



# SOMME 1918

**BLOODY SPRING**

**ADVANCED RULES  
CAMPAIGN SCENARIO  
DESIGNER'S NOTE**

**NUTS!**  
PUBLISHING

0.274

## A. THE ADVANCED RULES

The advanced rules allows for a campaign game that simulates all of Operation 'Michael' from March 21<sup>st</sup> to April 8<sup>th</sup>, the date when Operation 'Georgette', the German offensive in Flanders was launched.

The advanced rules introduce several new concepts that recreate specific factors that affected the actual campaign: Allied coordination, the evolution of Stosstruppen tactics, and the impact of outside events on the campaign itself.

These rules are not meant to make the game more complex! They are organized in such a way as to enable the players to learn the rules as they use them. In addition, most of these new rules come directly from the description of the effects from the random events that are part of the advanced game. We suggest that the players don't study the random events in too much detail ahead of time, so that when they are pulled and played the players will enjoy the element of surprise and discovery as the game progresses.

These rules are organized by letters to distinguish them from the Basic rules set.

If a conflict between the two rules sets occurs, the Advanced rules will always take precedent over the Basic rules when the campaign game is being played.

Note to players who have the game *Marne 1918*: The advanced rules for *Somme 1918* are different from those for *Marne 1918*. The rationale for this in the game designs is that Operation Michael historically only lasted several weeks, which would not allow the full use of the campaign rules from *Marne 1918*. The victory conditions in *Somme 1918* are also judged differently and do not depend on the success of each offensive, but on the final result of the campaign

The next title in the series will cover the German offensive in Flanders and will be able to be linked into one grand campaign game to play out the Somme and Flanders offensives. The next title will use new advanced rules, based on the experience from its two predecessors.

### DESCRIPTION OF NEW PLAYER GAME AIDS

Each player has a game aid card that will have the following elements:

For the German player, the card has a **Strategic Reserve box** where units can be placed with the use of "Offensive", "Strategic Reserve" and/or "Better Organization" events.

The German player's card also has a German Objectives box where the captured "German objective" markers are placed.

Both players' cards have a **Destroyed Units box** and a **Replacement table** that is used to return eliminated units to the game.

Both cards have an **Events on hand** box for holding the player's random event markers that haven't been played yet.

Both cards have an **Events in Cup** box where the players can put their cups containing the random events.

### CAMPAIGN SET UP

The players set up their units according to the campaign scenario initial set up.

The "German objective" markers are put into a pool, and randomly drawn and placed, one at a time, according to the set up directions with the "Iron Cross" side face up.

Each player draws his random events as described in C.2.

### GLOSSARY

• **Strategic Reserve box:** box on player's game aid where units are placed and held until they are put into play as reinforcements during an offensive.

• **Offensive marker:** random event marker allowing to launch an offensive. Characteristics of offensive are written on marker. "Offensive" markers are obtained by a random chit pull.

• **Initiative:** The player that has the initiative goes first during a turn. The

player who launched the last offensive will hold the initiative. The other player is the reacting player.

• **Destroyed units box:** box on the player's game aid where units destroyed in combat are placed. They may return to the game depending on the results on the Replacement Table.

• **Random Events:** markers that are randomly drawn by players each turn to simulate the random aspects of the campaign. The events have a large effect on the progress of the game.

## B. NEW SEQUENCE OF PLAY

The Advanced game sequence of play is as follows:

### ADMINISTRATIVE SEQUENCE

- Random event marker chit pull
- Declaration and placement of offensives: determination of initiative
- Supply phase
- Optional: Offensive preparation phase by the reacting player.
- Replacement phase
- Reinforcement phase
- Air superiority phase

### 1ST OPERATIONAL SEQUENCE

- Weather.
- Initiative player movement phase.
- Initiative player combat phase.
- Initiative player disengagement phase.
- Initiative player exploitation phase.
- Initiative player strategic movement phase.
- Reaction player movement phase.
- Reaction player combat phase.
- Reaction player disengagement phase.
- Reaction player exploitation phase.
- Reaction player strategic movement phase.

### 2ND OPERATIONAL SEQUENCE

(if an offensive was declared) follows the same sequence

### 3RD OPERATIONAL SEQUENCE

(if an offensive was declared) follows same sequence

### END OF TURN SEQUENCE

## C. RANDOM EVENT CHIT DRAW PHASE

### C.1 – DESCRIPTION OF RANDOM EVENTS

Each side has a set of random event markers, distinguished by the color of the counters and the symbols on the back side: a cockade for the Allies and an iron cross for the Germans.

Each event is described in detail on the player game aids of each side.

Sample random event marker:



FRONT

(the name of the event, here *Charge of the Canadian Cavalry*)



BACK

(indicates the turn when the event is put into the player's draw pool, here 3)

In addition, each event is characterized in the description of its effect by one or more symbols, noted on each side's game aid card:

@ : The event must be played this turn if its conditions are met. Otherwise, it is returned to the draw cup.

& : The event can be kept and played in a later turn, or it can be returned to the draw cup.

# : The event can only occur one time in the game.

% : The event may be returned to the draw cup after it is played, or the player can choose to remove it from the game.

\$ : The event must be returned to the draw cup after it is played

## C.2 – SET UP OF RANDOM EVENTS

At the start of the game, each player sorts his event markers by the numbers printed on the back side. The events numbered 1 are placed in an opaque container, one for each player.

The other event markers are placed on the turn track on the turn box with the corresponding number on the marker.

The containers represent the draw cup for each player.

## C.3 – DRAWING AND USE OF RANDOM EVENTS

During the Administrative sequence, each player randomly draws three random event markers from his draw cup.

The events with a red stripe on the back side must be played immediately, following the appropriate instructions.

For each event marker that the player draws, he must decide during the Administrative phase if he will keep it, return it to the draw cup, or remove it from the game. He places the markers he will keep in the Events on hand box on his game aid.

At the end of the Administrative sequence, each player may have no more than three event markers. **Exception:** the three marker limit does not apply to the German player on the first game turn.

Each event is precisely described on the corresponding Allied or German random events card.

There is no limit to the number of events that can be played during a single turn.

In case of a rules conflict, the Advanced game rules for random events takes precedent over the Basic rules.

# D. DECLARATION OF OFFENSIVES PHASE

This chapter revises and replaces most of Chapter 8.0 in the Basic rules.

## D.1 – GENERAL CONCEPTS

During this phase each player, beginning with the player who holds the initiative, can decide to declare he is launching an offensive. In order to do so, the player must have available:

- An **Offensive** random event marker
- At least one Army Artillery unit on the map or in the **Strategic Reserve** box.

• **Optional Rule** (see paragraph F below): **For the reacting player only**, an HQ unit on its "offensive possible" side.

If these preconditions are met, an offensive can be declared.

The act of declaring an offensive will give the player several advantages, described in Chapter 8.0 of the Basic rules.

## D.2 – DESCRIPTION OF OFFENSIVE MARKERS

The players obtain Offensive markers by randomly pulling them from the draw cup. Each marker is characterized by the following information:

The Name of the Offensive is shown, for historical reference.

