

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 Zone	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 costs 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 attacks a unit in its own Fortified Zone 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.

GERMAN REPLACEMENT POOL:

When three units have been placed in the pool, any one of the units may be returned to play on the following Game-Turn. The remaining two units are removed from the pool and placed in the "Permanently Eliminated" unit-group.



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	Dr2	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	Br2	Ex	Br2	Dr2	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.



ALLIED REPLACEMENT POOL:

When three units have been placed in the pool, any one of the units may be returned to play on the following Game-Turn. The remaining two units are removed from the pool and placed in the "Permanently Eliminated" unit-group.



TIME RECORD:
Game-Turn
Date:

1	21 Mar 18	22	23	24	25	26	27	28	29	30
2	22	23	24	25	26	27	28	29	30	
3	23	24	25	26	27	28	29	30		
4	24	25	26	27	28	29	30			
5	25	26	27	28	29	30				
6	26	27	28	29	30					
7	27	28	29	30						
8	28	29	30							
9	29	30								
10	30									

ALLIED REINFORCEMENTS

Order of Battle Options

12&13	11	10	9	8	7	6	5	4	3	2
12&13	11	10	9	8	7	6	5	4	3	2
12&13	11	10	9	8	7	6	5	4	3	2
12&13	11	10	9	8	7	6	5	4	3	2
12&13	11	10	9	8	7	6	5	4	3	2
12&13	11	10	9	8	7	6	5	4	3	2
12&13	11	10	9	8	7	6	5	4	3	2
12&13	11	10	9	8	7	6	5	4	3	2
12&13	11	10	9	8	7	6	5	4	3	2
12&13	11	10	9	8	7	6	5	4	3	2

ALLIED REPLACEMENTS DUE:

GERMAN REPLACEMENTS DUE:



Y

X