

Errata and FAQ
1918: Spring Offensive
v1.0

Errata

Command Phase

Page 24 - add the following text:

“Designer’s Note: Sometimes neither player will want to play any further Gambits or move any further Senior Leaders during the Command Phase. If so, then to speed up play, both players can agree to issue any remaining orders simultaneously by placing the orders face-down next to the relevant units, and then take any required Command Tests afterwards.”

Movement

Page 28 - add the following under Crawl Actions:

When a unit wins a close combat, it may then choose to Consolidate, which is the equivalent of a Crawl Action.

Artillery

Page 60 - add the following text:

Wind

Some effects such as smoke, gas or illumination, can be affected by wind and this can cause them to drift or change direction. To represent this, 1918 uses a wind compass to determine and track wind direction.

At the beginning of the game, after terrain is placed, place the wind compass to one side of the playing area. Roll a D8 for direction and consult the wind compass to indicate the wind's starting direction: it blows straight across the table towards this compass point. You can mark the current wind direction on the wind compass with a dice to keep track.

Rules for resolving wind effects in the End Phase are detailed on page 44. If both players agree, then they can defer rolling for wind direction until it becomes relevant (i.e. when a player uses a weapon or effect where wind direction applies).

Vehicles

Page 66 - add the following text under Vehicle Orders;

Each vehicle in 1918 automatically includes a Junior Leader in its crew, using the Initiative value indicated in its profile. This allows it to issue Orders to itself.

Page 70 - Shooting Actions, replace the following paragraph:

“Because weapons have limited firing arcs, and are located on different points of the model, sometimes a vehicle can potentially fire at multiple different targets in one activation, despite the usual requirement that it must fire at the closest eligible target. This means vehicles can inflict Pins on more than one target unit in a single activation. However, they are still limited to inflicting only the Pins from the weapon which scored the highest number of Pins (after applying the Pin cap) on any single target.”

With:

“When following an Advance, Flank Speed or Regroup Order, all of which require a vehicle to shoot at the closest target, each weapon must pick the closest target within its own arc. A weapon which fires only into the left arc is not able to select a target in the right arc, even if that is the closest enemy unit to the vehicle, and so on.”

And add the below:

“Even if you fire multiple weapons from one vehicle at the same unit, you may only inflict Pins from one weapon, as normal”

Page 72, vehicles in close combat: Replace the below paragraph:

“For each model in the assaulting unit roll 1D6, adding +1 if the vehicle is immobilised and/or soft skin. Each modified result of 6+ counts as one hit. If the number of hits equals the vehicle’s remaining Hull, it is destroyed. If the number of hits equals half or more of its remaining Hull, it is Immobilised.

With:

“For each model in the assaulting unit roll 1D6, adding +1 if the vehicle is immobilised and/or Soft Skin. Each modified result of 6+ counts as one success. If the number of successes equals the vehicle’s remaining Hull, it is destroyed. If the number of successes equals half or more of its remaining Hull, it is immobilised.

Force Lists

Pages 102, 126, 156 and 180 - where the Force List diagrams refer to “Max one of any choice”, replace all instances (two per page) with “Max one of each unit”.

Pages 102, 126, 156 and 180 - where the Force List diagrams refer to “Max two of any choice”, replace all instances (two per page) with “Max two of each unit”.

Page 131 - In both the Lieutenant and File-closer Sergeant profiles replace the unit Sub-Type ‘(Junior Leader)’ with ‘(Senior Leader)’.

German Force List

Page 190 - under the Stormtrooper Platoon

Replace the following:

Motorised
Unusually for the era, Stormtroopers were often mounted in trucks. Each turn, after rolling dice for reserves, the controlling player may apply a -1 modifier to a single reserve roll. If the modified roll meets the target number for that turn, a section from this platoon (and only this platoon) may then use that reserve roll to arrive from reserve. When arriving from reserves, units in this platoon which are part of an outflanking manoeuvre count as wheeled vehicles when determining where they can arrive.

With

Unusually for the era, Stormtroopers were often mounted in trucks. When rolling for reserves, roll an additional 1D6 for each unit with this rule, referred to as a Motorised dice (use a different colour for these dice). A Motorised unit can use a success scored with a normal reserve dice or with a motorised dice to arrive from reserve. Motorised units arriving from reserves count as Wheeled Vehicles for the purposes of determining their arrival area.