The number of cannons shown on the counter indicates the



Number of Army Artillery Units that may be placed in Offensive mode. The artillery units are immediately flipped to their back side.

The offensive bonus indicates for each operational sequence to come the bonus to apply for combat resolution and tactical coordination. The numbers, from left to right, corresponds respectively to the offensive bonus for the three operational sequences

## D.3 – SETTING UP THE OFFENSIVE

The player who declared an offensive for this turn starts by placing the number of army artillery units indicated by the Offensive marker being played into offensive mode (see D.2) One army artillery unit from the Strategic reserve box can be chosen for this purpose. Next, the German player has the possibility of moving units from the Strategic reserve box onto the map. These units must be placed within five hexes of one or several friendly HQ units that are already on the map at the beginning of the turn, in their command radius, and at least three hexes from the nearest enemy unit.

**Optional rule:** If it is the reaction player who is declaring an offensive, one or more friendly HQ units must have been flipped to their "offensive possible" face. (see F)

Stacking limits must be obeyed during the placement of these units.

**Important note:** If one of the artillery units placed in "Offensive mode" came from the Strategic Reserve box, it must be placed on a non-precarious railroad hex, where a supply line can be traced along the railroad to a supply source. (see 9.1)

## D.4 – THE STRATEGIC RESERVE BOX

The German player has a Strategic reserve box on his player aid card, where he may place units via the random events "better organization", "Strategic reserve", "Offensive Mars" and "Offensive Valkyrie".

An unlimited number of units can be in the Strategic reserve box at any given time.

An unlimited number of units can be moved out of the Strategic reserve box during the set up for an offensive. (see D.3).

## D.5 – INITIATIVE

The player with the initiative plays first during the different operational sequences. His opponent is called the reaction player. The initiative belongs to the player who launched the last offensive.

During the declaration of offensives phase, the player with the initiative gets to choose first if he wants to launch a new offensive. If he does so, his opponent may not launch his own offensive this turn, even if he has the necessary preconditions for doing so.

On the other hand if the reacting player is able to launch an offensive during the declaration of offensives phase, then he will gain the initiative and his opponent will switch roles.

If no offensives are declared, the player who has the initiative retains it for the turn.

# E. SUPPLY PHASE

## E.1 – VERIFICATION OF THE SUPPLY STATUS OF UNITS AND EFFECT OF BEING OUT OF SUPPLY

These rules re the same as in the Basic rules set (see 9.0).

# F. OPTIONAL RULES : REACTION PLAYER OFFENSIVE PREPARATION PHASE

This rule is designed to prevent the reaction player from preparing for his offensive in the next turn by launching attacks in the preceding turn to weaken his opponent's defenses (flip-flop effect). The rule may be ignored

if both players agree to play “in the spirit of the rules”.

During this phase, the reaction player can choose to turn all or some of his HQs on their “Offensive Possible” face or in their original face. The “Offensive Possible” face is indicated by the abbreviation “Off” on the national flag of the HQ. The movement allowance of the HQ is reduced to zero.

Only the HQs situated on a road or railway can be placed in their “Offensive Possible” mode.

The following constraints are applied to HQs placed in “Offensive Possible” mode:

- These HQs can not be moved freely
- No attacks can be declared by the reaction player within the command range of these HQs.

The reaction player can, at any time, flip an HQ in “Offensive Possible” mode onto its normal face, but he is penalized one victory point per HQ flipped.

## G. REPLACEMENT PHASE

During this phase each player throws 2d6 and checks the result on the Replacement Table to see how many of his previously eliminated units, located in the Destroyed Units box on his game card, can be rebuilt.

The 2d6 roll can be modified as shown below the table.

The results on the Replacement Table gives for each type of division the number of step losses, or the number of corps artillery units, that can be rebuilt. If there are no units of that type in the Destroyed Units box, the player can choose a unit from the left-hand column from the unit type that would have been rebuilt.

**Example:** On a result of 11, if the player has no artillery units that were destroyed, he can choose instead to rebuild one step loss of a division of morale 2 to 6.

Rebuilt units only recover one step loss; they cannot be built back to full strength. Rebuilt units can be immediately placed on the map on or adjacent to an HQ of the same nationality. They cannot set up in an enemy ZoC. They can move freely the same turn they are placed.

## H. AIR SUPERIORITY PHASE

These rules are unchanged from the Basic rules set (see 17.0)

## I. WEATHER

These rules are the same as the Basic rules (see 10.0).

Several consecutive turns of overcast weather will change ‘plains’ terrain hexes to ‘flooded plains’ hexes (see Campaign Special Rules).

## J. REINFORCEMENTS PHASE

During this phase, each player consults his list of scheduled reinforcements.

This shows what reinforcements are available and the turn that they will arrive.

Reinforcements arrive during the movement phase of the specified operational sequence:

• Via a specific entry hex (spending movement points to enter that hex as the first hex moved). For the Allied player, if the specified entry hex is in an enemy ZoC, the reinforcements will enter instead on a supply source that is closest to, and to the west of, the original entry hex.

• Either stacked with or adjacent to a friendly HQ unit that is located on a road hex or railway hex that leads to a supply source and that can trace a valid supply line (see 9.1). Reinforcement units cannot be placed in an enemy ZoC. A maximum of 2 divisions (an artillery unit counts as a division for this rule) may enter in this manner. This limit of two divisions is global to the two nationalities.

Air units that arrive as reinforcements are placed directly into the “available air support” box at the beginning of the Air Superiority phase, and are immediately available.

## K. MOVEMENT PHASE

The rules for moving combat and support units are the same as in the Basic rules (see 9.0)

## L. COMBAT PHASE

The rules for resolving combat and determining tactical coordination results are the same as in the Basic rules (see 12.0)

In the Advanced game, units eliminated in combat are placed in the Destroyed Units box on the player’s card and are available for replacements (see G).

## M. DISENGAGEMENT PHASE

The rules are the same as in the Basic rules (see 13.0)

## N. EXPLOITATION PHASE

The rules are the same as in the Basic game (see 14.0).

## O. THE STRATEGIC RESERVE BOX

The German player’s game card has a Strategic Reserve box where he can temporarily place units with the purpose of bringing them into play as reinforcements for an offensive.

An unlimited number of units may be in the Strategic Reserve at any given time.

Units are removed from the Strategic reserve box and placed on the map as part of the preparations for an offensive (see D.4).

A unit is placed into the Strategic Reserve box under the following conditions:

- The German player plays the event “Strategic reserve” possibly with the event “Better Organization”.
- The German player plays the event “Offensive Mars” or “Offensive Valkyrie”.

## P. DETERMINING VICTORY POINTS

### P.1 – GERMAN “OBJECTIVES” MARKERS

Winning the Campaign scenario depends on which territorial objectives have been captured by the German player. These objectives are represented by the markers labeled “German Objectives” (hereafter referred to as “objective markers”).

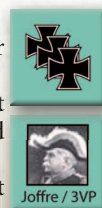
The front side of an objective marker has from one to three Iron Cross symbol(s) depicted. The marker is placed front side up on the map, as indicated by the Campaign scenario special rules.

