Initiative (x) to succeed. If successful, the target unit gains Order. If failed, the unit adopts a Stance. All Orders/Stances are placed face-down in secret.

ORDER	ACTIONS	SHOOTING/OTHER
FIRE	Pivot, Shoot	Choose any eligible target, not just the closest.
ADVANCE	Run or Crawl or Drive, Shoot	-1 to hit.
AT THE DOUBLE	Sprint or Assault	Weapons with Assault keyword only (Snap Fire).
STAND TO	Pivot, Shoot	Reactive Fire 24". Non-RF is Snap Fire. If Ready, Protected. Defensive Positions.
FLANK SPEED	Flank Drive, Shoot	Snap Fire only.
STANCE	ACTIONS	SHOOTING/OTHER
REGROUP	Fallback or Rally or Repair, Shoot	Snap Fire only.
TAKE COVER	Crawl, Shoot	Snap Fire only. Reactive Fire 12". Protected.
NON-VEHICLES ONLY		VEHICLES AND NON-VEHICLES
		VEHICLES ONLY

TACTICAL PHASE (Pg.27-43)

ACTIVATE UNITS: Alternate activating Ready units, starting with Initiative Player. No duplicate Actions in one activation. Each player must activate all of their units with Orders before those with Stances. (Pg.27). Independent models have special flexibilities (Pg.17).

MOVEMENT ACTIONS (Pg.21, 28-30)

- **RUN:** Move up to movement allowance (Infantry 6"; Weapon Team 4"; Cavalry 10"; Gun Team 3") in any direction.
- **CRAWL:** Move up to half movement allowance.
- **SPRINT:** Declare destination. Movement plus:
 - Infantry: +2D6" (discard lowest) (cap: 18")
 - Cavalry: +3D6" (discard lowest) (cap: 28")
 - Weapons team: +1d6 (cap: 10")
- **ASSAULT:** As above, but contact the enemy unit to initiate close combat. Enemy unit must choose an assault reaction (Hold, Reactive Fire or Withdraw).
- **RETREAT:** Resolve the Sprint Action directly away from the closest enemy (use cover where possible). Gun Teams/Immobile units cannot Retreat.
- **PIVOT:** Rotate on spot up to 360 degrees.

SHOOTING ACTIONS

- **SHOOT:** Resolve the Shooting Sequence (Pg.33) or, if the weapon has the Bracketing keyword, the Bracketing Fire Sequence (Pg.36).
- **BARRAGE:** Artillery weapons only. Resolve the Barrage Sequence (Pg.61).

OTHER ACTIONS

- **FALLBACK:** As Retreat, then remove all Pins and Wavering. Gun Teams/Immobile units cannot Retreat (Pg. 30).
- **RALLY:** For each Leader in the unit, remove one Pin. Remove additional Pin or Wavering if spend Cohesion Points (two Cohesion Points for a Junior Leader in unit, or one Cohesion Point for a Senior Leader within 12") (Pg.39).

VEHICLE ACTIONS (Pg.66-73)

- **PIVOT:** Rotate on the spot up to no. of turns (45 degrees per turn, tracked vehicles only).
- **DRIVE:** Move up to movement allowance straight ahead, can make no. 45 degree turns = to Type (min. 1" between turns if wheeled). Test reliability (Veterancy Test on 2D6, pick the highest; failure= Immobilised).
- **FLANK DRIVE:** As Drive, but double the vehicle's movement allowance. -1 penalty to Reliability Test.
- **FALLBACK:** Move base movement directly backwards, stop if contact imp. terrain or table edge. Remove all Pins (Pg. 66).
- **RALLY:** As for non-vehicles. Senior Leaders in Command Range (armoured vehicles: 1") count as part of the unit.
- **REPAIR:** Remove one critical damage effect.
- **SHOOT OR BARRAGE:** As for non-vehicles.

END PHASE (Pg.44)

Resolve each step (see turn structure) in turn, starting with the Initiative Player (where applicable).

- **UNIT RECOVERY:** Roll once per unit. Recovery Test= test Veterancy attribute, success=remove one Pin or Wavering. Units in Fortified Cover or within Command Range of a Senior Leader may re-roll failures. Armoured vehicles roll one Recovery Test for each Pin.
- **RETAINING FIRE/STAND TO ORDERS:** (Gun and Weapon Teams only) May take a Veterancy Test to keep Fire or Stand To Order.
- **WIND DIRECTION:** Roll on Wind Direction table (overleaf).
- **DRIFTING MARKERS:** Remove on 6+ (+1 per turn).

