

RULES OF PLAY

# WORLD WAR 3 1976-1984



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## [1.0] INTRODUCTION

**World War Three** is a simulation on an army/fleet level scale of a hypothetical, world-wide, conventional conflict in the near future. The simulation is primarily of land and naval conflict with the secondary influence of air forces. The game covers five years in seasonal (quarterly) turns. Optional rules allow Players to choose from several levels of complexity.

## [2.0] GENERAL COURSE OF PLAY

**World War Three** is basically a two-Player game (an Optional Rule provides for an independent Red Chinese command). Each Player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the conditions of victory. To move from one hex to another, each unit expends a portion of its Movement Allowance. Naval Transport and Amphibious Movement allows the transfer of land units across bodies of water. Combat is resolved by comparing the Combat Strength Points of opposing units and expressing the comparison as a difference (differential) between Attacker and Defender. A die is rolled and the outcome indicated on the appropriate (Land or Naval) Combat Results Table is applied to the units involved.

## [3.0] GAME EQUIPMENT

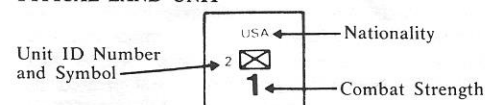
### [3.1] THE GAME MAP

The 22" x 34" mapsheet portrays the globe, excluding the North and South Poles. A hexagonal grid is superimposed upon the mapsheet to regularize the movement and position of the playing pieces.

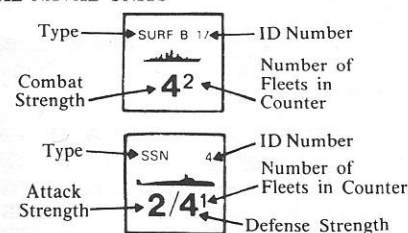
### [3.2] THE PLAYING PIECES

Differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the units of the various armed forces that would be available in the event of the outbreak of a Third World War. The opposing forces in each of the varying Orders of Battle (unit mixes) are provided on the unit sheet. It is strongly recommended that the Players sort their units by type and color, and keep them segregated in the provided plastic trays. This greatly facilitates setting up and playing the game. The playing pieces are distinguished by nationality, type and strength, as represented by various numbers and symbols printed on their faces.

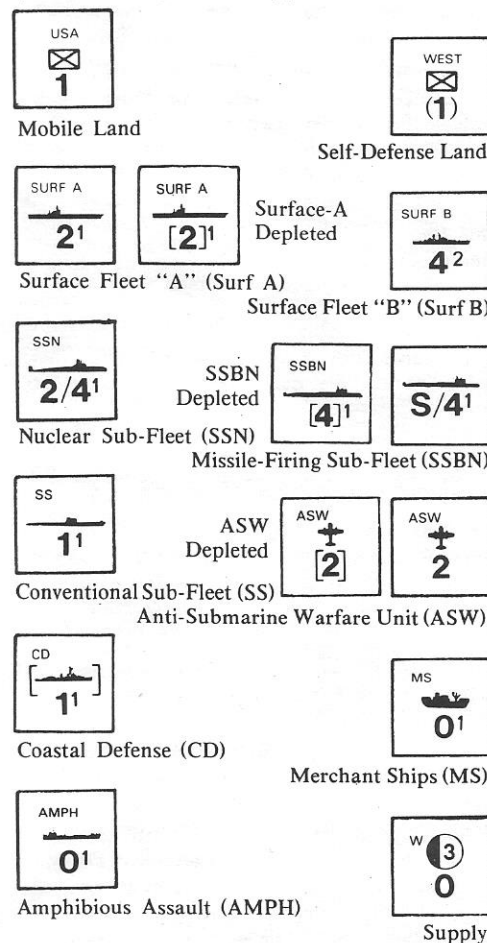
#### TYPICAL LAND UNIT



#### TYPICAL NAVAL UNITS



### [3.21] Summary of Unit Types





Port



Long Range Bomber (LRB)



Nuclear Destruction Marker



Missile Base (ICBM)



Conventional Destruction Marker

### [3.22] Definition of Terms

**Combat Strength** is the basic attacking and defending power of a unit quantified in Combat Strength Points. Units with a Combat Strength in parentheses may not attack but only defend.

**Movement Allowance** is the basic movement ability of a unit quantified in Movement Points; in most cases a unit expends one Movement Point of its total Movement Point Allowance for each hex entered. Movement Allowances are not printed on the land units, but are standardized figures for all units, which varies by the Season and/or terrain crossed.

**Communications Area** is an area of continuous Communications or Communications/Rough hexes, connected only on land.

### [3.3] GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate certain game functions. These are the Land and Sea Combat Results Tables, Turn Record Chart, Terrain Effects Chart, Production Cost Chart, Production Track and the Transit Attack Table. All tables and charts are to be found in the rules or on the mapsheet.

### [3.4] GAME EQUIPMENT INVENTORY

A complete game of **World War Three** should include the following parts:

- One Game Map
- One Set of Game Rules
- Two sets of Die-Cut Counters (200 + 400)
- One Die
- One Game Box
- Two (identical) Charts and Tables Sheets

### [3.5] GAME SCALE

Each Game-Turn represents three months (one season) of real time. Each hex is equivalent to 500 miles in distance.

## [4.0] SEQUENCE OF PLAY

### [4.1] THE GAME-TURN

**World War Three** is played in turns called "Game-Turns". Each Game-Turn consists of fifteen mandatory and two optional Phases which are divided into three "Stages". The Game-Turn proceeds as follows:

### [4.2] SEQUENCE OUTLINE

#### A. NAVAL STAGE

##### 1. East Bloc Coalition Naval Supply Phase

The East Bloc Coalition Player must trace supply routes for each of his naval units. Units tracing supply routes suffer from Transit Attacks.

##### 2. East Bloc Coalition Naval Movement Phase

The East Bloc Coalition Player moves as many of his naval units as he wishes, keeping the proper ratio of ships at sea to ships at port. The Phasing

Player also suffers Transit Attacks during this Phase.

##### 3. East Bloc Coalition Naval Combat Phase

The East Bloc Coalition Player now conducts all naval attacks he wishes against Western Alliance naval targets.

##### 4. Western Alliance Naval Supply

The Western Alliance Player repeats Phase 1. (using his forces).

##### 5. Western Alliance Naval Movement Phase

The Western Alliance Player repeats Phase 2. (using his forces).

##### 6. Western Alliance Naval Combat Phase

The Western Alliance Player repeats Phase 3. B. LAND STAGE

##### 7. East Bloc Coalition Land Movement Phase

The East Bloc Coalition Player may move his land units in any direction up to the limit of the current season's Movement Allowance. Self-Defense units may not be moved out of their Home Country. Amphibious Assaults are also conducted during this Phase.

##### 8. East Bloc Coalition Land Combat Phase

The East Bloc Coalition Player may attack any Western Alliance land units adjacent to Friendly units at the Phasing Player's option. Remove Conventional Destruction Markers.

##### 9. East Bloc Coalition ICBM Strike Phase [Optional]

The East Bloc Coalition Player may now conduct as many Nuclear or Conventional Strikes as he has ICBM's and SSBN's.

##### 10. East Bloc Coalition Strategic Movement Phase

The East Bloc Coalition Player may now move up to two Strength Points through Friendly Communications Areas up to a distance of 16 hexes. Land Strength Points are also moved by sea during this Phase.

##### 11. Western Alliance Land Movement Phase

The Western Alliance Player repeats Phase 7 (using his units).

##### 12. Western Alliance Land Combat Phase

The Western Alliance Player repeats Phase 8 (using his units).

##### 13. Western Alliance ICBM Strike Phase [Optional]

The Western Alliance Player repeats Phase 9 (include Long Range Bombers).

##### 14. Western Alliance Strategic Movement Phase

The Western Alliance Player repeats Phase 10 (using his units).

### C. PRODUCTION STAGE

#### 15. Reinforcement Phase

Both Players consult their respective Production Track to determine what units are due to appear this Game-Turn. These units are placed on the appropriate Industrial hexes.

#### 16. Production Preparation Phase

Both Players determine how many Production Points they have available to them. They then secretly determine what units they wish to build/rebuild and the time at which they will appear. After this is done, both Players reveal to the other what units he is building and what Game-Turn they will appear on the map. Players are free at any time to consult the opposing Player's Production Track to see what he has in the "pipeline".

#### 17. Turn-Record Phase.

The Game-Turn Marker is advanced on the Turn Record/Reinforcement Track, indicating the start of a new Game-Turn.

### [4.3] GAME LENGTH

The Players repeat Phases one through seventeen for the number of Game-Turns indicated by the scenario being played. At the end of the specified

number of Game-Turns, the game is over and Players' performances are evaluated in terms of the Victory Conditions.

## [5.0] LAND MOVEMENT

### GENERAL RULE:

During the Land Movement Phase, the Phasing Player may move as many or as few of his land units as he wishes. He may move as many hexes as desired within the limits of the unit's Movement Allowance (adjusted seasonally) and the restraints of the Terrain Effects Chart and Zone of Control Rules. Unused Movement Points may not be accumulated from Phase to Phase nor transferred from unit to unit.

### PROCEDURE:

Move each land unit individually, tracing its movement through a path of continuous hexes on the grid. Once a unit has been moved and the Player's hand withdrawn, the unit may not move again, nor its path be retraced and/or changed during that Game-Turn.

### CASES:

#### [5.1] HOW TO MOVE UNITS

[5.11] During the Land Movement Phase, only the Phasing Player's land units are moved; all, some or none of his units may be moved. No Enemy movement and no combat may occur during a Land Movement Phase. However, Overrun Attacks may occur (see 5.6, Overruns).

[5.12] Movement is calculated in terms of Movement Points. Basically, each unit expends one Movement Point of its total Movement Allowance for each hex it enters.

[5.13] The Movement Allowance is variable; it depends upon the quarter of the year (season) as indicated on the Turn Record/Reinforcement Chart (see 5.3, Seasonal Movement).

[5.14] The sole exception to seasonal movement variation is the area of the mapsheet indicated to be outside the Weather Area as drawn on the mapsheet (the Weather Area is between the 2100 and 3000 row of hexes inclusive). For areas outside this Weather Area, the Movement Allowance **always** remains at four Movement Points per Game-Turn. Calculation of whether a unit is allowed to move at a faster or slower rate is always relative to the beginning position of the unit. Therefore, a unit **starting** the Land Movement Phase outside of the Weather Area is considered to have a Movement Allowance of four regardless of the Turn Record/Reinforcement Chart's indication of Season or the unit's destination (even if it moves across the Weather Area).

[5.15] No regular combat may take place during the Land Movement Phase. Only Overrun Attacks are permitted in the Land Movement Phase (see 5.6, Overruns). Overrun Attack is **not** considered regular combat; it is a type of movement.

[5.21] Additional Movement Point costs are incurred for crossing blocked hexsides and/or non-Communication Area hexes (see the Terrain Effects Chart).

[5.22] Under no circumstances may a unit move directly from one Enemy Controlled hex to another: It must first leave all Enemy controlled hexes before entering another.

[5.23] Units may freely enter or move through hexes containing other Friendly units, either land, air or naval, regardless of stacking restrictions. There is no additional Movement Point penalty for stacking or unstacking with other Friendly units.

### [5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

Units may never enter Enemy occupied hexes (exception: 5.6).



[5.24] All units must cease movement (for that Phase) when they enter an Enemy Zone of Control (see 6.0, Land Zones of Control).

[5.25] A land unit may **always** move one hex regardless of supply conditions, terrain or season (exception: 5.22).

### [5.3] SEASONAL MOVEMENT

The area between the 2100 row of hexes and the 3000 row of hexes inclusive is the area that is affected by Seasonal Movement. All the rest of the map is unaffected by Season.

[5.31] Seasonal Land Movement Allowances are as follows:

**Winter** — two Movement Points

**Spring** — one Movement Point

**Summer** — four Movement Points

**Fall** — three Movement Points

### [5.4] STRATEGIC MOVEMENT

A maximum of two land Strength Points may move sixteen hexes within Friendly Communications Areas regardless of the season. A Strength Point that intends to use both Land Strategic Movement and sea movement may move no more than twelve hexes by land. This procedure may, of course, be reversed.

To move in the Strategic Movement Phase of a given Game-Turn, a unit must be turned face-down during the Movement Phase of that Land Movement Phase. During the Strategic Movement Phase, it may be moved through entirely Friendly and/or conquered countries in the Communications Area and use Sea Movement.

[5.41] "Entirely Friendly and/or conquered countries" are defined as those in which the Player was the last to have land unit(s) in a previous Game-Turn and which have had no Enemy land units in them since then.

[5.42] At no time during the Strategic Movement Phase may the Phasing Strength Point enter, move through or out of an Enemy land Zone of Control.