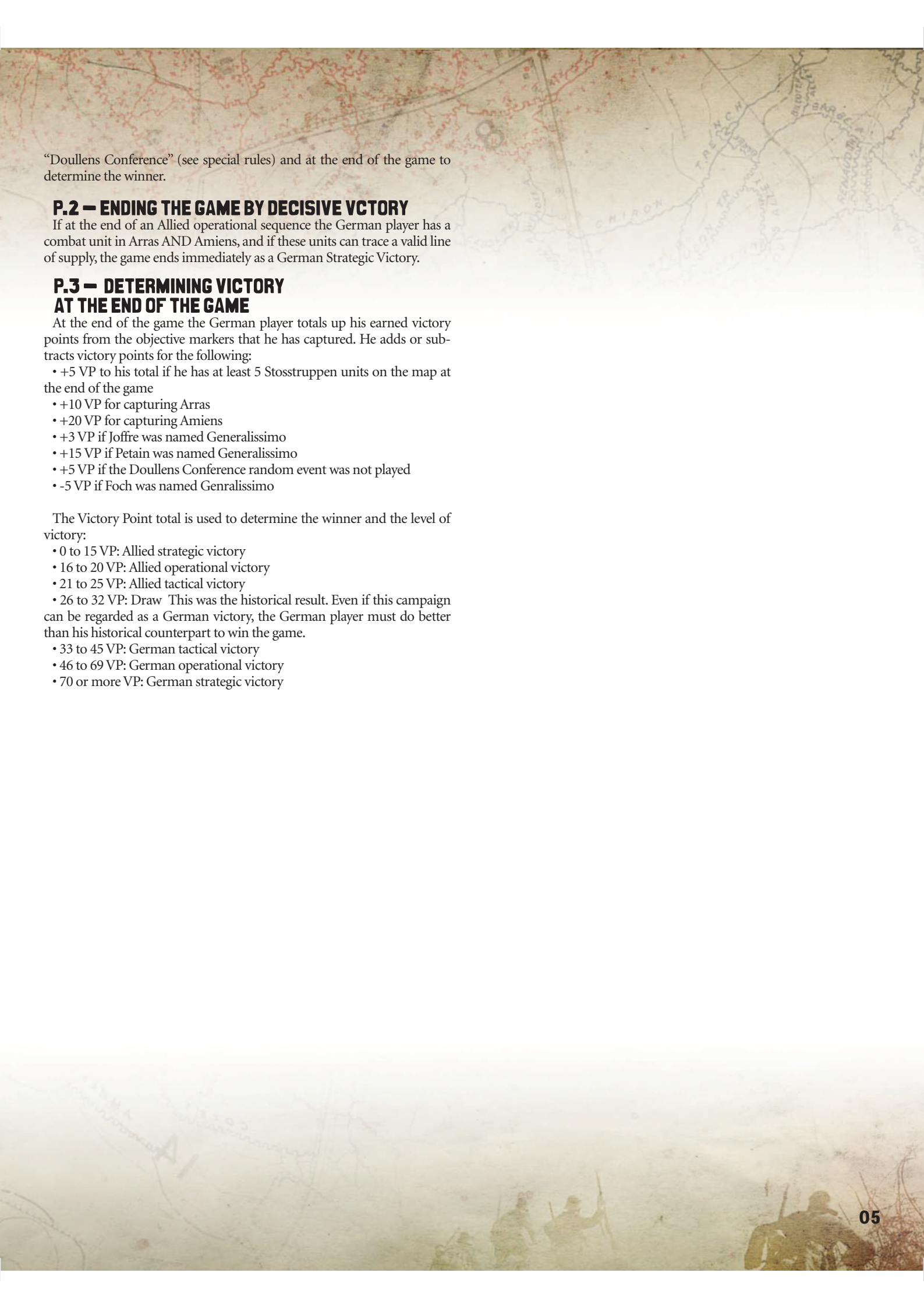
The back side of the objective marker gives the following information:

- Number of Victory Points, from 0 to 9.
- Possibly, a portrait of a French general: Foch, Petain, or Joffre.

When the German player captures for the first time a hex that contains an objective marker, he removes it from the map and places it in the “German Objectives” box on his game card.

These markers will be used first to resolve the random event





“Doullens Conference” (see special rules) and at the end of the game to determine the winner.

## **P.2 – ENDING THE GAME BY DECISIVE VICTORY**

If at the end of an Allied operational sequence the German player has a combat unit in Arras AND Amiens, and if these units can trace a valid line of supply, the game ends immediately as a German Strategic Victory.

## **P.3 – DETERMINING VICTORY AT THE END OF THE GAME**

At the end of the game the German player totals up his earned victory points from the objective markers that he has captured. He adds or subtracts victory points for the following:

- +5 VP to his total if he has at least 5 Stosstruppen units on the map at the end of the game
- +10 VP for capturing Arras
- +20 VP for capturing Amiens
- +3 VP if Joffre was named Generalissimo
- +15 VP if Petain was named Generalissimo
- +5 VP if the Doullens Conference random event was not played
- -5 VP if Foch was named Genralissimo

The Victory Point total is used to determine the winner and the level of victory:

- 0 to 15 VP: Allied strategic victory
- 16 to 20 VP: Allied operational victory
- 21 to 25 VP: Allied tactical victory
- 26 to 32 VP: Draw This was the historical result. Even if this campaign can be regarded as a German victory, the German player must do better than his historical counterpart to win the game.
- 33 to 45 VP: German tactical victory
- 46 to 69 VP: German operational victory
- 70 or more VP: German strategic victory

# CAMPAIGN SCENARIO

## SOMME 1918: BLOODY SPRING

This scenario covers the entire campaign, from the start of Operation Michael to the stabilization of the front.

• **Length:** The campaign scenario lasts 7 turns, from March 21st to April 8th 1918

• **Playing Area:** The entire game map is used for the campaign scenario

• **Initial Allied set up:** The Allied player sets up first, using the Allied setup playing aid card.

• **Initial German set up:** The German player sets up second, using the German setup playing aid card.

### • Placement of “German Objective” markers

- The Allied player places all of the objective markers with one iron Cross symbol on the front side into an opaque container. He draws them one at a time and places them on the map front side up, without revealing the back side, on the hexes marked with a single Iron Cross symbol: 44.14, 43.18, 42.19, 42.20, 42.24, 43.26, 47.25, 52.28, and 51.30.

- Next, the Allied player places all of the objective markers marked with two iron Crosses on the front side into the container. He draws them one at a time and places them front side up on the map without revealing the back side, on hexes marked with two Iron Cross symbols: 33.29, 37.33, 39.27, 41.35, 45.31, 31.19, 31.21, 35.16, 40.12, and 48.12.

- Finally the Allied player places the objective markers with three Iron Crosses on the front side into the container, and draws them one at a time. He draws them one at a time and places them front side up on the map without revealing the back side, on hexes marked with three Iron Cross symbols: 25.20, 27.21, 27.19, 25.30, 36.06, 38.05, and 55.36.

### • Reinforcement schedule:

Reinforcements arrive as described in Chapter J of the Advanced rules.

