

ESTONIA 1918



INTRODUCTION

Estonia 1918 covers the Estonian war of independence after the fall of Czarist Russia in 1918. The Estonian government must hold against the Soviet menace trying to recapture former Russian imperial provinces, but also against German troops trying to annex Latvia and its neighbour with the aim to settle for long in the Baltic states...

Estonia 1918 is played in 14 turns each representing a fortnight between November 1918 and June 1919. It opposes three players.

- The **Estonian** Independantists must repel the Soviet troops with the help of the British navy, then support the Latvian government against the Germans.
- The **Soviets** must destroy the various Independants and capture both Tallinn and Riga while keeping the Germans at bay.
- The goal of the **Germans** is to annex Latvia while eliminating both the Soviets and Independants threats.

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields.

DURATION

Average Duration: 1h30

Favored Side: Germans

Most Difficult Side to Play: Soviets

The scenario lasts 14 turns (between end November 1918 and June, 1919), each turn being the equivalent of 15 days.

The **Soviets** (a.k.a. **Red**) always plays firsts, followed by t the **Germans** and then the **Estonian** players.



FORCES

The **Estonian** player controls the **Estonian (blue)**, **Latvian (blue)**, Finnish (light blue) and British Royal Navy (blue grey) units.

The **Germans** player controls the **German Army**, **Baltische Landeswehr (grey)** and **Russian whites (green)** units

The **Soviets** player controls the **Soviets (Red)** and **Baltic Communists (dark red)** units.

MAPBOARD

The map represents the Latvian and Estonian regions as well as southern part of Finland, Western Russia and neighboring seas.

There are 4 theaters: North Latvia, South Latvia, Estonia and Russia



VICTORY

IMMEDIATE VICTORY

- When one of the player reaches or exceeds 20 VP at the end of a turn.
- One of the player controls all the following regions in the Baltics (i.e. all but Russia, Finland and the off-map boxes): Pskov, Narva, Tallinn, Riga and Libau

Otherwise the side with most VP at the end of the scenario wins the game.

BONUS VP

- The **Estonian player** earns 1 VP when he controls: Riga / Pskov/ Ventspils/ Libau.
- The **German player** earns 1 VP when he controls: Tallinn / Narva/ Tartu/ Parnu
- The **Soviet player** earns 1 VP for the control of: Tallinn / Narva / Riga / Pskov/ Tartu/ Parnu/ Libau

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase with income, maintenance and purchase.

Units and Cards purchase costs

- Artillery / Armored Train / Stosstruppen / extra Card: \$3
- Militias of all nations: \$1
- All others: \$2
- Ships and mines cannot be rebuild

OFF-MAP REGIONS

The income from the Rossya off map region is always available to the **Soviet** player.

Region Deutschland income is available to the **Germans** after the play of card "The Heer defends the Baltic" card.

Region Great Britain income is available to **Estonia** after the play of card "British Financial Support" card.

Same thing for the supply sources in those region (see below).

SUPPLY SOURCES

- For the **Estonian** units: Tallinn / Finland / Tartu / Great-Britain.
- For the **Soviet** units: Rossya
- For the **German** units: Libau / Detuschland
- For all sides: Riga and all unblockaded ports



KRONSTADT / ROSSYA

Those regions can only be entered by the **Soviets**, and is forbidden to all other units.

GREAT-BRITAIN / FINLAND

Those regions can only be entered by the **Estonian and allies**, and is forbidden to all other units.

DEUTSHCLAND

This region can only be entered by the **Germans**, and is forbidden to all other units.

ARMORED TRAINS

Those combat units can only move in regions with rails. They can move without limit as long as they follow the railroad lines.

In case of retreat after combat, if no region is accessible via rail to the defeated trains, they are automatically destroyed.

Train can't use naval transport.

MINES

Those units cannot be built and are received by playing cards. They self-destroy at the end of the first round of combat they are in, whether they inflicted losses or not