[5.43] To use Sea Movement during the Strategic Movement Phase, the Phasing Strength Point must start the Phase in a Friendly Port (it may have moved there during the Land Movement Phase) or it may enter the port via Strategic Land Movement. It may then move over a Merchant Ship Pipeline up to the distance of twenty-five hexes at a cost of one Movement Point. This means that, if the Strength Point moved during the Land Movement Phase, it must have at least one Movement Point left over; if it moved via Land Strategic Movement, it may not have moved more than twelve hexes.

[5.44] The number of Strength Points that may be sent along a Merchant Ship Pipeline is limited to the minimum number of Merchant Ship units in any one Merchant Ship Holding Area in that Merchant Ship Pipeline. Note that Sea Movement is not under a two Strength Point restriction; this applies **only** to Strategic Movement by land.

[5.45] Land Strength Points may not remain "at sea". They may only move from port to port during the Strategic Movement Phase.

[5.46] Enemy Naval Zones of Control do not affect Sea Movement of land Strength Points.

[5.47] After using Sea Movement, a land Strength Point may move no further, even if it has Movement Points left over.

### [5.5] AMPHIBIOUS ASSAULT

During the Land Movement Phase, the Phasing Player may use Amphibious Assault to land Strength Points on an Enemy Coastal hex. Amphibious units must be used to transport Land Strength Points during the Friendly Land

Movement Phase. The Amphibious units transfer the land Strength Points on a one to one basis (that is, one Amphibious unit can transfer one land Strength Point). When not being used to conduct Amphibious Assault, the Amphibious units move in the same manner as all other naval units.

[5.51] The Amphibious unit must start the Land Movement Phase in a Friendly port and may not have moved during the immediately preceding Naval Movement Phase. The land Strength Point(s) to be transferred may either start the Land Movement Phase in the Friendly port with the Amphibious unit or they may move into the port provided that they have at least one Movement Point left over. The Amphibious Assault unit may then move a maximum of twenty-five hexes to the assaulted hex. Season has no effect on the movement of Amphibious units.

[5.52] An Amphibious Assault may not be conducted against nor moved through any hex that contains an uncontested Enemy Air Zone (from an Enemy Land Mobile unit). These Air Zones may be contested by the presence of any Friendly Air Zone in the hex in question.

[5.53] An Amphibious Assault may not move through uncontested Naval Zones of Control (exerted by Surface-B fleets, submarines, Depleted Surface-A fleets or Coastal Defense units). These Zones of Control must be contested by Friendly units in the manner described in 5.52.

[5.54] An Amphibious Assault may not be conducted against any coastal hex that contains an Enemy naval combat unit.

[5.55] Land units using Amphibious Assault are considered in supply for that Game-Turn. Thereafter, they must either capture an Enemy port or build one on the invasion hex and trace supply from there to a Friendly Industrial hex (see 9.0, Land Supply).

[5.56] For the Game-Turn of invasion only, the invaded coastal hex may be reinforced during the Strategic Movement Phase. Thereafter, a Friendly port is required to bring in additional Strength Points.

[5.57] Amphibious Assault may not be conducted against a hex in the Weather Zone in Winter.

[5.58] Land units that conduct an Amphibious Assault have no Land Zones of Control for the immediately following Enemy Land Movement and Combat Phases.

[5.59] Land Strength Points that have conducted an Amphibious Assault may not move by land **after** conducting the Amphibious Assault for that Land Movement Phase. They may, of course, move by land **prior** to conducting the Amphibious Assault that Land Movement Phase.

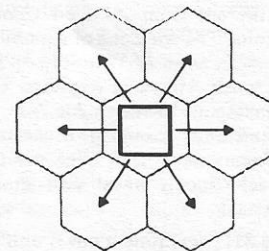
### [5.6] OVERRUN ATTACKS

[5.61] When in the Land Movement Phase, units are moved in such a manner to guarantee a +7 Combat Differential and the defending unit has only one face-value Strength Point (regardless of seasonal and terrain modifications), the result is an Overrun (i.e., the automatic elimination of the defender when the overrunning unit moves into its hex). Overrun is always treated as a specialized form of movement. Stacking limitations must be observed. Overrun does not require supply at the beginning of the Land Movement Phase and may happen any number of times with any number of units in the same Phase. The victims of an Overrun situation are immediately removed from the map in the midst of the ongoing Land Movement Phase in which they were Overrun.

[5.62] There is no additional Movement Point cost to perform an Overrun.

[5.63] Units that perform a given Overrun must start the Land Movement Phase in the same hex.

[5.64] Zones of Control of the Enemy unit to be Overrun (or of any Enemy unit to be Overrun in that Land Movement Phase) may be ignored by any Friendly unit that is performing an Overrun in that Land Movement Phase. If a series of Overruns are to be made, the Phasing Player should describe in advance all such Overruns in order to insure conformity to the rules.



## [6.0] LAND ZONES OF CONTROL

### GENERAL RULE:

The six hexagons immediately surrounding an occupied hex constitute the Zone of Control of any land units in that hex. Hexes upon which a unit exerts a Zone of Control are called "controlled" hexes and inhibit the movement of Enemy units. All land units must cease movement when they enter an Enemy controlled hex. Despite the limiting nature of Zones of Control upon movement, land units are never forced to have combat merely due to entering such a Zone of Control. Although land units must stop when they first enter a Zone of Control, they may leave on their next Game-Turn. The presence of more than one Zone of Control, even if antagonistic, has no additional effect; it is still a "controlled hex". Zones of Control never extend through blocked hexsides.

### CASES:

#### [6.1] MOVEMENT EFFECTS

[6.11] There is no additional Movement Point cost for entering or leaving an Enemy controlled hex beyond the normal cost of entering the given hex.

[6.12] Units may never move in such a way as to move directly from one Enemy controlled hex to another. They always must first move entirely out of all Enemy Zones of Control before they are allowed to re-enter an Enemy controlled hex.

#### [6.2] COMBAT EFFECTS

Zones of Control do not affect land combat; attacking is completely voluntary and the presence of an Enemy land unit's Zone of Control in a Friendly occupied hex does **not** force combat. However, the presence of Enemy controlled hexes may affect Combat Strengths (see 6.4, Supply Effects).

#### [6.3] RETREAT EFFECTS

[6.31] Land units may not retreat (as a result of combat) into or through an Enemy-controlled hex (see Combat Results Table) even if a Friendly land unit's Zones of Control overlap Enemy Zones of Control along the retreat route.

[6.32] Land units may always retreat through or into Friendly **occupied** hexes even if this would violate normal stacking limitations. Therefore, Enemy Zones of Control do not extend into Friendly occupied hexes for purpose of retreat due to combat results.

#### [6.4] SUPPLY EFFECTS

[6.41] Supply lines may not be traced through Enemy Zones of Control.

[6.42] As in retreating, however, the occupation of a hex by a Friendly land unit negates the Enemy Zone of Control in that hex. Therefore, a supply



line may be traced through a string of Friendly land units, even in Enemy Zones of Control. Thus Enemy Zones of Control are negated by Friendly units for purposes of tracing supply.

#### [6.5] LAND-BASED AIR ZONES OF CONTROL

All belligerent mobile land Combat Strength Points have an Air Zone of Control extending one hex into water. This Air Zone has an effect upon naval movement conducted through the Zone. The effects of Air Zones on naval units are completely different from Zone of Control effects on land units. The Air Zone of a mobile land unit functions exactly as an ASW unit upon Enemy naval units. A Transit Attack is triggered each time an Enemy naval unit **leaves** an Air Zone of a Friendly mobile land unit. A land unit can only attack a specific Enemy naval unit once per turn, but can attack each Enemy naval unit that triggers a Transit Attack.

[6.51] Every time a naval unit is moved through an Enemy Air Zone the die must be rolled. If the Friendly naval unit is not a submarine force, it is attacked as a total. If the Friendly naval unit is a conventional submarine force, **each** individual unit in a stack is attacked separately; note that conventional submarines may be attacked by Air Zones **only** if they are traveling in the Fast Mode. Nuclear submarines may **never** be attacked in Transit by land-based Air Zones of Control, regardless of the mode.

[6.52] Land-based Air Zones of Control never extend through Blocked Hexsides.

[6.53] Overlapping Friendly and Enemy Air Zones do not nullify Transit Attacks on Phasing Naval Movement.

[6.54] When an Enemy (Phasing) naval unit leaves a Friendly land-based Air Zone, the Enemy (Phasing) Player consults the Transit Attack Table to determine what his Defense Multiple is. If the Enemy naval unit is leaving a Friendly land-based Air Zone in a Restricted Passage, the Friendly Strength is doubled.

#### [6.6] LAND ZONE OF CONTROL RESTRICTIONS

[6.61] Zones of Control of Self-Defense unit do not extend out of their Home country.

[6.62] Units belonging to Neutral Countries have no Zones of Control until the Home Country is attacked or its border is crossed.

### [7.0] STACKING OF LAND UNITS

#### GENERAL RULE:

Land units in a given hex may be substituted for by other units at any time so long as the correct Strength Point total in the hex remains the same. There is a maximum limit of ten Land Strength Points (mobile and/or self-defense) which may be placed in a given hex. Land units of the same type are merely denominations of Strength Points and may be exchanged freely so long as the correct Strength Point total remains the same.

#### CASES:

##### [7.1] EFFECTS ON COMBAT

[7.11] All land units in a hex must be attacked as a combined group with a total figure of Combat Strength Points, they may never be attacked separately. Mobile and self-defense Strength Points must be treated as a single Combat Strength for purposes of defense.

[7.12] If a hex contains more than one Friendly unit due to retreat, only the original (non-retreated) units may defend although Combat

Results will apply to **all** Strength Points in that hex.

[7.13] Individual units in a hex are allowed to attack different hexes or may attack the same hex, or some of the Strength Points may attack and others not. Remember that self-defense Strength Points may **never** attack. Thus, for purposes of attack, mobile and self-defense Strength Points may **not** be combined.

#### [7.2] UNIT BREAK-DOWN AND BUILD-UP

[7.21] Land units may freely break-down or build-up at any time during a Friendly Phase at the owning Player's discretion so long as Stacking Limits are not violated. Note that mobile and self-defense units may **not** combine into a single unit although, if attacked, they defend as a Single Strength Point total.

#### [7.3] STACKING INHIBITIONS AND PROHIBITIONS

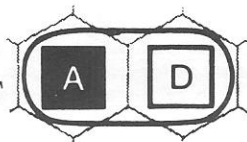
[7.31] Naval units never count against Stacking Limitations when in the same hex with Friendly land units.

[7.32] Land units and naval units may never be combined as a single Strength Point total for either attack or defense.

[7.33] Mobile and self-defense land units may never be combined into a single unit. However, they always defend as a single Strength Point total if stacked together in a single hex. Mobile and self-defense Strength Points in the same hex **do** count against each other for the maximum of ten Strength Points in a hex.

[7.34] Land units of different allied nationalities may defend or attack as a single Strength Point total, but they may never be combined into a single unit. Such a stack is subject to all the restrictions outlined in rule 7.13.

### [8.0] LAND COMBAT



#### GENERAL RULE:

Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the attacker and the non-Phasing Player is the defender, regardless of their overall strategic position.

#### PROCEDURE:

The attacker's total mobile land Combat Strength must be equal to, or exceed, the defender's total land Strength Points (mobile and self-defense). Total the Combat Strengths of all the attacking units involved in a specific attack and compare it to the total Combat Strength of all the land units in the hex under attack. State the comparison as a difference between the attacker's total Combat Strength and the defender's total Combat Strength. Consult the Land Combat Results Table, roll the die, and read the result on the appropriate line under the difference. Apply the result immediately, before resolving any other attacks being made during that Land Combat Phase.

#### CASES:

##### [8.1] WHICH UNITS MAY ATTACK

[8.11] During the Land Combat Phase the Phasing Player may attack any and all Enemy land units adjacent to Friendly mobile land units. Only those Friendly units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

[8.12] Attacking is completely voluntary; units are never compelled to attack, and not every mobile land unit adjacent to an Enemy unit need

participate in any given attack. Friendly units in a stack that are not participating in a given attack are never affected by the results of the attack.

[8.13] An Enemy-occupied hex may be attacked by as many mobile land units as can be brought to bear in the six adjacent hexes.

[8.14] No unit may attack more than once per Land Combat Phase, and no Enemy unit be attacked more than once per Land Combat Phase. Note that this does not preclude participation in an Air Zone Transit Attack situation during the Enemy Naval Movement Phase. Air Zone Transit Attack is entirely separate from regular combat.

[8.15] Self-defense units may **never** participate in an attack; they may only defend.

#### [8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] All land units defending in a given hex, both mobile and self-defense, must be involved in the combat, and they must be attacked as a single strength. The defender may not voluntarily withhold any units in a hex under attack. The attacker must attack all land units as a whole, i.e., the Strengths of all the units in the hex are totalled and this total Strength is attacked (exception: see 7.13). Different units (land) in a given hex may not, therefore, be attacked separately.