Keywords

Page 217-219 - add the following keyword (alphabetically):

“Artillery: A weapon with this keyword attacks using the Barrage Action and resolves the Barrage Sequence (page 61).”

“Devastating (X): A weapon with this keyword shooting at a non-vehicle target at point-blank range improves its Strike by the value of X.”

“Gas: When resolving an attack with a Gas weapon, replace the Target marker with a Gas marker. All models in any unit caught in the blast are automatically hit (including for the purposes

of Pins). Instead of resolving hits normally, each model hit must pass a Veterancy Test to see if they manage to don their gas mask in time. Any model which fails is removed as a casualty, and then mark the unit with a Gas Masks token. The Gas marker stays in play, and the area around it (with a radius determined by the Blast (x) keyword) is treated as area terrain with the following keywords: Dangerous, Dense, Light Cover. In the End Phase the gas cloud may drift or dissipate according to the wind (pg.44). For more details on wind rules in 1918, see page 60."

"Illumination: When resolving an attack with an Illumination weapon, replace the Target marker with an Illumination marker. Weapons firing this ammunition can target any point on the table, not just enemy units, and ignore the effects of night or low visibility. Do not roll to hit units caught in the blast. Leave the Illumination marker in play on the tabletop. Treat any model within 12" of the Illumination marker as being in daylight. The Illumination may drift or go out during the End Phase (Pg.44). For more details on wind rules in 1918, see page 60."

"Smoke: When resolving an attack with a Smoke weapon, replace the Target marker with a Smoke marker. Weapons firing this ammunition can target any point on the table (with the usual line of sight restrictions), not just enemy units. Do not roll to hit units caught in the blast. Leave the Smoke marker in play on the tabletop. The area surrounding the Smoke marker (with a radius equal to the weapon's Blast (x) keyword) is treated as area terrain with the following keywords: Opaque, Light Cover. In the End Phase the Smoke marker may drift and/or dissipate. See the End Phase (Pg.44), and wind rules (pg.60)."

"Spray: When resolving the shooting sequence with a weapon with this keyword, during step 4 roll a number of dice indicated by the weapon's Attacks attribute. The total is the number of hits suffered by the target unit. No modifiers are applied, although the Protected keyword still functions. From step 5, resolve the attack as normal."

Page 217-219 - replace the entries for each of the following keywords with the new entries below:

"Superior design: A vehicle with this keyword may re-roll any failed Dangerous Terrain Tests when moving (excluding those caused by gas). Vehicles with this keyword do not reduce their movement when moving through Difficult terrain."

"Elite: A unit with a majority of models with this keyword treats Recovery Tests (pg.44) differently. If the Recovery Test is a success, it may remove up to two Pins or the Wavering status. If the Recovery Test is a failure, it may still remove one Pin."

Frequently Asked Questions

General

Can I use these rules to game earlier periods of the First World War?

Yes - the game rules and Force Lists are focused on 1918 but will work very well for 1917. For early 1917 you may need to adjust some of the platoon organisations and reduce the numbers of light machine guns in use, depending on how historically accurate you want to be.

You can also use the rules for 1914-16, but you will need to carry out more extensive modifications to the Force Lists, platoon organisations and Dugout Boards the earlier you go in the war, as the shape of armies and how they fought changed dramatically. Feel free to

experiment and have fun (and let us know how it goes!)

What about the other combatant Nations (Belgium, Italy, Austria-Hungary etc)?

Good news - rules for the other major combatant Nations are forthcoming, although we can't put specific dates on it right now as many factors are at play. For now, the French are a reasonable proxy for the Belgians (but don't use tanks, as Belgium didn't use them), while the Germans work ok for Austria-Hungary (who also didn't use tanks). We plan for all of these to have dedicated rules/miniatures though in due course - don't worry!

Shooting

Can Reactive Fire be used during the Command Phase?