#### - French reinforcements

• Turn 2, first operational phase:

35th DI/4, 55th DI/3, 125th DI/3 via a hex on the south map edge.

One corps artillery unit via a hex on the south map edge

• Turn 2 third operational phase:

1st DI/4, 22nd DI/4, 36th DI/4, an army artillery unit, and a corps artillery unit via a hex on the south map edge

• Turn 3, first operational phase:

4th Cav/2, 5th Cav/2, 12th DI/4, HQ VI th Army via a hex on the south map edge.

• Turn 3, second operational phase:

53rd DI/3, 38th DI (3 regiments)/5, 56th DI (3 regiments)/5, an army artillery unit, and a corps artillery unit via a hex on the south map edge.

• Turn 4, first operational phase:

1st DCP/4, 29th DI(3regiments)/5, 45th DI(3 regiments)/5, 67th DI/3, 77th DI/4, 127th DI/3, HQ 1st Army HQ, one army artillery unit, and one corps artillery unit via a hex on the south map edge.

• Turn 5, first operational phase:

2nd DCP/3, 163rd DI/3 via a hex on the south map edge

• Turn 6, first operational phase:

196th DI (3 regiments)/5, 15th DI/4, 17th DI/2, and one corps artillery unit via a hex on the south map edge

• Turn 7, first operational phase:

64th DI/3, and 65th DI/3 via a hex on the south map edge

#### - British reinforcements

• Turn 2, first operational phase: 8th DI/3 on a hex containing a road that goes through hex 25.30 to Amiens

• Turn 2, second operational phase:

35th DI/3, on a hex containing a road that goes through hex 2530 to Amiens

42nd DI/3, and one corps artillery unit via a hex on the north map edge, west of hex 3701 inclusive.

• Turn 2, third operational phase:

NZ DI (3 regiments)/5, and one corps level artillery unit on a hex containing a road that goes through hex2530 to Amiens

• Turn 3, first operational phase:

32nd DI/4, 4th AUS DI(4th Brigade)/6, and one corps level artillery unit via a hex on the north map edge, west of hex 3701 inclusive.

12th DI/4 on a hex containing a road that goes through hex 2530 to Amiens.

• Turn 3, second operational phase:

1st CAN DI (3 regiments)/5 and one army artillery unit via a hex on the north map edge, west of hex 3701 inclusive.

• Turn 4, first operational phase:

3rd AUS DI (3 brigades)/6, and 37th DI/4 via a hex on the north map edge west of hex 3701 inclusive.

#### - German reinforcements

• Turn 1, third operational phase:

12th DI/4, via a hex on the east map edge, north of hex 5832

• Turn 2, second operational phase:

16th Bav DI/4, 26th Res DI/4, and 33rd DI (3 regiments)/5 via a hex on the east map edge north of hex 5832

The German player must remove two corps artillery unit of his choice from the map. They return when the event marker “Operation Valkyrie” is played.

• Turn 4, first operational phase:

75th Res DI/2, 242nd DI/3, and 2 Bav DI (3 regiments)/6, VIIth army HQ via a hex on the east map edge north of hex 5832.

• Turn 6, first operational phase:

5th Bav Res DI/4 via a hex on the east map edge, north of hex 5832.

• Turn 7, first operational phase:

200th DI/4 via a hex on the east map edge north of hex 5832.

#### • « Weather and Allied doctrine

The doctrine of the Allied troops is as follows:

• French : Foch doctrine

• British : evolving doctrine »

#### • Special Rules for Somme 1918

##### 1 - Offensive:

The German player begins the game holding the following event markers: Offensive Michael North, Offensive Michael South, Offensive Michael 2, Offensive Mars, and Bruchmuller.

**Note:** the events “Offensive Michael North” and “Offensive Michael South” represent the same event, “Operation Michael 1”. The two markers are placed on different German army artillery level units to indicate the different modifiers.

The German player holds the initiative at the start of the game and must launch during turn 1 the offensives “Michael North” and “Michael South”, with the following characteristics:

– Two army artillery units may be flipped to place them in “offensive” mode. One of the two units must be in hex 4307.

– Offensive modifiers:

+1/0/0 for the artillery in hex 4307

+3/+2/+1 for the other artillery

The German player also receives the benefits from the Bruchmuller event marker as described in 15.2.2 of the Basic rules. This marker must be placed on an army artillery unit within the command radius of the XVIII th Army HQ.

On turn 2, the German player must launch “Offensive Michael 2.”

On turn 3 the German player must launch “Offensive Mars”.

## 2- General von Hutier:

*The German general von Hutier had perfectly mastered the new combat techniques thanks to his experience using them on the Russian and Italian fronts. He was also close to Colonel Bruchmuller, and expert in the use of artillery.*

At the start of the initial game set up, the marker v.Hutier is placed on the HQ of the XVIII Army. He must remain with this HQ for the entire game, or until the event marker “von Hutier is reassigned” is played. If the HQ unit that v.Hutier is stacked with is eliminated, he is removed from the game.

The v. Hutier marker gives the following bonuses:

- Combats that occur within 8 hexes of the HQ where v.Hutier is stacked will receive the benefits for participating Stosstruppen units (combat bonus shift, bonus for the tactical coordination table, and advance after combat through enemy ZoC).

- Combats involving Stosstruppen units outside of 8 hexes do not receive any special bonuses. However, a Stosstruppen unit can be used to absorb hit points as stated in the Basic rules.

- The “Bruchmuller” marker must be placed within the 8 hexes of the HQ where v.Hutier is stacked.

- During an offensive, combat units within 4 hexes of the HQ unit stacked with v.Hutier may be placed in reserve.

- The HQ unit that is stacked with von Hutier cannot move during the movement phase, but it may move in the exploitation phase with its full movement allowance

## 3 - Ludendorff hesitates:

*During the campaign the overall German commander Ludendorff hesitated several times over the strategic goals for his operation, interfering with how it was carried out.*

The German player cannot use the same army artillery unit in “offensive mode” for two consecutive turns.

Once the “Choice of Strategy” random event is played this rule no longer has effect for the remainder of the game.

## 4 - Flooded plains:

At the start of the game the terrain hex type of ‘flooded plains’ is treated as clear terrain for all effects. During the game, if the weather conditions result ‘overcast’ is rolled five times (in total, not consecutively) the modifiers for ‘flooded plains’ then applies for the rest of the game.

## 5 - Petain’s reluctance:

*Marshal Petain was extremely reticent to send reinforcements to his British counterpart General Haig, especially in light of the British rout during the first days of the battle.*

At the beginning of turn 2, before each Allied movement phase the Allied player throw a 1d6 and consults the following table:

**dr 1,2 :** Full cooperation. All French reinforcements arrive as scheduled this turn.

**dr 3 :** During all of turn 2 and 1st operational sequence of turn 3 - French reinforcements arrive during the sequence being played with their artillery. After turn 3, treat this die roll result as no effect.

**dr 4 :** One French division, at the choice of the Allied player, scheduled to arrive this sequence will arrive instead during the next operational sequence. If this result occurs during the 3rd operational sequence, the scheduled reinforcement is delayed until the 1st sequence of the next game turn.