[8.22] Strength Points in a hex that contains an attacking unit(s) need not participate in that same attack or any attack. Thus, when one portion of Strength Points in a hex are attacking a given hex, the remaining portion could attack a different hex or not attack at all.

[8.23] If a unit(s) is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. Thus Strength Points in a single hex can attack more than one other hex. The only requirement is that all attacking units must be adjacent to all defending units.

[8.24] When land units are attacking an Enemy-occupied hex that contains both land and naval forces, **only** the land forces in the defending hex actually defend.

#### [8.3] COMBAT DIFFERENTIAL CALCULATION

[8.31] Combat situations are expressed as a difference of the attacker's total mobile Strength Points minus defender's total Strength Points (mobile and self-defense). It is impossible to attack without at least a number of attacker's Strength Points equal to the defender's Strength Points. For instance, if seven Strength Points of Russian land units attack four Strength Points of Allied units, the differential calculation is expressed as "plus-three" and the appropriate "+3" column is consulted on the Land Combat Results Table.

[8.32] Note that weather and terrain as well as supply considerations will modify the defender's Strength Point total. (See the Terrain Effects Chart, Weather 10.0, and Supply Effects 9.3.)

#### [8.4] COMBAT LOSSES

[8.41] The Land Combat Results Table determines the loss, if any, of defending forces. The attacker never suffers loss in attack.

[8.42] When the defender incurs losses, he may choose to extract them from any of his land units in the attacked hex.

[8.43] When incurring loss, the defender may "break-down" the size of his units. The correct size unit is simply substituted for the larger unit it replaces. Once the defender's loss has been determined, i.e., the original Strength minus the loss may be replaced. In the case of more than one defending land unit (i.e., mobile and self-defense)

losses may be distributed in any fashion the owning Player desires. Losses are always determined in terms of the face-value Strength Points, not the adjusted value.

[8.44] When any loss is taken in defense, the defender automatically must retreat from the hex he holds all surviving land units (see How to Retreat, 8.7).

#### [8.5] ADVANCE AFTER COMBAT

[8.51] If the attacker has inflicted any loss on the defender, the defender **must** retreat from the defended hex. The attacker always has the option of moving into the vacated hex with all, some, or none of his attacking units consistent with the usual stacking limitations. Note that self-defense units stacked with attacking mobile units may **not** advance after combat. Since they have no Attack Strength, they cannot participate in an attack and may therefore not advance after combat.

[8.52] The attacker's units advancing after combat may do so even in a situation where they are moving from one Enemy controlled hex to another. The option to advance supercedes normal movement and Zone of Control rules.

[8.53] The attacker's units which are advancing after combat may **not** engage in any form of combat or Overrun Attack. However, their Zones of Control do extend into the usual surrounding six hexes. This is especially important for an attacker's ability to surround Enemy units in their positions during his own Land Combat Phase.

[8.54] If there are naval units, other than Coastal Defense and ASW, belonging to the defending Player in the hex occupied by the attacking Player by advance after combat, they immediately put out to sea one hex (owning Player's choice). They do not suffer Transit Attacks.

[8.55] If there are Coastal Defense and/or ASW units belonging to the defending Player in the hex occupied by the attacking Player by advance after combat, they are immediately eliminated. This is a special case that is not considered either an Overrun Attack or a normal Combat Attack; these units are automatically eliminated regardless of the differential.

#### [8.6] LAND COMBAT RESULTS TABLE

[8.61] The Land Combat Results Table is set up as an expression of the difference between the attacker's and defender's totalled Strength Points. This difference is termed the "differential"

[8.62] No attack is ever allowed when an attacker has fewer Strength Points than the defender. The minimum permissible attack differential is zero, i.e., when the adjusted Strength Points for the attacker and defender are equal.

[8.63] All combat results are in terms of Strength Point losses (unadjusted) of the defender.

[8.64] See the Land Combat Results Table for a further description of its function.

#### [8.7] HOW TO RETREAT

When any loss is inflicted, the defender is automatically required to retreat one hex. The defender chooses his own retreat route. If possible, a retreat must be made to a hex untouched by Enemy Zones of Control. If there are no such clear hexes, the defender may retreat to a hex occupied by Friendly land forces even if those forces are in Enemy Zones of Control, or even if by doing so he would exceed the Stacking limitations (see Stacking, 7.0); or even if the retreat would mean moving directly from one Zone of Control to another (normally not allowed).

[8.71] Units are prohibited from retreating into the following hexes, or through these hexsides:

1. Enemy Occupied Hexes;

2. Enemy Controlled Hexes, unless Occupied by a Friendly land unit.

3. All Blocked Hexsides of any kind;

4. All Sea Hexsides;

5. Off the Map edge (north or south).

If units have no other course of retreat except into or through hexes or hexsides forbidden to them, they are eliminated.

[8.72] Note that self-defense units may not retreat out of their Home Countries. Western Alliance units may not retreat into Neutral Countries; East Bloc Coalition units **can** retreat into Neutral Countries, but this constitutes an invasion.

[8.73] Note that if the defending hex contains Coastal Defense and/or ASW units as well as land units, these naval units are eliminated if the hex is occupied by Enemy land forces; they may not be displaced as may other naval units as described in 8.54.

## [9.0] LAND SUPPLY

### GENERAL RULE:

Units are considered to be either "supplied" or "unsupplied" for the purpose of combat. Units are considered to be supplied if they can trace a path of any length, free of Enemy units or Enemy Zones of Control, to a Friendly Industrial Hex. This path may be traced either overland or through a Friendly port (then over water) to another Friendly Port that leads to a Friendly Industrial Hex. Supply never affects movement.

### [9.1] SUPPLY SOURCES

[9.11] **East Bloc Coalition** units trace supply to any Friendly (including captured) Industrial Hex. A single Industrial Hex may supply an unlimited number of units.

[9.12] **Western Alliance** units trace supply to any Friendly (including captured) Industrial Hex. A single Industrial Hex may supply an unlimited number of units.

[9.13] Self-defense units are always in supply within their Home Countries. They may **never** leave their Home Countries; if forced to do so, they are eliminated instead.

[9.14] Chinese units, both mobile and self-defense, are always in supply in China. Chinese mobile units are in supply outside of China if they can trace to a Chinese Industrial Hex or to the Industrial Hex(es) of their allies. Their alliance, either with Russia or the Allies, will depend upon the Scenario.

[9.15] Indian units (i.e., units that set-up in India), both mobile and self-defense, are always in supply in India. Indian mobile units are in supply outside of India if they can trace to an Allied Industrial Hex. Note that India will either be neutral or Allied; India will never join the Russians.

### [9.2] JUDGING SUPPLY

Units must be in supply at the instant of combat to be considered supplied. If for any reason they cannot trace a supply line, they may not attack and they defend at half Strength (rounding fractions up). Note that a unit's Defense Strength may never be lower than "1". Units must be in supply at the beginning of the Land Movement Phase to be considered in supply for the entire Phase.

[9.21] Mobile land units trace a Supply Route of any length to a Friendly Industrial Hex within the Communications Area.

[9.22] Mobile land units outside of the Communications Area must be no more than three hexes (two intervening hexes) from a Communications Area hex tracing back to a Friendly Industrial Hex to be considered in supply.

[9.23] Mobile land units that are more than three hexes from a Communications Area may trace supply through a "pipeline" by forming a line of Supply Units with no more than two intervening hexes between them, leading back to a Communications Area that can trace to a Friendly Industrial Hex. Any mobile Friendly unit within three hexes (two intervening hexes) of a Friendly Supply pipeline is considered in supply.

[9.24] Mobile units may also trace supply to a Friendly port (via Communications Areas, Supply Pipelines, etc.) and then utilize a Merchant Ship Pipeline to trace back to a Friendly Industrial Hex (see 19.0, Merchant Ship Pipelines).

[9.25] It is entirely possible to "leap-frog" a supply path. For example, if a hex of the Trans-Siberian Railway (the Communications Area going to Vladivostok) should be interdicted, it is possible for the Russian Player to trace a supply path around it. Any combination of Communications Areas, Supply units, Merchant Pipelines, and clear areas may be used to trace a Supply Path.

### [9.3] SUPPLY EFFECTS

[9.31] Units out of supply may not attack. They defend at half Strength (rounding fractions up). This is true even if a unit is surrounded during a Land Combat Phase; any attack it would have made would then be aborted.

[9.32] Any unit that is out of supply has two entire Land Combat Phases (counting Friendly and Enemy Land Combat Phases) to place itself back in supply. If it does not regain supply, it is completely eliminated. During this time, it may not attack and its Defense Strength is halved (rounding fractions up). For example, if a unit manages to place itself out of supply by virtue of advancing after a successful combat, it will have until after its **own** Land Combat Phase in the next Game-Turn (two full Land Combat Phases away) to rectify the situation. More commonly, of course, a unit will be placed out of supply by Enemy action; in which case it will still have two full Land Combat Phases to return to a supplied condition.

[9.33] The only time a self-defense unit is out of supply is when it leaves its Home Country. In this case, the self-defense unit is eliminated immediately. A self-defense unit can **never** be put out of supply in its Home Country.

### [9.4] BLOCKING SUPPLY

[9.41] All units are considered out of supply if their supply route is blocked by (1) an Enemy-occupied hex, or (2) an Enemy-Controlled hex not occupied by a Friendly unit, or (3) two Blocked Hexsides, or (4) Neutral Countries.

[9.42] Units out of supply may **still** perform Overruns. Overrunning requires no supply as it is a form of movement rather than combat. Thus, for the purposes of calculating Overrun Attacks, Combat Strength is unaffected by supply.

## [10.0] WEATHER

### GENERAL RULE:

There is a Weather Area marked upon the mapsheet. Areas outside of the Weather Area are exempt from weather effects. Weather affects movement and Combat Strength for defense. It also determines the Movement Allowance of land units. In combat situations, the dominant weather (in cases where combat occurs across the Weather Line) is to be considered that of the defender's hex.

### [10.1] EFFECTS OF WEATHER

[10.11] All units that begin a Land Movement Phase not affected by Weather have a Movement Allowance of four Movement Points for every



Game-Turn even though they may end their movement in a Weather Zone.

[10.12] All units that begin a Land Movement Phase in a Weather Area have a Movement Allowance that is seasonally adjusted:

**Winter Game-Turn** — Two Movement Points

**Spring Game-Turn** — One Movement Point

**Summer Game-Turn** — Four Movement Points

**Fall Game-Turn** — Three Movement Points

[10.13] All units defending in a Weather Zone during a Spring Game-Turn have their Defense Strength doubled, before any other adjustments are made. After all other adjustments have been made, fractions are rounded up. This defensive bonus is effective even if the attacker is not within the Weather Area.

## [11.0] NEUTRALS

### GENERAL RULE:

In the basic game, all countries except Russia, Warsaw Pact, Red China, the United States and members of the Western Alliance are considered **neutral** countries. The Allies (US and Western Alliance) may never enter a neutral country until the Russians or Communist Chinese have entered it first or attacked across its border, which they may do freely. There are special rules for certain of the neutrals.

#### [11.1] INDIA

India has one mobile unit and one surface fleet (as well as three self-defense units). No Indian units may be moved while it is neutral. Once India joins the Western Alliance, however, its mobile unit may freely move out of India. It then functions normally like a SEATO-type unit (see 21.73). It is attached to the Western Alliance supply net; also, it is always in supply while in India. The fleet also joins the Western Alliance and functions exactly like a Western Alliance unit.

[11.11] To replace an Indian unit lost for any reason, the unit is rebuilt just like any other unit with the same production costs and time intervals. However, when it appears, it must be placed in India. If India has been conquered by the East Bloc Coalition, its units may not be built or rebuilt.

#### [11.2] SWEDEN

Sweden has one mobile land unit (as well as two self-defense units). The Swedish units may not be moved until Sweden is invaded. Once Sweden is invaded its mobile unit may freely move out of Sweden and function exactly like a Western Alliance NATO unit. It is attached to the Western Alliance supply net. Also, it is always in supply while in Sweden.

[11.21] To replace a Swedish unit lost for any reason (mobile or self-defense), the unit is rebuilt just like any other unit with the same production costs and time intervals. However, when it appears, it must be placed in Sweden. If Sweden is conquered, its units may not be rebuilt.

#### [11.3] SUPPLY

For all Neutrals, Supply must be traced to any hex in their own country. Once invaded, supply may be traced to the non-invading side. This is particularly important in the cases of Sweden and India because they have units that may leave their Home Countries. In effect, they have units (mobile land units for Sweden and a mobile land unit and a surface fleet for India) which can fight in "exile" if their Home Countries are overrun. Self-defense units are in supply **only** in their Home Countries. They may **never** leave their Home Countries under any circumstances. If they do, they are immediately eliminated.