Yes, Reactive Fire can be used during the Command Phase. For example, to interrupt Command Actions that result in movement, such as Senior Leader movement or 'Step to it!', which allow models to move 'out of sequence'. The unit attempting Reactive Fire must meet the usual requirements, see page 32 (i.e. it must be Ready, have the Take Cover Stance or Stand To Order, be in range etc).

Can Reactive Fire be triggered by enemy shooting?

No, only movement. This includes units which could have moved (i.e. those with an Advance order) but chose not too, even if they then shoot.

What modifiers apply to shooting for a unit with the Stand To Order?

If the unit with Stand To is using Reactive Fire (i.e. it is the Passive Unit and is shooting as a response when another Active Unit moves) then it uses its full Firing Skill. If the unit with Stand To is shooting during its own activation (i.e. on its own go, as the Active Unit), then it uses Snap Fire.

Do Fortified Cover and the Protected status stack?

Yes, a unit can benefit from both at the same time (they are cowering at the bottom of a trench).

Do fortifications count as the closest enemy unit for fire priority?

Yes, if the following all apply: 1) it's a building, 2) it's above ground, and 3) it's occupied. Otherwise, no.

Are units occupying buildings immune to small arms fire?

Largely yes. There are three ways of dealing with them:

- *Suppress them - units in buildings suffer Pins from small arms fire. You can force units in buildings to Retreat via excess Pins.*
- *Assault them - go in with the bomb and bayonet and root them out.*
- *Get a bigger gun - any unit which can hurt a vehicle (i.e. which has a Strike value) can hurt a building. Models inside can be killed by falling debris/overpressure when you inflict enough damage.*

Note that ruined buildings, which would make up the vast majority of buildings commonly encountered on the Western Front that are not fortifications, count as area terrain. They provide cover but are not classified as buildings.

Morale and Pinning

How do Pins apply to Wavering units?

Wavering units always count as having at least 2 Pins. This means that:

- *If the unit has 0 Pins it counts as 2*
- *If the unit has 1 Pin it counts as 2*
- *If the unit has 2 Pins it counts as 2*
- *If the unit has 3 Pins it counts as 3*

A Wavering unit will therefore only be at risk of suffering excess Pins once it has 3 'real' Pins.

Force Lists and Unit Profiles

Does the number of Crew indicated for a Weapon or Gun Team include the gunner/operator of the weapon, or is this another additional model?

The number of Crew is the total. For example, a Weapon Team with 1x MG 08 HMG and 4x Crew with Luger Pistols, has four Crew and will be destroyed when it suffers its fourth casualty.

Can Artillery or other weapons be used to destroy Barbed Wire Obstacles?

Yes. Any weapon with the Wrecker (x) keyword can destroy terrain with the Defences keyword, which includes Barbed Wire Obstacles (page 220). All the common Artillery profiles in the book, except for the Machine Gun Barrage, have the Wrecker (x) keyword. Certain other weapons also have Wrecker (x), including most mortar and mortar-like weapons, and the Compound Charge.

When using the Force Lists, what does "Max two [or one] of each unit" mean?

(N.b. To promote clarity we have reviewed this wording (see above) from its original form: "Max two [or one] of any choice". This FAQ uses the amended form as its basis).

This refers to the unit cap (also referred to simply as 'the cap'), as seen on page 97. The unit cap limits how many of the same unit can be taken in the same Force. For the purposes of applying the unit cap, treat all units which occupy the same choice box on the Force List diagram as the same unit. The intention of this limit is to prevent players from spamming the same unit over and over again. Using the French Infantry Division Force List as an example:

- *For Battalion Support, the unit cap is "Max two of each unit": So a player could take two Sniper Teams but not three or more; two Forward Observers but not three or more, and so on.*
- *For Divisional Support, the unit cap is "Max one of each unit": So a player could take one Renault Light Tank but not two or more, and so on.*
- *Doctrines can increase these unit caps. For example, Grand Offensive increases the unit cap for Vehicles with the Light, Medium or Heavy Tank sub-type by one. In our example above, this means a player could take two Renault Light Tanks, but not three or more. It also means they could take up to two Schneider CA-1s or St Chamonds (or one of each), but no more, as both of these tanks share the same choice box on the Force List diagram and therefore count as the same unit for applying the unit cap rule.*