**dr 5 :** The British must hold! The Allied player must first move all of his British units, but none of his French units. If he does not place more than three “Disengagement” markers on his British units, he can then move his French units freely. If four or more markers are placed, the French units remain in place. French reinforcements arrive normally, but may not move further pending the actions of the British units.

**dr 6 :** The British must fight! The Allied player must first move all of his British units, but none of his French units. If he decides to declare two combats with his British units (this declaration is an exception to the Basic Rules) and the odds ratio before adding in bombardments is at least 1/1, then he can move his French units freely. If he does not, the French units remain in place. French reinforcements arrive normally, but may not move further pending the actions of the British units.

## 6 - French reinforcements and “No Artillery” markers

To try to quickly shore up the catastrophic situation caused by the German attack, French divisions were rushed to the front without their usual complement of divisional artillery.

During turn 2 and during the 1st operational sequence of turn 3, French divisions arriving as reinforcements are marked with a “no artillery” marker when they are placed on the map board.

A “no artillery” marker gives the following modifications:

- Moral: -1

- Attack and Defense strength: divided by 2 (fractions rounded up)

- Movement allowance: +2

At the start of the German combat phase, the Allied player makes a 1d6 roll for each of his “no artillery” marked units:

- dr 1 or less, the marker is removed and there are no penalties

- dr 2 or more, the marker remains

DRMs:

- units on a railroad: -2

- units on a road: -1

- units in terrain other than clear: +1

The railroad or road that is being used for the favorable DRM must not be in an enemy ZoC. Friendly units do negate enemy ZoC for this purpose.

## 7 - Allied cooperation

*At the start of the German offensive the Allies did not a unified command, and other than for some agreements about strategy, each nation conducted their military operations independently. The nomination of Foch at the Doullens conference helped to promote cooperation between the Allies, but it was still not total.*

The following rules apply at the start of the game, and remain in effect until the outcome of the “Doullens conference” event.

- Stacking restrictions:

Units of different nationalities may never stack together. In case of a retreat where a unit moves into a hex with units from a different nationality, the retreating unit must move one extra hex to remedy this. Units that have a unit from another nationality retreating through their hex become disorganized at the end of the units’ retreat.

- Combat restrictions:

- Units of different nationalities may not attack the same hex.

- Artillery units cannot participate in attack and defense in combat with units of a different nationality.

- Air units may not fly missions on behalf of another nation.

**Clarification:** For the purposes of this rule Canadian, Australian and New Zealand units are considered British nationality.

When the event “Doullens conference” is resolved, all of part of these restrictions may be negated during the rest of the game, depending on who is named as Generalissimo.

If Foch is Generalissimo, and the random event “Cooperation” is played, all of the above restrictions are negated.

If Joffre is Generalissimo and the event “Cooperation” is played, the Allied player can negate ONE of the above restrictions for the turn. The “Cooperation” marker is then returned to the draw cup.

## 8 - Evolution of Stosstruppen tactics

*The doctrine of infiltration tactics for the use of Stosstruppen units was developed mainly by the work of General von Hutier, during the battles of Riga on the Russian front and Camporetto in the Italian theater. At the beginning of Operation Michael, the generals commanding the German II and XVII Armies used their Stosstruppen for costly frontal assaults, bleeding these elite troops, much to the anger of Ludendorff.*

The doctrine for using Stosstruppen units will be evolving all during the game. Initially the German player places the “Stoss Doctrine” marker in the “von Hutier’s mastery” box on the Evolution of Stoss doctrine track on the map.

At the start of the game, only combats that take place within an 8 hex radius of the German HQ that is stacked with the von Hutier marker will receive the benefits of Stosstruppen units in combat (combat bonus, bo-

nus on the Tactical Coordination table [TCT] and advance after combat through enemy ZoCs). Any other combats outside this radius where Stosstruppen units are participating do not receive any extra bonus. However, a Stosstruppen unit can be used to absorb hit points as stated in the Basic rules.

The “Stoss Doctrine” marker can be moved to the “TCT bonus” box on the Evolution of Stoss doctrine track when the “Stosstruppen doctrine” random event is played that turn. The effect is that combats involving Stosstruppen units more than 8 hexes from the von Hutier marker will get the TCT bonus.

If the “Stoss Doctrine” marker is already in the “TCT bonus” box when the “Stosstruppen doctrine” event is played, the marker is advanced to the “Combat bonus” box. The effect is that combats involving Stosstruppen units more than 8 hexes from the von Hutier marker will get the TCT bonus and combat bonus.

Finally if the “Stoss Doctrine” marker is already in the “Combat Bonus” box when “Stosstruppen doctrine” event is played, the marker is moved to the “Infiltration” box. The effect is that any combat involving Stosstruppen units receives all their benefits regardless of their distance from the von Hutier marker.

### 9 - The Doullens conference

*During the chaos of the German offensive, and with the French Army, under Petain’s urging, ready to break off contact with the British, the English General Haig agreed, at the Allied conference called Doullens, to place himself under the authority of the French General Foch, finally allowing for the creation of a joint supreme Allied command.*

The conference takes place when the “Doullens” Allied random event marker is played.

The German player gathers up all of the objective markers that he has captured so far in the game and puts them in an opaque container. All of the level 1 objective markers (one Iron Cross symbol) still on the map are removed from the map and set aside; they will not be counted for the victory point total at the end of the game used to determine the winner.

The Allied player then randomly draws five objective markers from the container and places them face up on the “Doullens” track located on the map.

If there are less than five markers in the container, then Foch is automatically promoted to Generalissimo.

The result of the Doullens conference depends on the objective markers that the Allied player has drawn. The objective markers show on their back side the portrait of a French general: Foch, Petain, or Joffre (or possibly no portrait).

Whoever has the most portrait objective markers visible is promoted to Generalissimo of the Allied Armies, with the consequences described below.

If no general has a majority, the conference has not concluded. The five markers are returned to the “German Objectives” box on the German player’s game card, and markers that were not drawn by the Allied player are left in the container.

As long as the conference is not concluded, the Allied player repeats the random draw of objectives markers in the following turn’s Administrative phase. If the German player captures more objective markers, they are added to the container when the next turn begins.

Once the conference is concluded by the naming of a French personality as Generalissimo, or if the game has ended, all of the objective markers are returned to the German player’s game card.

#### Outcome of the Doullens Conference:

• If Foch is named Generalissimo:

1. The event “Cooperation” is added to the Allied random event pool
2. If “Cooperation” event is played by the Allied player, all restrictions to Allied cooperation are lifted.
3. The rule requiring cohesion of the French front line is negated. The random event marker for this is removed from the Allied pool
4. The event “Offensive Foch” is added to the Allied random event pool.
5. The special rule “Petain’s reluctance” is negated for the remainder of the game.

• If Joffre is named Generalissimo:

1. The event “Cooperation” is added to the Allied random event pool.
2. If “Cooperation” event is played by the Allied player, one restriction, either stacking or combat, is negated. The marker is then returned to the draw cup.
3. The rule requiring cohesion of the French front line is negated. The random event marker for this is removed from the Allied pool.
4. The event “Offensive Foch” is removed from the game.