## [12.0] NAVAL MOVEMENT

### GENERAL RULE:

During the Naval Movement Phase, the Phasing Player attempts to move his ships (put them on station or move them back to port) and suffers from Transit Attacks. Unused Movement Points may not be accumulated from Phase to Phase or transferred from unit to unit.

### PROCEDURE:

The movement procedure differs somewhat between surface ships, submarines, merchant ships and anti-submarine warfare air units (ASW).

#### [12.1] SURFACE MOVEMENT

To move surface units, the Phasing Player must consult the Range Attenuation on Passage Table. After the Phasing Player determines how far the unit is going to travel, the table is consulted and a ratio is given that states the ratio of ships that must stay in port to ships that put out to sea. For example, if a group of six Surface Fleets is to travel 27 hexes from its Home Port, look at the Surface Column on the Range Attenuation on Passage Table and index it with the 26-30 row. A ratio of 2:1 would be found. This means that for every two Fleets moved from that port a distance of 27 hexes, one must stay in port. In other words, four of the Fleets could put out to sea while two must remain in port.

[12.11] If ships are moving from one port to another; that is, beginning their Naval Movement Phase in a Friendly port and ending the same Phase in another Friendly port, no ratio of ships at sea to ships at port need be observed.

[12.12] Ships at sea at the beginning of the Friendly Player-Turn are free to choose a new Home Port during the Naval Supply Judgment Phase. However, the correct ratio (ships at sea to ships at port) must be maintained.

[12.13] If two different groups of ships choose the same Home Port, their ships in port ratios must be maintained independently of each other. Example: From the same Home Port, one group of two units is 22 hexes distant, and another group of two units is 19 hexes distant. The ratio of the first group is 1:5, thus 10 units must be maintained in port to allow this group to remain on station. The ratio of the second group is 1:2, so it must be able to trace to a group of four units, independent of the first group, to be able to remain on station.

[12.14] Merchant Ships and Amphibious units never have to maintain a ship at sea to ships in port ratio. Neither are these units subject to any form of Transit Attack.

#### [12.2] SUBMARINE MOVEMENT

For submarine movement, the same procedure outlined in 12.1 is followed **except** that Players also must determine what **Mode** the Submarine(s) is traveling in at the start of the Naval Supply Phase (for conventional submarines, the Modes are Silent, Snort, and Fast; for Nuclear submarines, the Modes are Silent and Fast). The method is the same as in 12.1; a ratio of ships that must remain in port to ships that put out to sea (go on station) must be maintained. Submarine Modes affect the defensive ability of the unit (see 25.3).

#### [12.3] ASW MOVEMENT

ASW units actually represent land installations such as Air Bases that are used in sub-killer operations. As a result, they never put to sea although they may escort Merchant Ships (see 15.36). They may move from land hex to land hex up to a distance of 25 hexes to establish a new base during the Naval Movement Phase. They do **not** pay Terrain or Seasonal costs. They may "transfer" overseas (within 25 hexes).

#### [12.4] COASTAL DEFENSE MOVEMENT

Coastal Defence units represent in-shore defenses such as coastal batteries and small coastal-defense naval units, such as small missile boats. Once Coastal Defense units are placed during the Production Stage, they may not be moved; they remain in place permanently.

#### [12.5] MERCHANT SHIP MOVEMENT

Merchant Ship counters are actually markers representing 500 ships "in the pipeline" rather than specific ships or fleets as with other naval counters. Generally speaking, Merchant Ships move only from one Merchant Ship Holding Area to another. They have a maximum Movement Allowance of 25 hexes in which this operation is carried out. As this process actually represents a reallocation of shipping rather than movement **per se**, Merchant Ships are **never** subject to Transit Attacks.

#### [12.6] NAVAL MOVEMENT INHIBITIONS AND PROHIBITIONS

No Naval units, except ASW air units, may enter totally land hexes or cross all-land hexsides. Naval units may never end their Movement Phase stacked with Enemy units, land or naval.

## [13.0] NAVAL ZONES OF CONTROL

### GENERAL RULE:

All naval units, except Merchant Ships and Amphibious units have Naval Zones of Control. For most units, this Zone of Control extends out one hex, constituting those of the immediately surrounding six hexagons that extend into sea and coastal hexes; they never extend into or through all-land hexes. In the case of all undepleted ASW and Surface-A units, this Zone of Control extends two hexes out. These Zones of Control affect Enemy naval units that pass through them during the Naval Movement Phase or trace a supply route through them during the Naval Supply Judgment Phase by forcing them to undergo a **Transit Attack** on the Naval Combat Results Table.

### PROCEDURE:

During the Naval Supply Judgment Phase, Phasing units must trace a supply route to a Friendly port. Every time this supply route or the unit itself exits an Enemy Naval Zone of Control, the Phasing Player's units may suffer a Transit Attack at the non-Phasing Player's option. This Transit Attack is conducted just as normal combat, except that no counter-attacks are allowed, and that the Defense Strength of the Phasing unit may be modified by the Transit Attack Multiple. As in normal combat, if the defending unit (Phasing unit) is in a Restricted Passage, the Attack Strength of the attacker is doubled. The doubling of the Attack Strength occurs after all other modifications. All fractions are rounded up. The same procedure is followed for Transit Attacks during the Naval Movement Phase.

### CASES:

#### [13.1] TRANSIT ATTACK INHIBITIONS AND PROHIBITIONS

[13.11] When submarines suffer Transit Attacks during either the Naval Supply Judgment Phase or during the Naval Movement Phase, each unit is attacked separately.

[13.12] When Surface-A and/or Surface-B units suffer Transit Attacks during either the Naval Supply Judgment Phase or the Naval Movement Phase, all the Phasing units in the stack are attacked as a whole.

[13.13] Merchant Ships, ASW units, Coastal Defense units and Amphibious units never suffer **Transit Attacks**.

[13.14] Transit Attacks are conducted entirely at the non-Phasing Player's option; they are never mandatory.

[13.15] A single non-Phasing unit may conduct Transit Attacks each time its Zones of Control are exited during either Naval Supply Judgment or Naval Movement Phase. This means that a single non-Phasing unit may conduct several Transit Attacks during each Phase. However, the same Enemy unit may not be attacked more than once per Phase by the same Friendly unit.

[13.16] Naval units that are escorting Merchant Ships may not conduct a Transit Attack during either Phase. ASW units that moved during their Naval Movement Phase may not conduct Transit Attacks.

[13.17] Mobile land units have a one-hex Zone of Control that functions as an ASW Zone of Control. However, these units are prohibited from conducting Transit Attacks against conventional submarines in either the Silent or Snort Modes and may never conduct Transit Attacks against nuclear submarines. Mobile land units that conduct Transit Attacks are not subject to a Depletion result.

## [14.0] NAVAL STACKING

### GENERAL RULE:

There is no stacking limit to Naval units. As many Friendly Naval units as desired may stack on a single hex.

Naval units may freely build-up into larger units and breakdown into smaller ones during any Friendly Phase. This must be done strictly according to unit type. Naval units are quantified in terms of "fleets per counter" as denoted by the small superscript number to the right of the Combat Strength.

### [14.1] NAVAL STACKING

#### INHIBITIONS AND PROHIBITIONS

Friendly Naval units may never end a Naval Movement Phase stacked with Enemy naval or land units.

## [15.0] NAVAL COMBAT

### GENERAL RULE:

Combat occurs between opposing naval units at the Phasing Player's discretion. The Phasing Player is the attacker, the non-Phasing Player is the defender regardless of the overall strategic position.

### PROCEDURE:

The attacking units must attack as a group; that is, if ASW, submarine and surface units are attacking the same hex, they total their Attack Strengths and conduct the attack with a single Strength. All defending units in a hex must total their Defense Strengths into a single Strength. Selective attacks against individual units in a hex are not allowed.

### CASES:

#### [15.1] WHICH UNITS MAY ATTACK

[15.11] The attacker may attack Enemy naval units that are within his Zone of Control (exception: see 15.3, Merchant Ships).

[15.12] Should the defending ships be in a Restricted Passage, the total Attack Strength of the attacker is doubled, rounding fractions up.

[15.13] Attacking naval units may attack only one hex per Naval Combat Phase.

[15.14] Naval units may participate in both Transit Attacks and Naval Combat in the same Game-Turn.

#### [15.2] SUBMARINES

There are three types of submarines in the game: nuclear (SSN), conventional (SS), and missile-firing nuclear (SSBN).

[15.21] All submarines may be attacked by Enemy naval forces if the submarines are on a coastal hex or a Restricted Passage hex.

[15.22] All submarines are always subject to Transit Attacks (sec 13.0, Naval Zones of Control).

[15.23] Nuclear and conventional submarines that have attacked Enemy Naval Combat units during the Naval Combat Phase are subject to counter-attack (see 15.6, Counter-Attack).

[15.24] Missile-firing submarines may never attack Enemy naval units in a normal fashion; they may only launch nuclear or conventional strikes (see 24.32 and 24.33). Missile-firing submarines may not perform escort duty.

#### [15.3] MERCHANT SHIPS

[15.31] Merchant Ships may not attack; they have no Defense Strength, but must still be attacked in a normal manner. Merchant Ships may never counter-attack.

[15.32] Naval Combat units that are performing Escort of Merchant Ships may not Transit Attack nor conduct normal attacks during the Naval Combat Phase. They may, however, conduct Counter-Attacks (see 15.6, Counter-Attack).

[15.33] To attack a Merchant Ship, it is not necessary to have the Merchant Ship within the Zone of Control of the attacking unit. It is necessary for the attacking unit to be within the Merchant Ship Pipeline; that is, within three hexes of a Merchant Ship Holding Area (i.e., no more than two intervening hexes between the two positions). The attacking unit is considered to be attacking the nearest Merchant Ship Holding Area. If two Merchant Ship Holding Areas are the same distance from the attacking unit, the attacker decides, before the combat, which Merchant Ship Holding Area he is attacking.

[15.34] If the attacker is attacking a Merchant Ship Holding Area that is escorted by enemy naval combat units, the attacker must attack all Strength Points in the Merchant Ship Holding Area. Losses are always determined by the Defender.

[15.35] All naval combat units, except Coastal Defense units and missile-firing submarines, may perform an escort mission. Note that submarines performing an escort mission may be attacked.

[15.36] ASW units may escort Merchant Ships. This is done if a Merchant Ship Holding Area is within the Zone of Control of the ASW unit (that is, no more than one intervening hex between the two positions). When escorting Merchant Ships, ASW units may be attacked by submarines although they **never** take losses. For example, if one ASW unit was escorting two Merchant Ship units and was attacked by Enemy submarines with a combat result calling for the loss of two units; the ASW unit would **absorb** one of the losses and one Merchant Ship unit would be destroyed. Note that the ASW unit merely absorbs the loss; it is **not** actually destroyed. If they are attacked by naval units other than submarines, they do suffer losses, just as if the ASW unit itself were attacked. Remember, it is **not** necessary for the ASW unit to stack in the Merchant Ship Holding Area to perform an Escort mission, it **is** necessary for the ASW unit to have a Zone of Control on the Merchant Ship Holding Area.

#### [15.4] COMBAT DIFFERENTIAL CALCULATION

[15.41] Combat situations are expressed as a difference of the attacker's total Attack Strength minus the defender's total Defense Strength in the hex under attack. During Transit Attacks, the Defense Strength of the defender may be modified depending upon the type of ship and the Mode it is traveling in. During either a Transit Attack or normal Naval Combat, the attacker's Attack Strength will be doubled if the defender is in a Restricted Passage.

[15.42] Surface-A fleets and ASW units **only** are subject to Depletion whenever they attack Enemy Surface-A or -B fleets, Coastal Defense units, or ASW units. A Depletion result is indicated on the Naval Combat Results Table and is suffered immediately during the Naval Combat Phase by the attacking unit; one unit only of the attacking force is Depleted (attacker's choice). In the case of a Surface-A fleet, the unit's Zone of Control is reduced to a one hex radius. In the case of an ASW unit, it loses its entire Zone of Control and may not attack. It does, however, defend normally. A unit cannot be Depleted if it attacks submarines alone.

#### [15.5] NAVAL COMBAT INHIBITIONS AND PROHIBITIONS

[15.51] Although mobile land units have a one-hex radius Zone of Control that functions like an ASW Zone of Control, they may only engage in Transit Attacks during the Naval Supply Judgment Phase and the Naval Movement Phase; they may not attack during the Naval Combat Phase.

[15.52] Naval units may **never** attack land units.

#### [15.6] COUNTER-ATTACKS

Whenever a naval combat unit is attacked during the Naval Combat Phase, the defending Player may elect to counter-attack the attacking units.

[15.61] After losses have been taken, the defending Player decides if he will counter-attack with his surviving units. If he does elect to counter-attack, **all** surviving units must be involved in the counter-attack.

[15.62] The counter-attack must be made against **all** the attacking units that are within the Zone of Control of the defending units.