KEY GAME SEQUENCES

SHOOTING SEQUENCE (Pg. 33)

1. **SELECT TARGET:** Closest enemy unit in LoS.
2. **CHECK RANGE AND LOS**
 - Roll to hit: No. Dice=Attack attribute
 - -1 if: small target, long range, night, Advance Order
 - +1 if large target, point blank range.
 - Snap Fire = only natural 6s hit
3. **INFLECT PINS:** Pins=hits, up to weapon Pin cap.
4. **ROLL VETERANCY SAVES:** -Strike; +Cover.
5. **REMOVE CASUALTIES:** Target player's choice.
6. **END OF SEQUENCE:** Play continues.

COVER: (Pg.35) Concealment (+1, if stationary), Light Cover (+1), Heavy Cover (+2), Fortified Cover (+3, re-roll failed Recovery Tests). Protected: (Pg.34) Suffers half hits and Pins from shooting.

BRACKETING FIRE SEQUENCE (Pg. 36)

1. **SELECT TARGET MODEL:** Closest model in LoS.
2. **CHECK RANGE AND LOS**
3. **CHECK IF THE TARGET IS ZEROED:** If so, skip to 6.
4. **ROLL TO BRACKET THE TARGET:** Place Target marker. Roll 1D6. Apply modifiers (as shooting):
 - =>FS - Direct hit (target Zeroed, shot lands on target)
 - <FS - Near Miss (roll 1D8. 1-4 is short. 5-8 is long, move target marker).
 - 1 - Total miss (no effect).
5. **DETERMINE WHICH UNITS ARE CAUGHT:** Radius =Blast (x"), (multiplied by no. of weapons).
6. **RESOLVE BLAST EFFECT ON UNITS CAUGHT:** Each unit:
 - Roll for number of hits: No. Dice=Attack attribute.
 - Modifiers (target size only).
 - Inflect Pins: as shooting.
 - Roll Veterancy Saves: as shooting.
 - Remove casualties: as shooting.
7. **END OF SEQUENCE:** Play continues.

BARRAGE SEQUENCE (Pg. 61)

1. **SCATTER BARRAGE:** Scatter=weapon Rng. Use D8 and Wind Compass for direction. Double (2D6) or triple (3D6)= direct hit.
2. **DETERMINE WHICH UNITS ARE CAUGHT:** Blast (x")
3. **RESOLVE BLAST EFFECT ON UNITS CAUGHT:** Each unit:
 - Roll for number of hits: No. Dice=Attack attribute.
 - Modifiers (target size only).
 - Inflect Pins: as shooting.
 - Roll Veterancy Saves: as shooting.
 - Remove casualties: as shooting.
4. **ROLL FOR ROUNDS COMPLETE:** Veterancy Test, -1 penalty for each previous turn of barrage. If successful, barrage continues. If failed, the barrage ends.
5. **END OF SEQUENCE:** Play continues.

CLOSE COMBAT ACTIONS (Pg.40-41)

1. **ATTACKER ROLLS ATTACKS:** Roll 1D6 per model (in coh.). <=CS to hit. Modifiers to roll: +1 to hit per supporting unit, +1 if friendly Senior Leader present, -1 if any Pins, -1 if Wavering.
2. **DEFENDER ROLLS ATTACKS:** As above.
3. **BOTH PLAYERS REMOVE CASUALTIES:** Each hit=casualty. No Veterancy Saves. Remove as per shooting.
4. **CALCULATE COMBAT TOTAL:** Combat Total =Casualties minus Pins. +1 if Outnumber enemy, +1 if Defensive Positions. Highest Combat Total wins.
5. **RESOLVE COMBAT OUTCOME:** see Combat Results Table.
6. **END OF SEQUENCE:** Play continues.

DEFENSIVE POSITIONS: (Pg.40) Units occupying a building, terrain with the Defence keyword, or cover (excluding concealment) gain +1 to hit and +1 Combat Total in the first round of close combat.

PINNING AND MORALE (Pg. 46-47)

PINNING AND MORALE STATUSES

- **UNDER FIRE (1 PIN):** -1 penalty to Command Tests when issuing or receiving Orders, and when rolling to hit (shooting and close combat).
- **PINNED (2 PINS):** Loses (current) Order and gains a Stance, but is otherwise able to receive new Orders. Also suffers the effects of being Under Fire.
- **SUPPRESSED (3 PINS):** Cannot receive Orders, or Shoot. Also effects of being Under Fire and Pinned.

