# 1918: QUICK PLAY SHEET

## TURN STRUCTURE (Pg.21)

1. **Command phase**
   i. Generate Command Dice
   ii. Determine Initiative Player
   iii. Roll for reserves
   iv. Resolve Command Actions
2. **Tactical phase**
   i. Activate Ready units
3. **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). (Pg.54-55)

## 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 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. Def. Pos. |
| 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. RF 12". Protected. |

Key: Vehicles only. Non-vehicles only. Vehicles and non-vehicles.

## 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 CP for a JL in unit, or one CP for a SL 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**
3. **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
4. **Inflict Pins:** Pins=hits, up to weapon Pin cap.
5. **Roll Veterancy Saves:** -Strike; +Cover.
6. **Remove casualties:** Target player's choice.
7. **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):
   a. =>FS - Direct hit (target Zeroed, shot lands on target)
   b. <FS - Near Miss (roll 1D8. 1-4 is short. 5-8 is long, move target marker).
   c. 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:
   a. **Roll for number of hits:** No. Dice=Attack attribute. Modifiers (target size only).
   b. **Inflict Pins:** as shooting.
   c. **Roll Veterancy Saves:** as shooting.
   d. **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:
   a. **Roll for number of hits:** No. Dice=Attack attribute. Modifiers (target size only).
   b. **Inflict Pins:** as shooting.
   c. **Roll Veterancy Saves:** as shooting.
   d. **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 SEQUENCE (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 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. Also effects of being Under Fire (above). (n.b can subsequently issue/receive Orders as normal).
- **Suppressed (3 Pins):** Cannot receive Orders, or Shoot. Also effects of being Under Fire and Pinned (above).

**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.

**Losing Force Cohesion:** (all cumulative)
- -2CP if unit Retreats or Bails Out; or if unit is destroyed, captured or routs; or if JL is killed, captured or routs.
- -3CP if SL is killed.
- -4CP if SL is captured.

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

# KEY TABLES

| Close Combat Results (Pg. 41) | |
|---|---|
| Diff. (CT) | Effect |
| 0 | Both suffer 1 Pin. Fight again. On third, all Retreat/Wavering. |
| 1-2 | Both suffer 1 Pin. Loser: Retreats/Wavering. Winner: consolidates 3", plus bonus Shoot (Snap Fire only). |
| 3+ | Loser: Morale Test. Pass=destroyed. Fail=surrenders. Winner: consolidates 3". |

| Effects of Terrain on Units (Pg. 48-51, 68-69) | | | |
|---|---|---|---|
| Terrain | Infantry | Weapon T. | Cavalry |
| Woods | Open. | | Difficult. |
| Shell-holes | Open. | | Difficult. |
| Deep mud | Diff. Dangerous. Exposed. | | Diff.Exposed. |
| Deep shell-holes | Difficult. | | Impassable. |
| Trenches (crossing) | Barrier. | | Barrier. Dngrs. |
| Trenched (along) | Easy. | | Impassable. |
| Wire obstacles | Barrier. Exposed. | | Impassable. |
| Mountainous | Difficult. Dangerous | | Impassable. |
| Roads | Easy. Exposed. | | |
| Shallow/slow water | Difficult. Exposed. | Diff. Dngrs. Exposed. | Open. Exposed. |
| Deep/fast water | Diff. Dangerous. Exposed. | Impassable. | Difficult. Exposed. |

Keywords: Impassable - Cannot move through, except fly. Easy - each 1" = 2" move (up to cap). Barrier - Move through and stop immediately. Difficult - Each 2" = 1" move. Dangerous - Non-vehicle: failed Veterancy test = casualty. Vehicle: failed Veterancy test = D3 damage. If nat. 1 = also Immobilised.

| 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 in play are immediately removed. |