[15.63] In many cases, the defending units will be so reduced by the original attack that they will not have an attack superiority. In such cases, the defending Player may **still** counter-attack using the zero attack superiority column on the Naval Combat Results Table.

[15.64] In the case of an escort conducting a counter-attack, the attacking units do not have to be within the Zone of Control of the escort. Survivors of an escort may always counter-attack attacking units (exception: submarines may not counter-attack ASW units).

[15.65] It is not necessary for there to be surviving naval combat units for there to be a counter-attack. Should there be no survivors, the counter-attack is conducted at a +0 Differential.

[15.66] All Combat Strengths in a counter-attack are **unmodified**.

## [16.0] NAVAL SUPPLY

### GENERAL RULE:

All naval units, with the exception of Merchant Ships and Amphibious units, must be able to trace a Supply Route at the beginning of the Naval Supply Judgment Phase. Surface-A, Surface-B and submarines trace a Supply Route in the same manner described in 12.1, Surface Movement; Coastal Defense and ASW units trace supply in the



manner described in 9.0, Land Supply. Naval units that cannot trace a Supply Route during the Naval Supply Judgment Phase are considered out of supply for the entire Game-Turn.

#### [16.1] SUPPLY EFFECTS

[16.11] Naval units that are out of supply have their Defense Strength halved, rounding fractions up, and are prohibited from all forms of attack and counter-attack, including Transit Attack, but retain their full Movement Allowance.

[16.12] Naval units that are out of supply have two complete Naval Combat Phases to put themselves back in supply or they are eliminated.

#### [16.2] SUPPLY SOURCES

The Friendly port that the naval units trace their Supply Route to must, in turn, be able to trace a land Supply Route to a Friendly Industrial Hex to function as a supply source for Friendly naval units (see 9.0, Land Supply, for procedure).

### [17.0] PRODUCTION COSTS

#### GENERAL RULE:

For Players to build new units, it will cost certain amounts in Production Points and time. In addition, the Western Alliance needs oil from the Middle East, North Africa and South America to utilize Industrial Hexes for production purposes.

#### PROCEDURE:

To determine the number of **Production Points** a Player has available to him, he must count the number of Industrial Hexes that are Friendly to him (captured Enemy Industrial Hexes that have been rebuilt count as one-half of an Industrial Hex). In addition, the Western Alliance Player must determine how many of his Industrial Hexes are inactive because of oil considerations and deduct this from the total number of Industrial Hexes. The Player then multiplies this figure by the **Production Multiple** indicated for that Game-Turn on the Turn Record/Reinforcement Track.

The product of this (number of active Industrial Hexes times the Production Multiple) will give the total number of Production Points available to the Player that Game-Turn. All fractions are dropped from the total Production Points.

#### CASES:

##### [17.1] HOW TO PRODUCE UNITS

[17.11] Players determine from the Production Cost Chart what they need in terms of Production Points and time to build units. They then allocate the Production Points as they wish and place the units they are building on the Turn Record/Reinforcement Track on the appropriate Game-Turn of appearance. For example, if one Player decides on Game-Turn three to build a new mobile land unit, it would cost four Production Points and three Game-Turns to produce; so it would appear during the Production Segment of Game-Turn six.

[17.12] Land units that are produced must appear in an Industrial Hex friendly to the owning Player. NATO units must appear in Western Europe (excluding the United Kingdom), US units must appear in North America or the United Kingdom, SEATO units must appear in Japan, Russian units must appear in Russia and Chinese units must appear in China. These Industrial Hexes must not be in an Enemy Land unit Zone of Control unless occupied by a Friendly unit. Enemy Naval Zones of Control do not affect Industrial Hexes. Although different nationalities are restricted to the Industrial Hexes that they can appear in, a Player can use **all** Friendly Industrial Hexes to determine his total number of Production Points. That is,

Industrial Hexes in Japan and Western Europe can be used to build US units.

[17.13] New units that appear must obey all stacking limitations.

[17.14] Western Alliance Naval units that are produced must appear on any Friendly Industrial Port Hex free of Enemy Land Zones of Control. If none are available, the ships are lost (exception: ASW units).

[17.15] Russian Naval units that are produced must appear either at Riga (hex #2526) or at Sevastapol (hex #2227) or Murmansk (hex #2827). If none of these ports are open to the Russian Player at the time of appearance, the ships are lost.

[17.16] Chinese ports (hex numbers #2239 and #2039) are open as appearance hexes to their allies (including Russia) **five** Game-Turns after they enter the war. In other words, if China joins with the Russians on Game-Turn Two, its ports may be used as appearance hexes for Russian Fleets on Game-Turn Seven. Note that these appearance hexes are an exception to 17.15).

[17.17] Coastal Defense units that are built must be placed on any Friendly Coastal hex that is in supply.

[17.18] ASW units that are built must be placed on any Friendly Coastal hex.

[17.19] The procedure for building new units and rebuilding previously destroyed units is identical except that rebuilding is generally quicker and cheaper.

##### [17.2] PRODUCTION STAGE PROCEDURE

[17.21] The first Phase of the Production Stage is the Reinforcement Phase. During this Phase both Players place on the map any and all reinforcements due them that Game-Turn. Reinforcements must appear the Game-Turn they are due or they are lost.

[17.22] The second Phase of the Production Stage is the Production Preparation Phase. It is during this Phase that the total number of Production Points available to Players is computed as described in 17.0, Procedure. Each Player secretly determines what he wishes to build/rebuild and the turn these units will appear. Note that any unused Production Points are lost; they are not accumulated. After both Players have decided what they are to build and when these units will appear, they show their decision to the opposing Player. Note that the opposing Players always have the right to know what the other Player is producing.

##### [17.3] DEPLETED UNITS

[17.31] Depleted Surface-A units may choose to remain on the mapsheet and function as Surface-B units or return to port to be "undepleted".

[17.32] For a Depleted Surface-A unit to become undepleted, it must return to a Friendly port/Industrial Hex during the Friendly Naval Movement Phase. During the Production Phase, it is removed from the mapsheet until the Depletion has been rebuilt (see Production Cost Chart for cost and time). When the Depletion has been removed, that unit is placed on the same port/Industrial Hex from which it was removed during the Production Phase. When returned to the map in this way, it is a normal Surface-A unit. Should that specific port/Industrial Hex be captured by Enemy land forces while the Friendly Surface-A unit is being undepleted, that naval unit is considered **destroyed** and must be rebuilt just as if it had been lost in combat.

[17.33] For an ASW unit to become undepleted, it must move to a Friendly Industrial Hex (not necessarily a port) during the Friendly Naval

Movement Phase and follow the procedure described in 17.32.

[17.34] For an SSBN unit to become undepleted, it follows the same procedure as outlined in 17.32.

### [18.0] MERCHANT SHIP PIPELINE

#### GENERAL RULE:

For the Western Alliance Player, Merchant Ship Pipelines establish both oil for his Industrial Hexes and a Communications Link between the United States and Western Europe and Japan. If oil does not get through, the Western Alliance Player loses the use of some of his Industrial Hexes; if a Communications Link is severed, all United States Land units in the affected area (i.e., Japan or Europe) are considered out of supply. The Western Alliance Player must then reestablish the Communications Link to the affected area during his next Friendly Naval Movement Phase or the Strength Points are **lost** after the next Friendly Land Movement Phase.

#### PROCEDURE:

Each Merchant Ship counter actually represents merchant shipping "in the pipeline" for a distance of seven hexes; that is, three hexes out from the counter. As long as an intact line of Merchant Ships exists in the pipeline (that is, a Merchant Ship, six intervening hexes, a Merchant Ship, etc. from source to terminus) the pipeline is intact for communications and certain oil purposes. Note that the presence of Enemy naval units or their Zones of Control on a Merchant Ship Pipeline does **not** sever the pipeline.

It is not necessary for a Merchant Ship to actually be in the source or terminus, just being within three hexes of it is sufficient.

#### CASES:

##### [18.1] OIL AND PRODUCTION

To an extent, Western Europe, Japan and the United States are dependent for production purposes on foreign oil supplies. These countries must maintain pipelines open to oil sources for industrial capacity.

[18.11] Western Europe has four Industrial Hexes, three of which are dependent upon foreign oil (Western Alliance Player's discretion of which three are dependent). Two of these hexes are dependent upon oil from the Middle East and one from North Africa. A pipeline of ten Merchant Ship units are necessary to support the two Industrial Hexes dependent upon the Middle East oil. This Pipeline is traced South Africa. If at the end of the Allied Naval Movement Phase, there are less than ten but more than five Merchant Ship Strength Points in the Pipeline, the Western Alliance Player loses one Industrial Hex in Western Europe for production purposes. If there are less than five Merchant Ship Strength Points in the Pipeline, he loses two Industrial Hexes for production purposes. The Western Alliance Player must maintain one Merchant Ship Strength Point in the North African Pipeline to supply the third Industrial hex; if he does not, he loses the industrial capacity of an Industrial Hex. In other words, if all the pipelines are broken (i.e., none in the North African pipeline and four or less in the Middle East pipeline) the Western Alliance Player loses three Western European Industrial Hexes for production purposes.

[18.12] Japan has three Industrial Hexes that are totally dependent upon foreign sources of oil and other materials (food, raw materials, equipment). These sources are the Middle East, Singapore and

the United States. The Middle Eastern pipeline must have a total of three Merchant Ship Strength Points in the Merchant Ship Holding Areas on hexes #1732 and #1436 (total, not three in each) to supply one Industrial Hex in Japan. If at any time the total number of Merchant Ship Strength Points in these two Holding Areas drops below three, the Japanese lose one Industrial Hex. The Singapore-Japan pipeline must maintain at least one Merchant Ship Strength Point in the Holding Area in hex #1639 to support one Japanese Industrial Hex. Players should note that the Japan-Middle East and the Singapore-Japan Pipelines are linked, so that if the Singapore-Japan pipeline is severed, in effect so is the Japan-Middle East pipeline for a total loss of two Industrial Hexes. The third oil pipeline is the Japan-United States pipeline. This pipeline must have at least two Merchant Ship Strength Points with one in the Holding Area in hex #2044 and another in hex #2003. If this link is broken, Japan loses one Industrial Hex.

[18.13] The United States has one Industrial Hex that is dependent upon oil from South America. To keep this Industrial Hex operational, at least one Merchant Ship Strength Point must be maintained in the Holding Area in hex #1713.

[18.14] Naturally, if the **source** of the oil is taken over by Enemy forces, all oil shipments from that source cease and that particular pipeline becomes superfluous.

[18.15] An Industrial Hex that has lost its industrial capacity due to a lack of oil may **still** function as a supply source (see 9.1, Supply Sources).

[18.16] It is not necessary for the Western Alliance Player to designate specific Industrial Hexes as being dependent on foreign oil until the Production Stage of the Game-Turn in which the oil pipeline has been severed.

## [18.2] COMMUNICATIONS LINK

Merchant Ship Pipelines also serve as Communications Links between the United States and Western Europe and the United States and Japan. The severance of these Communications Links has an effect upon Western Alliance Strength Points.

[18.21] A continuous Merchant Ship pipeline must be maintained between the United States and Western Europe (in effect, this means at least one Merchant Ship Strength Point in the Holding Area at hex #2214 and another at hex #2321). If this pipeline is broken, all USA land Strength Points in Western Europe, including Britain and Scandinavia, are **out of supply**. The Western Alliance Player then has one Game-Turn to either withdraw these Strength Points or to re-open the pipeline.

[18.22] A continuous pipeline must be maintained between the United States and Japan (this means, in effect, at least one Merchant Ship Strength Point in hex #2044 and another in hex #2003). If this pipeline is broken, all United States Strength Points in Japan are out of supply and the Western Alliance Player has one Game-Turn to either withdraw these Strength Points back to the United States or to re-open the pipeline. Should he fail to re-establish the pipeline, the US Strength Points are lost.

## [18.3] ALTERNATE PIPELINES

Players are free to establish alternate Merchant Ship pipelines as they see fit. In fact, an alternate pipeline will often be necessary when conducting Amphibious operations. It is necessary to remember that a pipeline must be **continuous**. That is, no more than six intervening hexes between Merchant Ship markers.

## [19.0] REBUILDING INDUSTRIAL HEXES



### GENERAL RULE:

Industrial Hexes may be captured and recaptured. When this occurs, that Industrial Hex is added to the Friendly Industrial net, but at a reduced rate.

### PROCEDURE:

To capture an Enemy Industrial Hex, that hex must be physically occupied and garrisoned by at least one Friendly Land Strength Point. The Game-Turn after the hex is occupied and garrisoned, it joins the Friendly Industrial net as one-half of an Industrial Hex. To recapture an initially Friendly Industrial Hex, the same procedure is followed except that it is not necessary to maintain a garrison on the hex. It then rejoins the Friendly Industrial net as one-half of an Industrial Hex.