• If Petain is named Generalissimo:

1. The event marker “Cooperation” is removed from the Allied random events pool and all the rules restricting cooperation remain in effect for the rest of the game.
2. The event “Offensive Foch” is removed from the game
3. The French army goes directly to the Petain Doctrine.
4. The special rule “Petain’s reluctance” is negated for the remainder of the game.
5. No French units can move or operate north of the River Somme for the rest of the game. Any French units that are north of the river must move south of it as rapidly as possible.



# DESIGNER'S NOTES

By Nicolas Ridet

**T**he success and acclaim for *Marne 1918* pushed Thomas and me to develop another game using the same system. Our natural choice fell upon Plan Michael, the best known of the 1918 spring offensives that determined the outcome of the Great War. We already had plenty of solid documentation from our research for *Marne 1918*, and the exact Order of Battle for both sides was easy to obtain. We wanted the two games (and future releases!) to be compatible, at least in their simulation of the operational aspects of the campaigns. This meant that the same game scale (terrain: 1 hex = 3 km and 1 turn = 2 to 3 days actual time) had to be used. During our early playtests we were pleasantly surprised to see that we obtained the historical results for the first several turns by using the unchanged basic rules of *Marne 1918*. The game system was thus a reasonable simulation for both events, even though the nature of the 1918 Marne and Somme offensives were totally different. Now that we were sure the basic game system was valid, we could start developing the details for the new game.

It quickly became obvious that the nature of the two battles meant that the advanced campaign rules for *Marne 1918* could not be used for *Somme 1918*. The Marne campaign saw successive offensives, with multiple attacks of short duration occurring over a time span of two months. At the Somme there was one gigantic attack, Operation Michael, which only lasted several weeks. The rhythm of the two games was not the same. The planning of offensives and reserves, the way that units were rebuilt, all of these elements played out very differently at the Somme.

After several attempts at trying to force *Somme 1918* into the same mold as *Marne 1918* no matter what, I finally gave up. Even with some adjustments to the Marne rules, the resulting depiction of the Somme didn't feel right to me. Admittedly the gamers who already owned *Marne 1918* might find some consistency with the tweaks to the rules, but players would be put off or confused by the necessary complication of the rules and the artificial limitations to game play. So I decided to cut to the chase and make one of the more difficult things to do in game design: simplify.

The campaign rules turned out in the end to be much easier than those in *Marne 1918*. All of the new rules put in place resulted in simpler game play (replacement tables, random events). They did not complicate the basic game and experienced players could get into the campaign game very quickly. The loss of the planning and strategy required to be successful in *Marne 1918* is largely made up by the dynamic interaction between the players and the tension for each side, which lasts for the whole campaign, when playing Somme.

The following notes are largely taken from the first edition of *Marne 1918*.

## LINE DIVISIONS AND ELITE DIVISIONS

By the spring of 1918 the belligerents were exhausted and for the most part the troops had lost their fighting edge. The Allied blockade was strangling Germany and the civilians were suffering heavily from the effects, causing a drop in the soldiers' morale. On the other side the French and English armies were spent by their bloody and fruitless offensives of the previous year. The French army in particular was on the brink of disintegration after the disaster of the Chemin des Dames attacks in 1917 and was just now starting to rally. Only the Americans, fresh and blissfully unaware of the horrors of the war, were fielding an army with overall high morale.

Faced with the same problems, both sides adopted a similar approach to deploying their spent forces. The majority of divisions were hunkered down in defensive positions where they could still be effective, while the remaining elite troops were regrouped into assault or shock divisions, and they benefited from better supplies and weaponry.

This is translated in game terms by having two kinds of combat units:

line divisions, represented by a single counter, and elite divisions, which are made up of three regimental counters. Elite divisions have better morale ratings, higher movement factors, and can take more step losses than a line division, to represent their higher cohesion in the face of combat.

## THE STOSSSTRUPPEN

These elite assault units (*sturmtruppen*) have long been touted as the decisive factor in the final German offensives, but nonetheless they were only one part of the new German tactics that were so effective during Ludendorff's hammer blows. Intensively trained and lavishly supplied, these units nonetheless benefited greatly from the panic created by the initial bombardment orchestrated by Bruchmuller.

In the *Somme 1918* game, *Stosstruppen* units confer a combat bonus that can be decisive when they are stacked with the attacking units in an offensive. They also allow the regiments they are stacked with to ignore enemy ZoC during advance after combat. However, players will quickly find that without artillery support and against enemy elite units, their "Stoss" units will not perform miracles and they will be quickly reduced if used as mere cannon fodder in head on attacks (as happened historically).

Unlike *Marne 1918*, the combat bonuses given by *Stosstruppen* units are not automatic. Historically the Somme offensive was the first time that these elite units were employed on a grand scale. Although von Hutier, the father of these innovative infiltration tactics, knew well how to make the best use of these units' special abilities, this was not the case for the other army commanders. They squandered their allotted *Stoss* units in costly frontal attacks, and the *Stosstruppen* were bled white during the first days of the offensive against Arras and Flesquieres. In the game rules, only the *Stosstruppen* under the direct command of von Hutier will have the full combat bonuses that the players of *Marne 1918* are familiar with. Along the rest of the front, the *Stoss* units gradually increase their effectiveness during the course of the game by the playing of random events.

## TANKS

In game terms, the effects of tank units give three advantages: they add their attack factor to combats they participate in, they give a bonus on the CRT, and finally, reflecting the protection they gave to the infantry they can be used to absorb step losses. The effects will vary depending on the type of tank.

Unlike *Marne 1918*, tanks will not play a decisive role in *Somme 1918*. Historically in March 1918 the mass production of tanks was just gearing up, and they would not be available in large numbers until the end of spring, especially the superior turreted French Renault 17 tank, the "tank of victory".

In *Somme 1918* the Allied player will only have at his disposal several units of British Mk IV tanks, with more limited capabilities than the tanks of *Marne 1918*. They will nonetheless prove very effective in carrying out local counter attacks and to cut down on potential losses for the rare British elite units. The Allied player should resist the temptation to employ his tanks on defense to try and stem the German breakthrough, and save them for the end of the game when they will make a real difference when he has troops available to attack, for example by helping to recapture a key victory hex.

## ARTILLERY

It is stating the obvious to recall that artillery played a primary role during the Great War. It is the same in *Somme 1918*. By inflicting losses and disorganizing units, bombardments will negate the players' attempts to get the optimal odds ratio. An army artillery unit in Offensive mode, if it is grouped with several corps artillery units, can destroy a defensive line by

itself.

On defense, the presence of a strong concentration of artillery can deter an attacker from combat, especially during the Exploitation phase.

In *Somme 1918* artillery is represented somewhat abstractly by “support” units, which are used differently from combat units. There are two reasons for this. One was to limit the number of counters and to prevent overloading the game with a multitude of artillery batteries of all types. The other was to prevent the players from using their artillery units as a defensive wall or to plug gaps as seen in too many wargames. Even though an artillery battery could be deployed tactically to slow down an enemy advance, there are few historical examples from the Great War of artillery units without supporting friendly troops that were used to hold up the advance of enemy divisions (the heroic action of British gunners in sacrificing themselves and their guns during the first days of Operation Michael is nonetheless accounted for by a random event; this was a rare exception). In the setting of the game, the player will find it essential to safeguard his precious support units.

