

WORLD WAR THREE

[25.5] LAND COMBAT RESULTS TABLE

Combat Differential

(Attacking Strength minus Defending Strength)

| Die Roll | +0 | +1 | +2 | +3 | +4 | +5 | +6 |
|----------|----|----|----|----|----|----|----|
| Die Roll | 0 | • | • | • | 1 | 1 | 1 |

| Die Roll | +0 | +1 | +2 | +3 | +4 | +5 | +6 |
|----------|----|----|----|----|----|----|----|
| 1 | • | • | • | • | 1 | 1 | 1 |
| 2 | • | • | • | 1 | 1 | 3 | 3 |
| 3 | • | • | • | 1 | 2 | 3 | 3 |
| 4 | • | • | 1 | 1 | 2 | 3 | 4 |
| 5 | • | 1 | 1 | 2 | 3 | 4 | 5 |
| 6 | 1 | 1 | 2 | 3 | 4 | 4 | 6 |

Differentials of less than “+0” are not allowed; differentials greater than “+6” are treated as +6.

The defender's adjusted Defense Strength is subtracted from the attacker's Attack Strength. A die is rolled and cross-indexed with the appropriate Differential column. The result is a number of face-value Strength Points which the defender loses; a result of “●” means the defender suffers no losses. Any surviving defending units must retreat one hex; attacking units may occupy the hex vacated. Example: a unit with a Defense Strength of 2 is attacked by an Enemy unit with an Attack Strength of 4. The Combat Differential is +2. If the die roll was “4”, the defending unit would lose 1 Strength Point (see 8.0, Procedure), and retreat.

[25.6] NUCLEAR CONFRONTATION CHART

Confrontation Total

| First Chit Draw | 2-3 | 4-5 | 6-7 | 8-9 | 10-11 | 12-13 | 14-15 | 16-18 | Chit Draw |
|-----------------|-----|-----|-----|-----|-------|-------|-------|-------|-----------|
| 0 | • | • | • | • | • | • | • | • | 0 |
| 1 | 1 | • | • | • | • | • | • | • | 1 |
| 2 | 2 | • | • | • | • | • | • | • | 2 |
| 3 | 3 | 2 | • | • | • | • | • | • | 3 |
| 4 | 3 | 2 | • | • | • | • | • | E | 4 |
| 5 | 4 | 3 | 2 | • | • | • | • | E | 5 |
| 6 | 5 | 4 | 3 | 2 | • | • | • | E | 6 |
| 7 | 6 | 5 | 4 | 3 | 2 | • | E | E | 7 |
| 8 | 7 | 6 | 5 | 4 | 3 | 2 | E | E | 8 |
| 9 | 8 | 7 | 6 | 5 | 4 | 3 | E | E | 9 |

Holocaust Percentage

Explanation of Results:

- = No second chit draw, holocaust not possible
- E = Draw second chit; if draw is an even number, holocaust has occurred

Whenever a nuclear confrontation situation arises, such as advance after combat or a missile strike, this table is consulted. Each Player draws a chit (the number is freely chosen in secret, not picked at random), and the two chits are added together. This number is compared to the corresponding probability column on the chart. The attacker then draws another chit at random. This is cross-indexed with the appropriate probability column. If the result is “●”, nothing occurs and the game proceeds normally; if the result is an “E”, the attacker, after replacing the first chit, must draw a second chit. If that chit is an odd number, nothing happens and the game proceeds normally; if the chit is even, nuclear war is considered to have broken out and the game immediately ends with the attacker “losing” the game.

ABBREVIATED SEQUENCE OF PLAY [see 4.2]

The Players perform the Naval and Land Stages sequentially; first the East Bloc, then the Western Alliance. In the Production Phase, the Players perform the tasks simultaneously.

A. NAVAL STAGE

Naval Supply Phase. Supply Routes are traced; Transit Attacks are suffered. Naval Movement Phase. Naval units are moved; Transit Attacks are suffered. Naval Combat Phase.

B. LAND STAGE

Land Movement Phase. Land units are moved; Amphibious Assaults are conducted. Land Combat Phase.

ICBM Strike Phase [optional]

Strategic Movement Phase. Strategic Movement (max: two units) through Communications Areas and Sea Movement of Land Strength Points take place.

C. PRODUCTION STAGE

Reinforcement Phase. Units due to appear are brought into play.

Production Preparation Phase. New Production is initiated by placing unit markers on the Production Tracks.

Turn-Record Phase. Game-Turn Marker is advanced to the next Game-Turn.

NOTE: The table represents the low estimate of the nuclear holocaust probabilities. The original (and probably more realistic) version of this table presented twice as great a chance for nuclear holocaust, i.e., any “E” result would produce an automatic holocaust (without the need for a second chit draw). Players may, optionally, use this increased probability keeping in mind that it will almost always result in a nuclear holocaust ending the game.