### CASES:

#### [19.1] CAPTURED INDUSTRIAL HEXES

[19.11] Enemy Industrial Hexes that have been captured by Friendly forces count as one-half of a Friendly Industrial Hex the Game-Turn following their capture. These captured Industrial Hexes must be garrisoned at all times by at least one Land Strength Point or they do **not** count towards Friendly Industrial capacity.

[19.12] Industrial port hexes captured by the East Bloc Coalition may be used as a place appearance for their fleets. Note that this is an exception to 17.15.

#### [19.2] RECAPTURED INDUSTRIAL HEXES

Industrial Hexes that have been captured by the Enemy may be recaptured (and captured again and then again recaptured). Such Industrial Hexes rejoin the Friendly Industrial capacity one Game-Turn after a Friendly Land Strength Point has moved through the Industrial Hex. Such Industrial Hexes, unlike captured Enemy Industrial Hexes, do not need to be garrisoned. They rejoin the Friendly Industrial net as one-half of a normal Industrial Hex.

#### [19.3] STOCKPILING

[19.31] Production Points may not be accumulated from turn to turn. If they are not used immediately they are lost.

[19.32] Units that are being built or rebuilt must reappear on the scheduled Game-Turn or they are lost as if destroyed in combat (exception: see 19.33).

[19.33] Ports are the one item that **may** be stockpiled. They need not appear on the scheduled Game-Turn, but may be placed at the owning Player's discretion.

## [20.0] VICTORY CONDITIONS

The Victory Conditions for **World War Three** vary with the Scenario being played. See the various scenarios (24.0) for the specific Victory Conditions.

## [21.0] SPECIAL RULES

### GENERAL RULE:

Various Special Rules are designed to be employed in the Scenarios. Each Scenario indicates the rules necessary to it (see 24.0, Scenarios).

#### [21.1] FIRST TURN SURPRISE RULE

[21.11] For the first Naval Movement Phase, the East Bloc Coalition Player may put his fleet on

station without undergoing Transit Attacks. However, the Baltic fleet (starting in hex #2526) may not leave the Baltic Sea; the Black Sea fleet (starting in hex #2227) may only enter the Black, Mediterranean and Red Seas. This restriction applies to the first Game-Turn only. Note that the Suez Canal is open for the first East Bloc Coalition Naval Movement Phase only.

[21.12] All East Bloc Coalition attacks, both naval and land, are quadrupled for the first Game-Turn, tripled for the second Game-Turn, doubled for the third Game-Turn; and normal for all Game-Turns thereafter. This multiple is to be applied after all other modifications, rounding fractions up.

[21.13] All East Bloc Coalition units are doubled for the first three Game-Turns for purposes of defense.

[21.14] The combat multiples described in 21.12 and 21.13 also apply to all East Bloc Coalition units for purposes of counter-attack and Transit Attack.

[21.15] For the first East Bloc Coalition Player-Turn only, Western Alliance naval units stacked with Merchant Ships are **not** considered to be escorting. This means that the East Bloc Coalition naval forces may attack either the Western Alliance naval combat units or the Merchant Ships in a single stack (selective attack). Of course, they may choose to attack the entire stack of both combat units and Merchant Ships if they so choose.

#### [21.2] CHINESE RESTRICTION RULE

[21.21] Chinese mobile land units can only enter hexes whose last two digits are between 32 and 48 inclusive.

#### [21.3] NORTH KOREAN AND VIETNAMESE LIMITED MOBILITY

[21.31] North Korea and North Vietnam enter the war the same Game-Turn as China and on the same side.

[21.32] North Korea and North Vietnam each have one mobile land unit. These mobile land units may only enter and attack into the southern portions of their own countries (i.e., South Korea and South Vietnam).

#### [21.4] YUGOSLAVIAN PARTICIPATION

[21.41] On Game-Turn Two, Yugoslavia joins the East Bloc Coalition.

#### [21.5] NEUTRAL COUNTRY INTEGRITY

[21.51] Western Alliance forces may not invade neutral countries that possess neutral land units.

[21.52] Neutral country ports are not open to the naval units of either the Western Alliance or the East Bloc Coalition.

[21.53] Once a neutral country is invaded by the East Bloc forces, it immediately becomes a member of the Western Alliance.

#### [21.6] SUEZ AND PANAMA CANALS

[21.61] Surface-A fleets, either Depleted or un-Depleted, may not pass through either the Suez or Panama Canals, all other naval units may use the Canals.

[21.62] For the first Naval Movement Phase only, East Bloc Coalition naval forces may pass through the Suez Canal. After that Phase, the Suez Canal is closed to the East Bloc unless their land forces capture it.

[21.63] Land units may freely enter the Suez and Panama Canals without any additional Movement Point penalty.

[21.64] There is no defense benefit for defending in a Canal hex.



[21.65] The Western Alliance Player may trace Merchant Ship Pipelines through Canal hexes if those Canal hexes are Friendly to him.

## [21.7] WESTERN ALLIANCE NATIONAL INTEGRITY

Western Alliance mobile land forces are divided into the following groups: US, NATO, SEATO, and Israel.

[21.71] US mobile land units are under no movement restrictions. However, US units may only be built or rebuilt in the USA, Canada or Britain.

[21.72] NATO forces may not leave Western or Eastern Europe nor may they be built or rebuilt outside of Western Europe (the UK is **not** considered part of Europe for these purposes).

[21.73] SEATO mobile land units (Japan and, if allied, India) may only enter hexes whose last two digits are between 32 and 48 inclusive. Japanese SEATO units may only be built or rebuilt in Japan; Indian SEATO units may only be built or rebuilt in India.

[21.74] The Israeli mobile land unit may not leave Israel. However, it may attack across the Israeli borders (although it may not be advanced after combat). If forced to retreat out of Israel, it is destroyed. New Israeli units may not be built, nor may the existing one be rebuilt if destroyed.

## [22.0] HOW TO SET UP AND PLAY THE GAME

### GENERAL RULE:

For convenience, the East Bloc Coalition Player should sit on the North side of the mapsheet; the Western Alliance Player on the South side. It is strongly recommended that the various sets of die-cut counters be punched from the counter sheet and segregated by type and strength. This will greatly facilitate setting up and playing the game.

There are five Scenarios in **World War Three**. Each represents a variety of "what if?" situations in this hypothetical conflict. Each Scenario, in addition to all the basic rules for conduct of play, also requires particular Special Rules. These are detailed in section 21.0 of the rules. Each Scenario specifically lists which Special Rules are required.

In addition, Optional Rules can be added to the Scenarios. These, listed in section 23.0 can be added at the discretion of the Players. None of them are specifically required; any or all of them may be added. It is suggested that Players not attempt to employ the Optional Rules until they have achieved a firm grasp on the basic rules and Special Rules.

To play the game, consult the Order of Battle (mix of forces) for the Scenario being played. Place units on the mapsheet in accordance with the dictates of the Scenario. Consult the Scenario listing to determine which of the Special Rules are in effect; and decide which, if any, Optional Rules will be employed. The East Bloc Coalition Player will always move first. Follow the Sequence of Play, repeating its steps as many times as necessary to complete the number of Game-Turns indicated on the Turn Record/Reinforcement Track.

## [23.0] OPTIONAL RULES

### GENERAL RULE:

Optional Rules are to be added at the discretion of the Players. They add a measure of additional realism at the expense of "playability".

### [23.1] FREE RUSSIAN SET-UP

[23.11] Allow the East Bloc Coalition Player to deploy his Russian mobile land units freely within the borders of Russia/Eastern Europe.

[23.12] Allow the East Bloc Coalition Player to deploy his naval forces at sea (on station) at the start of the game.

[23.13] When using this option, the Western Alliance Player sets up first.

### [23.2] VARIABLE CHINESE ENTRY

[23.21] China joins the East Bloc Coalition at the beginning of Game-Turn Two. **Or...**

[23.22] At the beginning of each Game-Turn, either Player may elect to roll a die for Chinese entry. A die roll of "1", "2", "3" or "4" has no result; a die roll of "5" brings China into the war on the side of the East Bloc Coalition **and** India into the war on the side of the Western Alliance that Game-Turn; a die roll of "6" brings China into the war on the side of the Western Alliance - India stays neutral - that Game-Turn.

### [23.3] "ARMAGEDDON" CONFRONTATION

Under certain conditions, there is a possibility of total nuclear war breaking out. This possibility will exist in certain cases of advance after combat, nuclear ICBM strike and conventional ICBM strike (see 23.32, 23.33, and 23.34). When full nuclear war breaks out, the game immediately ends and the Player who precipitated the war (the attacker) is considered to be the "loser". Of course, if this happened in reality, the question of "winner" or "loser" would be a moot point - such terms are value judgments that would require the presence of human life.

[23.31] Each Player is provided with a set of chits numbered "1" through "9". In a confrontation situation, each Player will draw one chit (Players may choose which numbered chit they wish to draw). These two chit numbers are added together to obtain the **Confrontation Total**. This Confrontation Total corresponds with a column on the Nuclear Confrontation Chart; this column also gives a percentage chance of total nuclear war breaking out. The attacking Player then draws another chit **at random** from a chit mix of "0" through "9". Players then consult the First Chit Draw column on the Nuclear Confrontation Chart. The corresponding number is then cross-indexed with the appropriate Confrontation Total column. If the result is "•", the procedure stops there and nuclear war is not considered to have broken out; if the result is "E", the attacking Player draws a second chit (after replacing the first draw) - if the second chit draw is an odd number, nothing happens and the procedure is ended. If the second chit is even, total nuclear war is considered to have broken out and the game immediately ends (consider "0" as an even number).

[23.32] **Advance After Combat:** After a land combat in which the defender has been forced to vacate a hex, the attacker announces whether or not he intends to advance into the vacated hex. The defending Player then announces whether or not he will contest the advance after combat. If the defender does decide to contest the vacated hex, both Players secretly draw one chit from their mixes numbered "1" through "9" and simultaneously reveal them. If the attacker has the higher numbered chit, he advances after combat; if the defender has the higher numbered chit, the attacker may not advance after combat; if the chits are the same number, the attacker may not advance after combat. After the advance after combat has been resolved, Players follow the procedure outlined in 23.31 to determine if total nuclear war has broken out.

[23.33] **Nuclear Strike:** When using this Optional Rule, add to the Order of Battle for the East Bloc Coalition two SSBN's in hex #2827, two SSBN's in hex #2240, and fifteen ICBM's to be deployed anywhere within the USSR on non-industrial hexes. Add to the Order of Battle for the Western Alliance three SSBN's in hex #2113, three SSBN's in hex #2006, eleven ICBM's to be deployed anywhere within the United States on non-industrial hexes, and four Long Range SAC Bombers to be deployed anywhere on the map in Western Alliance territory. The ICBM's have an infinite range, the SSBN's have a range of six hexes and the Long Range Bombers have an infinite range. The ICBM's and Long Range Bombers are expended once they are used and may not be rebuilt; the SSBN's become Depleted once they are used and must return to port to become un-Depleted. This is done by rebuilding an ICBM unit that will have the effect of un-Depleting the SSBN unit. Note that SSBN's may only be used for missile strikes, they may never attack Enemy naval units or Escort Merchant Ships.

The effect of a nuclear strike is to eliminate all units in the target hex (land and/or naval) and, if the target hex is an Industrial Hex, destroy the industrial capacity of that hex. When a nuclear strike is made, there is the possibility of retaliation and total nuclear war if the defending Player has ICBM's, SSBN's (un-Depleted) or Long Range Bombers. If this is the case, both Players draw chits from the Confrontation Chit mix. If the attacker has the higher number, there is no retaliation; if the defender has the higher number or if there is a tie, he may immediately retaliate on a one to one basis against any Enemy target hex (land or sea). Players then follow the procedure listed in 23.31 to determine if total nuclear war has broken out. Note that nuclear attacks may never be made against Merchant Ship Holding areas.

[23.34] **Conventional Strike:** During the ICBM Strike Phase, the Phasing Player may launch conventional attacks using ICBM's, SSBN's and/or Long Range SAC Bombers. This type of attack effects only Industrial Hexes, ports and Communications Hexes. When a Conventional Strike is launched, a die is rolled. A result of "1" or "2" means that the target hex loses its specialized functions (i.e., a port no longer functions as a port, and Industrial Hex loses its industrial and supply capacity, and a Communications Hex functions like an Undeveloped hex) for the following Player-Turn. A die result of "3", "4", "5" or "6" has no effect. For the first Conventional Strike only, Players follow the procedure outlined in section 23.31 to determine if full nuclear war has broken out. There is no retaliation for a Conventional Strike.

[23.35] Any time there is chit draw called for and there is a tie, the defender is considered to have won the draw.

### [23.4] INCREASED LAND STRENGTH

[23.41] All land self-defense units are to be considered mobile land units, thus allowing them to move out of their Home Countries and to attack in a normal fashion.