It is impossible in *Somme 1918* to conduct artillery bombardments without engaging in a combat at the same time. This rule was intentional. It seemed unrealistic to me to be able to render a division or even a regiment out of action in a day, as the Bombardment table results would allow, by just an artillery barrage that was not coordinated with a ground assault. What’s more, the players would be able on calm parts of their fronts to inflict disproportionate losses by conducting reciprocal barrages, and this would slow down the game. The intent of this rule was to make for a more fluid game, requiring the players to use their artillery just to support an offensive, and as combat supports.

## FRENCH TACTICAL DOCTRINE

The rule on Tactical Doctrine in *Somme 1918* is not as important as in *Marne 1918*. Operation Michael was first and foremost a confrontation between the German and British armies, who in game terms are not affected by the rules on tactical doctrine. Only French troops that go on the attack during the game will see their performance modified. To their disadvantage, at the beginning of the game French units will have to restrict themselves to a defensive role, and will have to take step losses rather than retreat when applying results from the Tactical Coordination table. But by the end of the game when the Allied player will be able to go on the offensive, the effects of attacking under Tactical Doctrine will enable his French troops to crush the now weakened German troops.

## RELIEF AND DISENGAGEMENT

Another factor that must be taken into account when trying to correctly simulate a campaign of the Great War on the Western Front is the necessity to maintain a continuous front, with the constant worry of hanging on to the ground that had been so costly won. It is very hard in *Somme 1918* to carry out a large scale retreat or to willingly abandon a portion of the front lines.

The effect of the rules is that a unit cannot leave a hex unless it is replaced by another unit, and if it takes the risk of trying disengagement, it could result in losses or an uncontrolled retreat.

Under these two constraints the players will find themselves trying to maintain their positions and to use their units in a historical manner.

## COMBAT AND TACTICAL COORDINATION

This section of the rules required the most work. In the game, combats will be rare, no more than five or six each sequence, and their outcome will be crucial. The challenge was to introduce some tactical elements into combat resolution while keeping the operational scale of the game.

I wanted to account for the effects of the key elements that influenced combat during this period of the war: Elite units, Stosstruppen, tanks, air power, artillery, tactical doctrine, terrain, and fortifications.

In *Somme 1918*, each of these elements plays a major role. A quick glance at the Combat Results Table will show that combat results are bloody and

that the defender is favored. It is only at odds of 5/1 or 6/1 that an attacker has a chance to get a favorable result.

As a result, like their historical counterparts, players will have to bring to bear as many of their tactical innovations as possible, along with strong artillery support, in order for their attacks to succeed.

But besides the heavy losses that each side expected, it was essential to try and simulate how the troops would behave during and after a combat. Would the defender abandon his positions or hold in place, would he bring up reserves? Would the attacker exploit his success by advancing deeply into a breakthrough or would he hold his positions because of not receiving orders? The die rolls on the Tactical Coordination Table answers perfectly all of these questions. The players will quickly discover that it is their TCT results that will make the difference between a combat that is successful and one that has failed. Once again, the TCT modifiers that a player can bring to bear will help assure his chances of a favorable result.

From the point of playability, the Tactical Coordination Table helps make the game very exciting. In each combat there is always the chance that a seemingly desperate situation can suddenly turn into a spectacular success.

The precise and detailed combat resolution rules are somewhat complex. I recommend that players carefully follow each step in the combat resolution sequence during their first games. The combat conclusion, where the tactical coordination results and step losses are applied demands the most care. Nonetheless, after several games the rules will quickly become second nature for the players.

## RESERVES AND EXPLOITATION

Historically the difficulty in employing reserves during the Great War was always the Achilles heel of an offensive. If the reserve troops were thrown in too soon they created confusion, and if they were too late the defender had the chance to launch a counter attack.

The main reason for this was the artillery preparation. It could last for several days or even weeks, rendering the terrain in front of the attacker so devastated that it would slow up his advance, and it allowed the enemy to bring up his own reserves and mass his troops in anticipation of the coming attack.

These tactics would change in 1918 with the innovations developed by both sides.

The Germans would call upon the genius of Colonel Bruchmuller to pummel the enemy first lines with a short but devastating barrage that also targeted the enemy’s command centers. Disorganized, panicked by the appearance of Stosstruppen infiltrating to their rear, the enemy would not be able to hold but would abandon the field to the arriving German reserves.

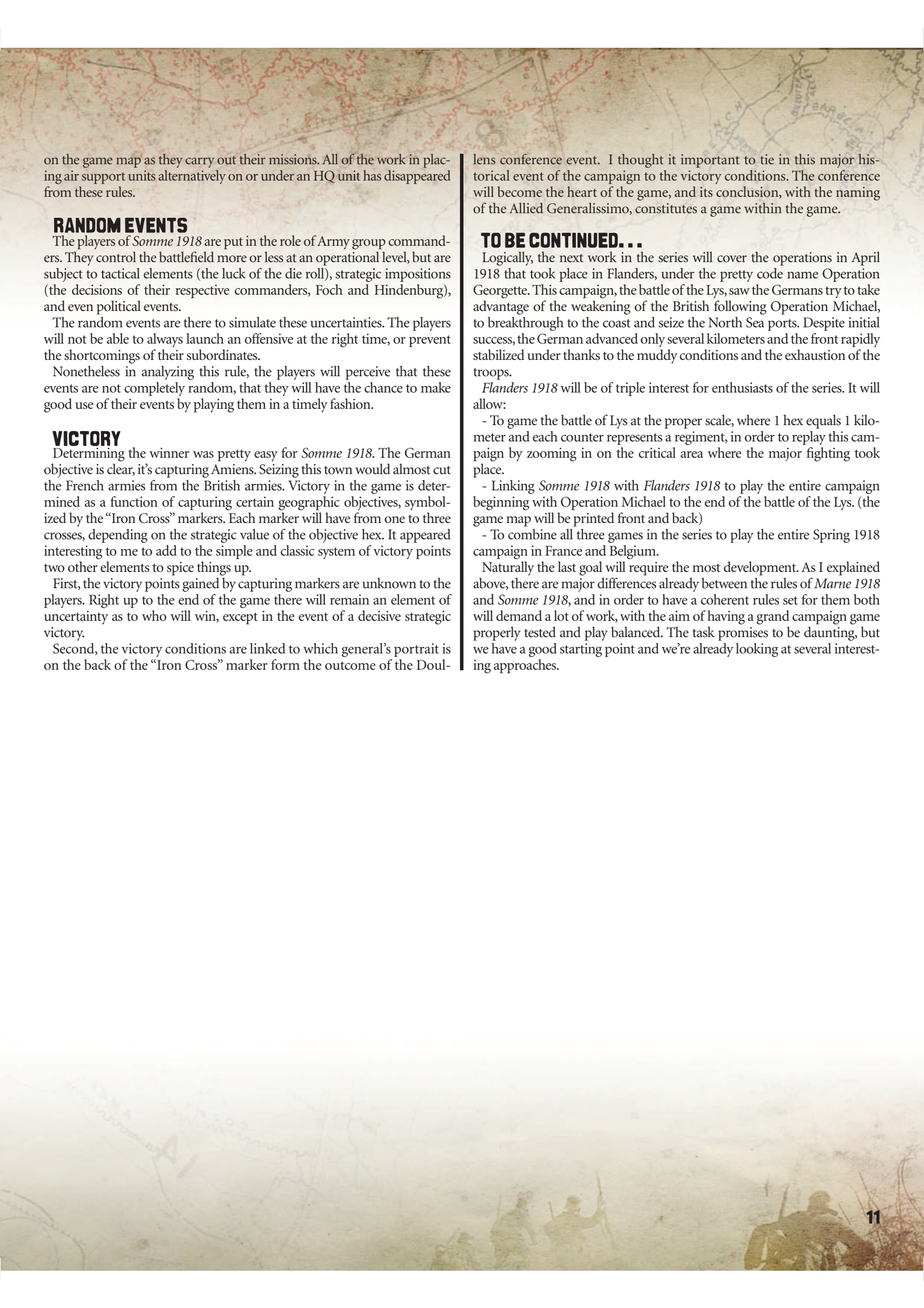
The Allies looked to obtain the same results by the deployment of large numbers of tanks, in place of a preliminary bombardment, overrunning the centers of resistance and striking deep into the German rear areas.