EXCESS PINS: If greater than 3 pins, each excess Pin = Morale Test (-1 penalty per excess Pin after the first).

REMOVING PINS: Rally, Fallback, or Unit recovery in End Phase.

Morale Tests: (Non-vehicles only): Test if unit suffers <25% casualties. If failed, Retreats and gains Wavering status.

WAVERING: A Wavering unit always counts as Pinned (or worse). It may otherwise act normally. In the End Phase, each Wavering unit must take a Morale Test. If passed, no effect. If failed, the unit routs and is removed from play. Wavering models are denial (not scoring) models.

CALCULATING FORCE COHESION

(All cumulative):

- Each Weapon Team, Gun Team, Cavalry or Vehicle unit
- +1 CP
- Each Infantry unit (excluding Independent and Attached models) +2 CP
- Each Senior Leader +1 CP
- Each model with the Gallant keyword +1 CP

LOSING FORCE COHESION

(All cumulative):

- -2CP if unit Retreats or Bails Out; or if unit is destroyed, captured or routs; or if the unit's Junior Leader is killed, captured or routs.
- -3CP if a Senior Leader is killed.
- -4CP if a Senior Leader is captured.

ZERO FORCE COHESION: Once zero, enemy player rolls 1D6 (in secret). If further Cohesion Points loss equals or exceeds the result, the force is Shattered. All units in a Shattered force are (irreversibly) Wavering.

1918: QUICK REFERENCE SHEET - TABLES (GENERAL)

CLOSE COMBAT RESULTS (Pg. 41)	
DIFF. (CT)	EFFECT
0	Both Suffer 1 Pin. Fight Again. On third, all units Retreat and become Wavering.
1 - 2	Both suffer 1 Pin. Losing unit retreats and becomes Wavering. Winning unit consolidates 3" and can make a bonus Shoot Action (Snap Fire only).
3+	Losing units takes a Morale Test. If the test is passed, the unit is destroyed. If the test is failed, the unit surrenders. Winner may consolidate 3"

WIND DIRECTION (Pg. 44)	
ROLL (D8)	EFFECT
1 - 5	No Change
6 - 7	Wind Changes: Roll a D8 and change the Wind Compass to point in the indicated direction.
8	Sudden Gusts: The wind changes direction (as above) and any gas, smoke or starshell markers are immediately removed.

EFFECTS OF TERRAIN ON UNITS (Pg. 48, 51, 68-69)			
TERRAIN	INFANTRY	WEAPON TEAMS	CAVALRY
Woods	Open		Difficult
Shell-holes	Open		Difficult
Deep Mud	Difficult, Dangerous, Exposed		Difficult, Exposed
Deep shell-holes	Difficult		Impassable
Trenches (Crossing)	Barrier		Barrier, Dangerous
Trenches (Along)	Easy		Impassable
Wire Obstacles	Barrier, Exposed		Impassable
Mountainous	Difficult, Dangerous		Impassable
Roads	Easy, Exposed		
Shallow/Slow Water	Difficult, Exposed	Difficult, Dangerous, Exposed	Open, Exposed
Deep/Fast Water	Difficult, Dangerous, Exposed	Impassable	Difficult, Exposed

STANDARD ARTILLERY BARRAGE PROFILES (Pg. 60)					
WEAPON	RNG	ATT	STR	PINS	KEYWORDS
Light Artillery Barrage	2D6"	1D6	-1	2	Artillery, Blast (8"), Indirect, Wrecker (6+)
Medium Artillery Barrage	2D6"	1D6+1	-2	2	Artillery, Blast (8"), Indirect, Wrecker (5+)
Heavy Artillery Barrage	3D6"	1D6+2	-3	3	Artillery, Blast (8"), Indirect, Wrecker (4+)
Machine Gun Barrage	2D6"	1D6	-	2	Artillery, Blast (8"), Indirect

ARTILLERY HIT/PIN CAPS (Pg. 60)		
DISTANCE TO MARKER	HITS	PINS
Within half Blast (x")	Full	Full
Over half Blast (x")	Half	Half

TERRAIN KEYWORDS (Pg. 48-9)