## [24.0] SCENARIOS

### GENERAL RULE:

Each of the following "scenarios" represents a possible "what if?" concerning a hypothetical Third World War on a basically non-nuclear level. The scenarios list the Game Length in Game-Turns, the Special Rules to be used, recommended Optional Rules, Orders of Battle

and Deployment for each side, and Victory Conditions.

#### [24.1] STANDARD SCENARIO

**Game Length:** 20 Game-Turns

**Special Rules:** All Special Rules (see 21.0, Special Rules)

**Recommended Optional Rules:** 23.21

#### ORDERS OF BATTLE AND DEPLOYMENT:

**WESTERN ALLIANCE ORDER OF BATTLE AND DEPLOYMENT BY HEX NUMBER:**  
**LAND FORCES**

**United States:** One 1 each in 1702, 2207, 2009, 2112, and 2040; one 2 in 2324.

**South America:** One (1) each in 1316, 1017, 0513, 0515.

**Norway:** One (1) each in 2926, 2623.

**Spain:** One (2) in 2222.

**Greece:** One (1) in 2126.

**Turkey:** One (1) each in 2127, 2128.

**Iran:** One (1) each in 2030, 1930.

**South Vietnam:** One (2) in 1538.

**Taiwan:** One (2) in 1839.

**South Korea:** One (2) in 2040.

**Japan:** One (1) each in 2242 and 2041; One 1 in 2142.

**Australia:** One (1) in 0642.

**South Africa:** One (1) in 0626.

**NATO:** One 6 in 2424; one 4 in 2324; one 2 in 2224

**Israel:** One (1) in 1928; one 1 in 1928.

#### NAVAL FORCES

One Surf-A, two Surf-B, one SSN and one Amph in 2113.

One Surf-A, two Surf-B, and one SS in 2323.

One Surf-A and two Surf-B in 2423.

Four Surf-B, one SSN and one SS in 2422.

Two Surf-A, five Surf-B, one SSN, one ASW and one CD in 2125.

One Surf-A, one Surf-B, one SSN and one Amph in 2006.

One Surf-A, two Surf-B, one SSN and one Amph in 1702.

Two Surf-A, one Surf-B, two SSN and one ASW in 1639.

Three CD in 2524.

One CD in 2126.

One ASW in 2721.

One ASW in 2824.

One ASW in 2022.

One ASW in 1619.

One ASW in 2522.

One ASW in 2142.

One Surf-B in 0642.

One Surf-B in 2242.

One Surf-B in 2142.

One Surf-B in 2041.

One MS in 2003.

One MS in 2214.

One MS in 2321.

One MS in 1713.

One MS in 2125.

Two MS in 2221.

Two MS in 1521.

Two MS in 0824.

Two MS in 1028.

Two MS in 1731.

Two MS in 1732.

One MS in 1436.

One MS in 1639

One MS in 2044.

One MS in 2113.

Four MS in 2323.

Five MS in 2006.

When using Optional Rule 23.3, add the following units to the Orders of Battle:

3 SSBN on hex 2113.

3 SSBN on hex 2006.

11 ICBM on any non-Industrial Hex(es) within US.

4 SAC on any Friendly Hex.

**EAST BLOC COALITION ORDER OF BATTLE AND DEPLOYMENT BY HEX NUMBER:**  
**LAND FORCES**

**USSR:** One 2 each in 2131, 2240, 2341, 2440, 2228, 2226; one 1 in 2438; one 4 in 2425; one 8 in 2325.

**Warsaw Pact:** One (1) each in 2425, 2325, 2326, 2226.

#### NAVAL FORCES

One CD, three ASW, four SSN, three SS, three Surf-B in 2827.

Seven CD, one ASW, three SS, and one Surf-B in 2526.

Three CD, one ASW, two SS, four Surf-B, one Amph and one MS in 2227.

Three CD, one ASW, two SSN, two SS, four Surf-B and one MS in 2240.

When using Optional Rule 23.3, add the following units to the Orders of Battle:

2 SSBN on hex 2827.

2 SSBN on hex 2240.

15 ICBM deployed on any non-Industrial Hex(es) in USSR.

**NEUTRAL COUNTRY ORDERS OF BATTLE AND DEPLOYMENT BY HEX NUMBERS:**  
**LAND FORCES**

**Cuba:** One (1) in 1712.

**Sweden:** One (1) each in 2825 and 2624; one 1 in 2525.

**Yugoslavia:** One (3) in 2225.

**India:** One (1) each in 1936, 1934, 1933; one 1 in 1833.

**Egypt:** One (2) in 1927.

**Iraq:** One (1) in 1929.

**Syria:** One (1) in 2028.

**Pakistan:** One (1) each in 1932, 1832.

**North Vietnam:** One (2) in 1738; one 1 in 1738.

**North Korea:** One (2) in 2140; one 1 in 2140.

**China:** One (1) each in 2034, 1937, 1838, 1939, 2334, 2238, 2139, 2439, 2340, and 2339; one 1 in 2339; one 3 in 2239.

#### NAVAL FORCES:

**India:** One Surf-B in 1735.

#### VICTORY CONDITIONS:

The winner is the side that has the highest number of functioning Industrial Hexes in its control, all linked in a supply net (i.e., the Industrial Hexes can be tied together with supply lines). Each conquered Industrial Hex counts as one victory Point. When using Optional Rule 23.3, add the following

#### VARIATION:

Use all the Optional Rules with the exception of 23.21. This will make a more complex game, but the benefits in terms of variability and play balance make for an exciting game.

#### [24.2] LIMITED WAR SCENARIO

The Standard Order of Battle and Deployment is used. Game Length is 20 Game-Turns. Certain countries are assigned as US Allies or as Soviet Allies. Other countries will be decided with a chit

draw. Before the start of the game, the appropriate Player draws for each country which can possibly be an ally of his. Make a separate chit draw for each nation on the list. For example, if the US Player draws a "7" for India, that nation would be part of the US Bloc at the start of the game. Countries which are neutral have their neutrality violated (and are thus driven into the arms of the non-violating Bloc) as per the Standard Rules. Below is given the list of countries for each Power Bloc and two lists of possible allies.

#### US BLOC:

US (including Canada and Britain)

#### SOVIET BLOC:

USSR

Eastern Europe

#### NEUTRAL OR POSSIBLE US ALLIES

Nation	Chite Draw	
	Chit Draw Range for Neutrality	Chit Draw Range for US Bloc
Australia	0-4	5-9
Egypt	0-8	9
Formosa	0-5	6-9
Greece	0-6	7-9
India	0-5	6-9
Iran	0-8	9
Iraq	0-8	9
Israel	0-2	3-9
Japan	0-5	6-9
Norway	0-5	6-9
Pakistan	0-7	8-9
South Africa	0-4	5-9
South America	0-7	8-9
South Korea	0-3	4-9
South Vietnam	0-3	4-9
Spain	0-5	6-9
Sweden	0-7	8-9
Syria	0-8	9
Western Europe	0-3	4-9
Yugoslavia	0-8	9

#### NEUTRAL OR POSSIBLE SOVIET ALLIES

Nation	Chit Draw	
	Chit Draw Range for Neutrality	Chit Draw Range for Soviet Bloc
China	0-5	6-9
North Korea	0-6	7-9
North Vietnam	0-7	8-9

#### VICTORY CONDITIONS:

The Bloc with the highest number of linked, producing Industrial Hexes wins.

Note: When playing the Limited War Scenario, Players should not use rules: 21.4 and 23.2.

#### [24.3] LAND MINI-GAME

**Game Length:** Eight Game-Turns. Note that the Land Mini-Game is actually considered to start on Game-Turn 13 on the Turn Record/Reinforcement Track.

#### Special Rules

The East Bloc Coalition is considered to have gained control of Western Europe, Spain, Denmark, Greece and Turkey; note that the Western Alliance still has control of Norway. The Peoples Republic of China (as well as North Korea



and North Vietnam) are allied with the East Bloc Coalition. They are considered to have gained control of South Korea, South Vietnam and Singapore. The East Bloc Coalition has **no naval units** deployed, hence they have no Naval Stage. The only portion of the Production Stage that either the Western Alliance or the East Bloc Coalition use is the Reinforcement Phase. The Western Alliance **does** have a Naval Stage, but has no naval units other than MS and Amph.

**Recommended Optional Rules:** None.

#### ORDERS OF BATTLE AND DEPLOYMENT:

**Western Alliance:** The following units are deployed freely, as the Western Player desires. Land units must be deployed in Friendly territory. 48 MS, 20 Amphibious, 4 Ports (may be stockpiled rather than deployed), 4 Supply, 12 US Land Strength Points.

The Land Units of Norway, South America, Iran, Taiwan, Japan, Australia, South Africa and Israel use the deployment and Order of Battle listed in 24.1, Standard Scenario.

**East Bloc Coalition:** Freely deployed in Friendly or conquered territory, 10 Supply, 55 USSR Land Strength Points.

Freely deploy Standard Chinese Strength within Chinese-controlled territory.

Warsaw Pact, Yugoslavia, North Korea and North Vietnam Orders of Battle deployed as stated in 24.1, Standard Scenario.

**Neutral Countries** as listed in 24.1, Standard Scenario.

**VICTORY CONDITIONS:** The Western Alliance must gain control of three East Bloc Coalition-controlled Industrial Hexes. If the Western Alliance fails, the game is a victory for the East Bloc Coalition.

#### [24.4] NAVAL MINI-GAME

**Game Length:** Six Game-Turns.

**Special Rules:** 21.11, 21.12, 21.13, 21.14, 21.15, 21.6. **No land units are used in this scenario.** The East Bloc Coalition is considered to control hexes #2126 and #2127 at the end of Game-Turn 1, the East Bloc Coalition is considered to control all of Italy and Denmark at the end of Game-Turn 2, the East Bloc Coalition is considered to control all of Western Europe and South Korea at the end of Game-Turn 3, the East Bloc Coalition is considered to control all of Spain (including hex #2022) at the end of Game-Turn 5. Neither side receives reinforcements.

**Recommended Optional Rules:** None.

#### ORDERS OF BATTLE AND DEPLOYMENT:

All Naval units (including ASW) as per Standard Scenario.

**Victory Conditions:** The East Bloc Coalition must destroy at least twice as many Western Alliance units as they lose **and** destroy at least 15 Merchant Ships. If only one of these conditions are met, the game is a draw; if neither is met, the game is a Western Alliance victory.

#### [24.5] RUSSIA VS. CHINA VS. US [Three Player Scenario]

The same Orders of Battle are used as in the Standard Game. However, certain countries are assigned to one Bloc or another; further countries will be assigned on the basis of chit draws. Below are given the Orders of Battle of the three Players and the order in which they phase in the Game-Turn.

#### RUSSIAN BLOC (First Player)

USSR, Eastern Europe.

#### CHINESE BLOC (Second Player)

China, North Korea, North Vietnam.

#### US BLOC (Third Player)

USA, Western Europe, Norway, Iran, South Vietnam, Formosa, South Korea, Israel, Australia.

#### NEUTRAL OR POSSIBLE US ALLIES

Nation	Chit Draw Range for Neutrality	Chit Draw Range for US Bloc
Greece	0-4	5-9
Turkey	0-4	5-9
Japan	0-5	6-9
South America	0-6	7-9
South Africa	0-1	2-9
Yugoslavia	0-7	8-9
India	0-3	4-9
Pakistan	0-6	7-9
Egypt	0-5	6-9
Spain	0-5	6-9
Sweden	0-7	8-9

#### NEUTRAL OR POSSIBLE SOVIET ALLIES

Nation	Chit Draw Range for Neutrality	Chit Draw Range for Soviet Bloc
Iraq	0-7	8-9
Syria	0-6	7-9

With this scenario, Players should not use rules: 21.1, 21.4, and 23.2.

**Victory Conditions:** Whichever side controls the highest ratio of conquered Industrial Hexes to homeland (starting) Industrial Hexes wins. For example, if China occupies one Industrial Hex, the ratio would be 1:2. The winner, of course, must control all his homeland Industrial Hexes.

#### [24.6] 1984 SCENARIO [Three Player Scenario]

The same Orders of Battle and Game Length are used as in the Standard Scenario. However, there are three power blocs, hence three players. Below is given the list of each country for the three separate Power Blocs.

First Player: **Eastern Bloc [EURASIA]:**

USSR, Eastern Europe.

Second Player: **Asian Bloc [EASTASIA]:**

South Vietnam, Formosa, South Korea, Japan, China, North Korea, North Vietnam.

Third Player: **Western Bloc [OCEANIA]:**

US, Western Europe, Norway, Greece, Turkey, Iran, South America, South Africa, Israel, Australia, India, Pakistan, Iraq, Syria, Egypt.

Players should not use rules: 21.1, 21.2, 21.3, 21.4, 21.51, 23.2 or 23.3.

**Recommended Optional Rules:** 23.4.

**Victory Conditions:** Whichever side controls the highest ratio of conquered Industrial Hexes to Home (starting) Industrial Hexes wins. For example, if Eastasia occupies one Industrial Hex, the ratio would be 1:2. The winner must control all of his starting Industrial Hexes.