In both cases the use of reserves was carefully planned. This is why in game terms players cannot place units into reserve unless they are conducting an offensive.

The mechanics of exploitation more or less follow classic “advance after combat” rules, allowing an attacker to fight again or to advance half of his movement allowance. Nonetheless, the conditions for exploitation are quite specific, and only fresh troops will be able to benefit from it. The restrictions of the rule encourage players to keep the regiments of their elite divisions together and not spread them around in order for them to act effectively during the exploitation phase.

## AVIATION

The rules for air support were for the most part revised for *Somme 1918*. While reviewing them it appeared to me that the rules that first appeared in *Marne 1918* were too ponderous and particularly inelegant. Even though the types of air missions haven’t changed, the game rules are now much simpler. The number of air units for one side available for a turn is now determined by a simple die roll and table, and airplane units are only placed



on the game map as they carry out their missions. All of the work in placing air support units alternatively on or under an HQ unit has disappeared from these rules.

## RANDOM EVENTS

The players of *Somme 1918* are put in the role of Army group commanders. They control the battlefield more or less at an operational level, but are subject to tactical elements (the luck of the die roll), strategic impositions (the decisions of their respective commanders, Foch and Hindenburg), and even political events.

The random events are there to simulate these uncertainties. The players will not be able to always launch an offensive at the right time, or prevent the shortcomings of their subordinates.

Nonetheless in analyzing this rule, the players will perceive that these events are not completely random, that they will have the chance to make good use of their events by playing them in a timely fashion.

## VICTORY

Determining the winner was pretty easy for *Somme 1918*. The German objective is clear, it's capturing Amiens. Seizing this town would almost cut the French armies from the British armies. Victory in the game is determined as a function of capturing certain geographic objectives, symbolized by the "Iron Cross" markers. Each marker will have from one to three crosses, depending on the strategic value of the objective hex. It appeared interesting to me to add to the simple and classic system of victory points two other elements to spice things up.

First, the victory points gained by capturing markers are unknown to the players. Right up to the end of the game there will remain an element of uncertainty as to who will win, except in the event of a decisive strategic victory.

Second, the victory conditions are linked to which general's portrait is on the back of the "Iron Cross" marker form the outcome of the Dou-

lens conference event. I thought it important to tie in this major historical event of the campaign to the victory conditions. The conference will become the heart of the game, and its conclusion, with the naming of the Allied Generalissimo, constitutes a game within the game.

## TO BE CONTINUED...

Logically, the next work in the series will cover the operations in April 1918 that took place in Flanders, under the pretty code name Operation Georgette. This campaign, the battle of the Lys, saw the Germans try to take advantage of the weakening of the British following Operation Michael, to breakthrough to the coast and seize the North Sea ports. Despite initial success, the German advanced only several kilometers and the front rapidly stabilized under thanks to the muddy conditions and the exhaustion of the troops.

*Flanders 1918* will be of triple interest for enthusiasts of the series. It will allow:

- To game the battle of Lys at the proper scale, where 1 hex equals 1 kilometer and each counter represents a regiment, in order to replay this campaign by zooming in on the critical area where the major fighting took place.

- Linking *Somme 1918* with *Flanders 1918* to play the entire campaign beginning with Operation Michael to the end of the battle of the Lys. (the game map will be printed front and back)

- To combine all three games in the series to play the entire Spring 1918 campaign in France and Belgium.

Naturally the last goal will require the most development. As I explained above, there are major differences already between the rules of *Marne 1918* and *Somme 1918*, and in order to have a coherent rules set for them both will demand a lot of work, with the aim of having a grand campaign game properly tested and play balanced. The task promises to be daunting, but we have a good starting point and we're already looking at several interesting approaches.

Solitaire  
Wargame

**NUTS!**  
PUBLISHING

A game by  
Laurent Closter  
Graphics : Thomas Pouchin

# PHANTOM FURY

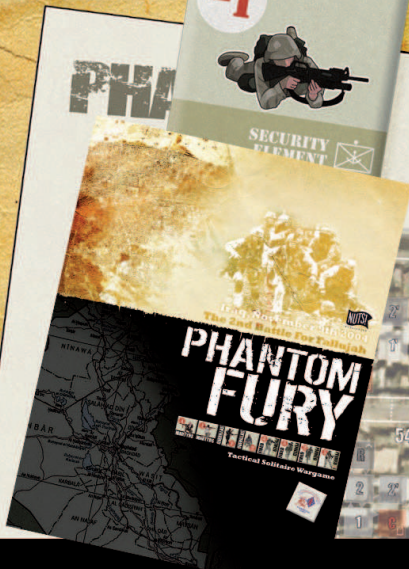
## The 2nd Battle For Fallujah

This **solitaire** game simulates, at tactical scale, the combat waged by US forces during the month of November 2004 to secure the city of Fallujah and crush insurgent resistance. The player controls USMC troops while the system handles the insurgents. This design is based mainly on the article "*Infantry Squad Tactics: Some of the lessons learned during MOUT (military operations in urbanized terrain) in the battle for Fallujah*", published in the September 2005 issue of the *Marine Corps Gazette*.

The map includes a part of the Jolan District, divided into 61 zones of approximately 50x50 meters and sections of road of equal size.

Each zone is made-up of several locations (open ground, courtyard, first storey, second storey, rooftop) represented by boxes that are used to manage movement. Tracks and charts are also on the map edges.

The troops of each side are represented by 'unit' counters, each corresponding to one Marine squad (six to 12 men) or a group of insurgents (about six men each). The total strength of USMC forces is about that of a reinforced company.



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