[25.0] CHARTS AND TABLES

[25.1] PRODUCTION CHART

| Unit | New Build | Re-Build | Cost | Time | Cost | Time |
|-------------------|-----------|----------|------|------|------|------|
| 1 Surf-A | 6 | 10 | 5 | 9 | | |
| 1 Surf-B | 4 | 7 | 3 | 6 | | |
| un-Depletion | • | • | 1 | 2 | | |
| 1 SSN or SSBN | 4 | 7 | 3 | 6 | | |
| 1 ASW | 3 | 3 | 2 | 2 | | |
| 1 CD | 3 | 4 | 2 | 3 | | |
| 1 Amph | 4 | 4 | 3 | 3 | | |
| 1 MS | 2 | 3 | 1 | 2 | | |
| 1 Land Str. Point | 4 | 3 | 3 | 2 | | |
| 1 Supply or Port | 1 | 1 | • | • | | |
| 1 Indus. Hex | 20 | 8 | 10 | 4 | | |
| 1 ICBM | 1 | 2 | • | • | | |

The cost of units is given in terms of Production Points. Note that there is a difference in cost between newly built units and rebuilt units that were previously destroyed. After the total number of Production Points available for a side has been determined, the cost of the unit is subtracted from the total. The unit to be produced is then placed on the Turn Record/ Reinforcement Track on the Game-Turn it is to appear. For example, a unit that requires three Game-Turns to build that is started on Game-Turn One would appear on Game-Turn Four. See 17.1 for a further explanation of the procedure.

SS = Submarines, Conventional

SSN = Submarines, Nuclear

• = All ships remain in port (may not go on station at this range)

This table determines how many units of a group must remain in port when a fleet puts out to sea. First determine how many hexes out the force will travel, compare this distance to the appropriate Range row and cross-index it with the Unit Type and Mode Column. The result will be a required ratio of ships at sea to ships in port.

[25.3] TRANSIT ATTACK: DEFENSE MULTIPLE

| Ship & Mode | Multiple |
|--------------|----------|
| SS-Silent | x3 |
| SS-Snort | x2 |
| SS-Fast | x1 |
| SSN-Silent | x10 |
| SSN-Fast | x3 |
| Surf A and B | x1 |

Transit Attack is resolved in the same manner as Naval Combat, except that the defender might have his Defense Strength modified (see Transit Attack Table) and that submarines may be attacked one at a time rather than as a stack. The Transit Attack is resolved on the Naval Combat Results Table; there is no counter-attack.

[25.4] NAVAL COMBAT RESULTS TABLE

Combat Differential (Attacking Strength minus Defending Strength)

| Die Roll | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +10 | +11 | +12 | +13 | +14 | +15 | +16 | +17 | Roll |
|----------|----|----|----|----|----|----|----|----|----|----|-----|-----|-----|-----|-----|-----|-----|-----|------|
| 1 | d | d | d | d | d | d1 | d1 | d1 | d1 | d2 | d2 | d2 | d2 | d3 | d3 | d3 | d4 | 1 | |
| 2 | d | d | d | d | d | d1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 2 |
| 3 | d | d | d | d1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 3 |
| 4 | d | d | d1 | 1 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 |
| 5 | d | d1 | 1 | 1 | 2 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 5 |
| 6 | d1 | 1 | 1 | 2 | 2 | 2 | 2 | 3 | 3 | 3 | 3 | 4 | 4 | 4 | 4 | 4 | 5 | 5 | 6 |

Differentials of less than "+0" are not allowed; differentials greater than "+17" are treated as +17.
d = Depletion of attacking Surface-A or ASW unit.

The defender's adjusted Defense Strength is subtracted from the attacker's Attack Strength. A die is rolled and cross-indexed with the appropriate differential column. The result is a number of units which the defender must lose; a "d" result means that the attacker must have one ASW or Surface-A unit (if present in the attack).

[25.2] RANGE ATTENUATION ON PASSAGE [RAP] TABLE

| Range | SS (Silent) | SS (Snort) | SS (Fast) | SSN (Silent) | SSN (Fast) | Surf Range |
|-------|-------------|------------|-----------|--------------|------------|------------|
| 1-5 | 2:1 | 1:0 | 1:0 | 1:0 | 1:0 | 1:0 |
| 6-10 | 1:1 | 2:1 | 2:1 | 1:0 | 1:0 | 6-10 |
| 11-15 | 1:5 | 1:1 | 2:1 | 2:1 | 1:0 | 11-15 |
| 16-20 | • | 1:2 | 2:1 | 2:1 | 2:1 | 16-20 |
| 21-25 | • | 1:5 | 1:1 | 1:1 | 2:1 | 21-15 |
| 26-30 | • | • | 2:3 | 2:3 | 2:1 | 26-30 |

depleted. Defending combat units have the option to counter-attack. The same procedure is followed. If the counter-attack differential is less than "0" or if there are no surviving combat units, the combat is resolved on the "0" differential column.