## [25.0] CHARTS AND TABLES

(See separate sheet.)

## [26.0] GAME NOTES

### [26.1] PLAYER'S NOTES

**Western Alliance** — The worst thing that the Western Alliance can do at the beginning of this scenario is to fight. The East Bloc Coalition is going to have overwhelming superiority for at least the first four Game-Turns. As far as the land forces are concerned, NATO is lost along with all of Western Europe. The best you can hope to do is to delay the Russian forces with NATO while the US forces in Europe can escape. US losses **must** be minimized. One of the few areas worth defending is Norway. It can be used as an ASW base that will cause the Russian Arctic Fleet a lot of problems from Transit Attacks. The terrain in that area is quite defensible and it will require a major effort on the part of the East Bloc Coalition to conquer Scandinavia. The Middle East, particularly Iran, might be worth defending depending upon what the East Bloc Coalition does. Remember, the value of the oil area in Iran will be decreased considerably because of the Russian take-over of Western Europe. Iran will still support one Industrial Hex in Japan, but it's not worth losing too many units over. If the East Bloc Coalition wants Iran badly enough, they can take it. Japan is another story. Its defensible position and three Industrial Hexes are worth protecting. This is about the only place that it is worth committing US troops early in the game. However, if the Free Russian Set-Up option has been used, this could prove difficult.

The first few Game-Turns of the Naval part of this scenario will go much like the land war. The East Bloc Coalition will be unstoppable. Until Game-Turn Four, when the Surprise Rule expires, the only offensive action that the Western Alliance Player should even consider should be in the form of Transit Attacks. One thing that the Western Alliance must do is form escort with his Merchant Ships, particularly the US-England and the US-Japan pipelines, and protect all Amphibious units. Attempt, if possible, to withdraw all Naval units from the Mediterranean Sea and try to blockade the area to prevent the Russian fleets from escaping into the open sea. It may, however, prove impossible for the Western Alliance Mediterranean units to escape. Losses are going to be heavy for the first few turns — accept it as a fact. Soon, however, the Western Alliance will gain control of the oceans.

As far as production is concerned, there are exactly two types of units that should be built from scratch: Land Strength Points and Amphibious units. Generally, the only type of naval units that should be built or re-built are Merchant Ships (excluding, of course, Amphibious units). After the first few turns, there will be a wealth of destroyed Merchant Ships waiting to be rebuilt. The combat navy will have taken heavy losses, but it is usually not worth replacing them with the possible exception of "un-Depleting" Surface-A and ASW units. This is done because the most effective counter-measure available to the Western Alliance against the East Bloc Coalition SSN's is the Transit Attack.

Overall strategy for the Western Alliance is pure defense for the first four to six Game-Turns. After this point, the Western Alliance Player should start building up his land and Amphibious forces with the view of eventually returning to Europe. The East Bloc Coalition will outnumber the Western Alliance in total land Strength Points, but will be forced to guard an enormous area against a Western Alliance Amphibious assault. The Western Alliance will have the advantage of mobility over the East Bloc Coalition because of control of the oceans. Although it will be

outnumbered overall, the Western Alliance should be able to achieve local superiority nearly anywhere it chooses. Occasional hit-and-run Amphibious assaults are often worthwhile, so long as losses are kept down, because it will keep the East Bloc Coalition off balance and shifting his reserves wondering if this raid is the actual invasion.

**East Bloc Coalition:** Land strategy for the first four Game-Turns in simple - attack, attack, attack. This is an advantage that will never occur again. Europe will generally be overrun rather quickly; Norway is usually too strong to be worth fighting over, but if the Western Alliance leaves an opening, take it. The Middle East should be attacked. Not only because of the oil, but because this is one of the few places where US troops might be committed. Not only will you inflict casualties, but a possible toe-hold on the continent for the Western Alliance can be eliminated. It's worth taking a crack at Japan, but if the Western Alliance shows any serious intention of defending it heavily, forget it. Leave a garrison force in the area to discourage Western Alliance ideas of an offensive in that area. After Western Europe, the Middle East and Far Eastern areas have stabilized, you must prepare for the eventual return of the Western Alliance forces to Europe. Europe itself should be heavily garrisoned, particularly any port hex. Any other area where a potential exists for the Western Alliance to seize a port should also be rather heavily garrisoned. After the garrisoning has been seen to, a strong mobile reserve should be created so that it can be used as a "fire brigade" when the invasion actually comes. If possible, several mobile reserves should be created to cover as many of the possible invasion points as possible. Once the invasion actually occurs, hit it and hit it hard. If the Western Alliance can catch the East Bloc off guard, it's going to be in big trouble. The invasion must be stopped, or at least contained, as soon as possible.

As for the naval war, not too much can be said. There is no conceivable way to defeat the Western Alliance naval forces in the long run. What you must do is use your navy while it has the advantage of the First Four Turn Surprise. Sink as many Enemy ships, especially Merchant Ships, as possible. Ignore your own losses; your navy will be neutralized as of Game-Turn Five in any event.

As far as production is concerned, the East Bloc should build nothing but Land Strength Points. One possible exception to this is the building of Coastal Defense units. These can be helpful in guarding against amphibious assaults. Under no circumstances should you build any other type of naval unit; they will be totally useless to you.

**General Notes:** The optional rules can be used to create some interesting variations. If Free Russian Set-Up is used, the East Bloc Coalition Player should commit a fairly sizeable force to the Far East; this way he will stand a good chance of taking Japan. Perhaps the best optional rule to use is Variable Chinese Entry. The East Bloc Coalition Player does not want to roll for Chinese entry - China's contribution is rather small and if China enters the game on the side of the Western Alliance, the Far East gets quite hot. All in all, this option proved the most popular during playtesting. A word about the "Armageddon" Confrontation option - **don't**. The temptation to use this option is just too great. Use of this rule will guarantee a quick game, probably no more than two Game-Turns, with no true victor. The fairly elaborate set-up routine of the game is the "punishment" for nuke-happy Players who can't restrain their impulse to blow the world away.

## [26.2] SOLITAIRE GUIDELINES

Most people prefer to play games solitaire. There are two main reasons for this: First, the Player who prefers the competitive aspect of the games also prefers to "win" when he plays. In order to insure victory, the Player must spend many hours mastering the game's mechanics and strategy. In fact, most of the innovative and successful tactics we see in two-Player games were worked out beforehand during solitaire play. The second reason is to study the game as "history"; the Player is **doing** history rather than just reading it. Thus, solitaire games can be even more valuable as a resource than two-Player games.

The guidelines below will help you develop proper Solitaire technique:

1. Since you will be playing both sides, you must accept as a fact that you will probably be biased toward one side or the other. Don't let this bother you.
2. Solitaire play is not a "competitive" activity in the usual sense. It is only competitive in that you can try to beat the (game) "system".
3. Read the rules and examine the game components. Some Players are more thorough than others, but all Players usually start "playing" the game before they have fully digested the rules.
4. Play "part" of the game to begin with. Don't expect to get into the game fully right away. It's easier and more enjoyable to start with those aspects of the game that interest you most.
5. Try a complete game only after you feel you have mastered the game mechanics. Continue playing as long as the game interests you. Start out with one of the "mini-games", either the land or naval scenarios. The basic scenario may be attempted after you completely familiarize yourself with the mechanics of play.

The main problem in **World War Three** is that there is so much of it — the Player must take it a bit at a time. The mini-games are perfect in this respect. Both the land and naval mini-games are short and quick moving. Of further importance, the special rules are kept to a minimum.

After the mini-games have been mastered, the Player may attempt to move onto the Standard scenario. As few special and optional rules as possible should be used. For example, there should be **no** nuclear confrontation. The reason for this is that there must be secret chit draws. The Player could draw the chits at random, but there is little point in spending an hour and a half setting up the game only to have it end in the first Game-Turn.

When playing either the Standard scenario or one of the mini-games, it is best to play it a step at a time. Each sequence should be followed to the letter. Long-range planning will prove difficult if not impossible, so don't worry about it. In fact, in a game of the complexity of **World War Three**, this allows you to "surprise" yourself in counter-reaction situations.

Just play one Phase at a time. Pretend that you are actually playing a live opponent, make your moves accordingly, and play to win (both sides). The results should prove interesting.

## [26.3] DESIGNER'S NOTES

**World War III** is an ambitious game. That having been said, we can proceed to discuss how it was done.

Our first task was convincing ourselves that the game could be done. No one had ever done a game on this scale before; at least not successfully, combining playability with a high degree of

realism. Thus, following somewhat in the footsteps of **Risk!** and **Confrontation** (now out of print), we proceeded to design and develop a game on an as-yet unfought war covering the entire globe.

Another major problem was translating the Earth's globe shape onto a flat map surface. This was done using a modified Gall projection which distorted the tropical and arctic zones, while keeping the temperate zones relatively undistorted. Since most combat would take place in the temperate zone, the projection solved many of the play problems inherent in a global area being represented on a flat surface. The game scale we let be determined by the maximum amount of area we could get into our 23" x 34" mapsheet. This came out to be about 500 statute miles per hexagon. We had discovered in previous games on the grand strategic scale that turns covering three months time could work quite well. So we adopted this time scale for **WWIII**.

The mechanics for land movement and combat were pretty much taken from **WWII**. The land terrain war categorized according to the availability of "strategic" transport. This consists of railroads and inland water systems. On a game of this scale only massive terrain features such as major mountain ranges would have an appreciable effect on land operations.

The rules for naval movement and combat are unique. They have to be for a game on this scale. The basic premise is that naval force is "projected" by the ability of one side or another to maintain superior naval forces "on station", preferably off the shore of the enemy mainland. This means having the ability to continually "transit" between station and base. In addition, naval units are very much restricted by range, at least on a world-wide scale. Even nuclear powered ships must have food, ammunition and other stores if they are to remain "on station". Thus, the "transit" rules are the key to the naval aspect of **WWIII**.

A strategic war is a war of production. The productive capacity of the various nations is pretty much a constant. Production can be screwed up, and, for this reason, we allow the Player to do just that. Part of production is the ability to obtain raw materials. By far the most needed raw material today is oil. Over half the world's shipping is currently engaged in moving oil. Any other single raw material import is quite minor by comparison. Thus the importance of oil and sea communications for the maintenance of productive capacity in many nations.

We tried to keep special rules to a minimum. There are many things in the game that could have been handled through the use of special rules. We tried to choose only those subjects which would have the greatest impact on the game. The optional rules, on the other hand, allow for the greatest variety of "what ifs". Although they, in themselves are not particularly difficult. The optional rules are much more essential to the play of the game than the special rules.

The scenarios are, at first glance, simple, obvious and quite "conventional". But putting together the scenarios entails, quite obviously, a great deal of work. We had to track down all the major armed forces in the world. When we say major, we mean those that would be able to make themselves effective on a global scale. Many armed forces of "minor" countries are incapable of defense (over a three month period) against major conventional forces of a global power.

As with any game, we began the design by making a number of major assumptions. The game was built around these assumptions, and was designed



to work around these assumptions. The first assumption was, obviously, that the war would have to be primarily "conventional" — that is, non-nuclear. To show why this is so, we have included "nuclear" provisions in the game. We have also included an automatic "escalator" which will make any use of nuclear weapons capable of bringing about a world-wide nuclear exchange, which would, as far as we know, destroy mankind as well as a lot of other wildlife. Certain basic assumptions had to be made with regards to the relative combat power of the world's land, naval and air forces. Tactical air forces, you will note, have been built into land and naval units. Strategic air forces are separate. These assumptions of relative combat power can be changed to fit your own evaluations of the situation. We have built into the game those assumptions which we consider most probable —

there are many others, ranging far afield on both sides of our own assumptions, which could be considered "possible".

Victory in a future war would be tempered, to a large degree, by the presence of strategic nuclear weapons. Assuming no breakthroughs with regards to defenses against strategic weapons, this attitude seems reasonable. One must remember, however, that it is possible for a major breakthrough to occur in terms of strategic defense. If this should happen, then it is possible for something of a replay of WWII to occur. But if we have learned anything in the past 300 years, it is that each succeeding major war is quite unlike the one before it. With this in mind we can assume that WWII would be quite unlike WWII. The most likely and most unfortunate possibility is that WWII may truly be the "last" World War.

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## [27.0] DESIGN AND PRODUCTION CREDITS

Game System Design: **James F. Dunnigan**

Physical Systems Design and Graphics:  
**Redmond A. Simonsen**

Game Development: **Christopher Allen, Ed Curran, Steve Bettum**

Research: **James F. Dunnigan**

Playtesting: **Eric Griffiths, Jack Boardman, Rob Mosca, Joe Seliga, Dennis O'Brien**

Production: **Manfred F. Milkuhn, Larry Catalano, Linda Mosca**

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