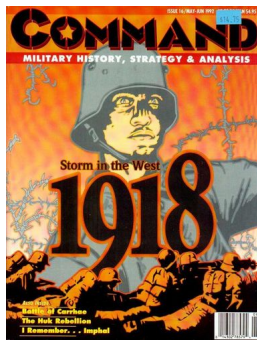


Command Magazine - Game Only (1918: Storm in the West)



1918: Storm in the West is a two-player game that simulates the last nine months of the Great War on the western front, from the German Stosstruppen-led offensives of the spring, to the final allied "Big Push" in the fall.

Rating: Not Rated Yet

Price

Price £19.95

[Ask a question about this product](#)

Manufacturer [XTR CORPORATION](#)

Description

Very Good Condition Unpunched Copy. Some errata for other games have been cut out and removed from the rules. A photocopied scenario is included. Storm in the West counters only, no other variant counters are present. Slight wear to the edges of the map.

1918: Storm in the West is a two-player game that simulates the last nine months of the Great War on the western front, from the German Stosstruppen-led offensives of the spring, to the final allied "Big Push" in the fall. Players step into the shoes of the military high command of their nation or Alliance.

The German player at first must attempt to gain ground, perhaps even knocking the Allies out, through offensive action, before going over to a defense strong enough to contain the enemy counteroffensive. The Allied player must grimly hold against the Teutonic onslaught, then counterattack and push them back far enough to break Germany's will to fight.

Contents:

- Rules
- Map
- 163 counters