- **BARRIER:** Move through and stop immediately.
- **DIFFICULT:** Each 2" = 1" move.
- **DANGEROUS:** Take Veterancy Test. Non-vehicle: failed Veterancy test = casualty. Vehicle: failed Veterancy test = D3 damage. If nat. 1 = also Immobilised.
- **BLOCKING:** This terrain always blocks Line of Sight to models fully behind its overall footprint/silhouette.
- **DEEP UNDERGROUND:** cannot be targeted by attacks.
- **DEFENCE:** Can be destroyed or neutralised by the Wrecker (x) or Combat Engineers keyword.
- **DENSE:** Models occupying always count as obscured for the purposes of determining cover. When drawing Line of Sight out of this terrain, the target is obscured.
- **EASY:** Each 1" = 2" move (up to cap).
- **EXPOSED:** Cannot block Line of Sight or provide cover. Units in contact count as one target size larger.
- **FLIMSY:** Cannot block Line of Sight. Can obscure/provide cover.
- **IMPASSABLE:** Cannot move through, except fly.
- **OPAQUE:** Blocks Line of Sight (unless in same terrain piece).
- **OPEN:** No effects, clear Line of Sight.
- **SPLINTER:** When attacked by Artillery weapons, models inside this area terrain gain no benefits from cover and suffer an additional Pin.
- **TRENCH:** Use the Trench Fighting and Fire Positions rules (Pg.34). Provides clear Line of Sight if tracing Line of Sight over it.
- **UNDERGROUND:** Can only be targeted by weapons with the Indirect keyword (excluding Bombs). Halve the number of Pins suffered.
- **VANTAGE:** If a unit in Vantage terrain attacks a unit without it, target unit reduces the level of cover by one.

1918: QUICK REFERENCE SHEET - TABLES (VEHICLES)

VEHICLE MOVEMENT AND TURNS (Pg. 69)		
MODEL TYPE	MOVEMENT	TURNS
Wheeled Vehicle	12"	4
Armoured Car	10"	3
Tracked Vehicle	6"	3
Light Tank	6"	3
Medium Tank	5"	2
Heavy Tank	4"	2

EFFECTS OF TERRAIN ON VEHICLES (Pg. 67)		
TERRAIN	WHEELED VEHICLES AND ARMoured CARS	TRACKED VEHICLES AND TANKS
Woods	Difficult, Dangerous	Difficult
Shell-holes	Impassable	Open
Deep Mud	Impassable	Difficult
Deep shell-holes	Impassable	Difficult, Dangerous
Trenches (Crossing)	Impassable	Barrier, Dangerous
Wire Obstacles	Impassable	Open*
Mountainous	Impassable	Impassable
Roads	Easy	Easy
Shallow/Slow Water	Difficult	Difficult
Deep/Fast Water	Impassable	Impassable
Smoke	Difficult	Open
Gas	Dangerous	Dangerous
Minefield	Dangerous	Dangerous

* If a tracked vehicle or tank moves through a section of Barbed Wire, remove that section of linear terrain (up to 6")

SUMMARY OF ATTACKING VEHICLES WITH KINETIC (NON-HE) AND HE WEAPONS (Pg. 71)			
WEAPON	POINT BLANK (12")	EFFECTIVE RANGE (UP TO HALF)	LONG RANGE (OVER HALF)
Kinetic (i.e. non HE)	-1 to Armour Save rolls, +1 to hit rolls	No modifiers	-1 to hit rolls. +1 to Armour Save rolls.
HE	+1 to hit rolls	No modifiers	-1 to hit rolls.

VEHICLE CRITICAL HIT TABLE (Pg. 72)	
1D8	EFFECTS
1-3	IMMOBILISED: The vehicle is immobilised and cannot move or turn until this effect is repaired using the Repair Action.
4-5	ON FIRE: The vehicle catches fire and the crew must battle to put it out. Mark the vehicle as on fire. A vehicle which is on fire suffers D3 Pins in the End Phase. The crew can use the Repair Action to extinguish the fire.
6	CRITICAL SYSTEMS DAMAGED: Something important has been hit. The vehicle suffers an additional D3 damage. If this results in the vehicle being destroyed, roll 1d6, on the roll of a 4+ resolve the catastrophic loss result.
7	DESTROYED: The vehicle is incapacitated beyond hope or the crew have been killed. The vehicle is destroyed and becomes a wreck.
8	CATASTROPHIC LOSS The vehicle is destroyed and becomes a wreck. All non-vehicle models within 1D6" of the wreck must pass a Veterancy Save or be removed as a casualty.