

World War 3: 1976-1984

Contents

1.0 INTRODUCTION	1	15.1 Units Eligible to Attack	12
2.0 GENERAL COURSE OF PLAY	1	15.2 Submarines	13
3.0 GAME EQUIPMENT	2	15.3 Merchant Ships	13
3.1 The Map	2	15.4 Combat Differential Calculation	13
3.2 The Playing Pieces	2	15.5 Naval Combat Inhibitions and Prohibitions	13
3.3 Definitions and Abbreviations	2	15.6 Counterattacks	14
3.4 Charts and Tables	3	16.0 NAVAL SUPPLY	14
3.5 Game Equipment Inventory	3	16.1 Supply Effects	14
3.6 Game Scale	3	16.2 Supply Sources	14
4.0 SEQUENCE OF PLAY	3	17.0 PRODUCTION COSTS	14
4.1 The Turn	3	17.1 HOW TO PRODUCE UNITS	14
4.2 Sequence Outline	3	17.2 Production Stage Procedure	15
4.3 Game Length	3	17.3 Depleted Units	15
5.0 LAND MOVEMENT	4	18.0 MERCHANT SHIP PIPELINE	15
5.1 How to Move Units	4	18.1 Oil and Production	15
5.2 Movement Inhibitions and Prohibitions	4	18.2 Communications Link	16
5.3 Seasonal Movement	4	18.3 Alternate Pipelines	16
5.4 Strategic Movement	4	19.0 REBUILDING INDUSTRIAL HEXES	16
5.5 Amphibious Assault	5	19.1 CAPTURED INDUSTRIAL HEXES	16
5.6 Overrun Attacks	5	19.2 Recaptured Industrial Hexes	16
6.0 LAND ZONES OF CONTROL	6	19.3 STOCKPILING	17
6.1 Movement Effects	6	20.0 VICTORY CONDITIONS	17
6.2 Combat Effects	6	21.0 SPECIAL RULES	17
6.3 Retreat Effects	6	21.1 First Turn Surprise Rule	17
6.4 Supply Effects	6	21.2 Chinese Restriction Rule	17
6.5 Land-Based Air ZOCs	6	21.3 North Korean and Vietnamese Limited Mobility	17
6.6 Land ZOC Restrictions	7	21.4 Yugoslavian Participation	17
7.0 LAND UNIT STACKING	7	21.5 Neutral Country Integrity	17
7.1 Combat Effects	7	21.6 Suez and Panama Canals	17
7.2 Unit Breakdown and Buildup	7	21.7 Western Alliance National Integrity	17
7.3 Stacking Restrictions	7	22.0 HOW TO SET UP AND PLAY THE GAME	18
8.0 LAND COMBAT	7	23.0 OPTIONAL RULES	18
8.1 Units Eligible to Attack	7	23.1 Free Russian Setup	18
8.2 Multiple Unit and Multi-Hex Combat	8	23.2 Variable Chinese Entry	18
8.3 Combat Differential Calculation	8	23.3 Armageddon Confrontation	18
8.4 Combat Losses	8	23.4 Increased Land Strength	19
8.5 Advance After Combat	8	24.0 SCENARIOS	19
8.6 Land CRT	8	24.1 STANDARD SCENARIO	19
8.7 Retreats	8	24.2 Limited War Scenario	20
9.0 LAND SUPPLY	9	24.3 Land Mini-Game	21
9.1 Supply Sources	9	24.4 Naval Mini Game	21
9.2 Supply Determination	9	24.5 Russia vs. China vs. US	21
9.3 Supply Effects	10	24.6 1984 Scenario	22
9.4 Blocking Supply	10	25.0 GAME NOTES	22
10.0 WEATHER	10	25.1 Player's Notes	22
10.1 In General	10	25.2 Solitaire Guidelines	23
10.2 Weather Effects	10	26.3 DESIGNER'S NOTES	23
11.0 NEUTRALS	10	26.0 DESIGN AND PRODUCTION CREDITS	24
11.1 India	10		
11.2 Sweden	10		
11.3 Supply	11		
12.0 NAVAL MOVEMENT	11		
12.1 Surface Movement	11		
12.2 Submarine Movement	11		
12.3 ASW Movement	11		
12.4 Coastal Defense Movement	11		
12.5 Merchant Ship Movement	11		
12.6 Naval Movement Inhibitions and Prohibitions	11		
13.0 NAVAL ZONES OF CONTROL	12		
13.1 In General	12		
13.2 Transit Attack Inhibitions and Prohibitions	12		
14.0 NAVAL STACKING	12		
15.0 NAVAL COMBAT	12		

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, though an Optional Rule provides for an independent Red Chinese command. Each side moves its units and executes attacks on enemy units in turn, attempting to fulfill the victory conditions. To move from one hex to another, each unit

expends a portion of its Movement Allowance (MA). Naval Transport and Amphibious Movement allows land units to move across bodies of water. Combat is resolved by comparing the Combat Strength Points (SPs) of opposing units, expressing the comparison as a difference (differential) between attacker and defender. A die is rolled and the outcome from the appropriate (Land or Naval) Combat Results Table (CRT) is applied to the units involved.

3.0 GAME EQUIPMENT

3.1 The Map

3.1.1. In General

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.

3.1.2 Errata

- There should be a port symbol in hex 1702.
- Hexside 2524/2525 is passable to naval units.

3.1.3 Terrain Clarifications

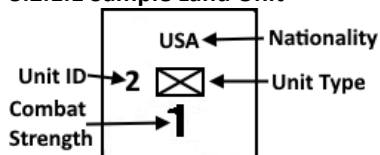
- The term Blocked hexside should be read Mountain hexside.
- An Impassible Sea hexside is impassible to both naval and land movement.
Example: A land unit could not move from France to England.
- If two land masses are in one hex (such as hexes 1337 or 2022), they are passable by land units at no extra Movement Point (MP) cost. Note that that hexsides 2342/2241 and 2242/2142 are considered Mountain hexsides.

3.2 The Playing Pieces

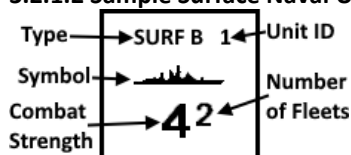
Differently colored sets of playing pieces (units) are supplied. They represent the units of the various armed forces that would be available in the event of the outbreak of a Third World War. The opposing forces in each of the varying Orders of Battle (unit mixes) are provided on the unit sheet. It 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.

3.2.1 Sample Units

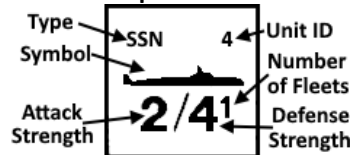
3.2.1.1 Sample Land Unit



3.2.1.2 Sample Surface Naval Unit



3.2.1.3 Sample Submarine Unit



3.2.2 Summary of Unit Types

Symbol	Type	Symbol	Type
	Mobile Land		Self-Defense Land
	Surface Fleet A (Surf A)		Depleted Surf-A
	Surface Fleet B (Surf B)		Nuclear Sub Fleet (SSN)
	Missile-Firing Sub Fleet (SSBN)		Depleted SSBN
	Conventional Sub Fleet (SS)		Coastal Defense (CD)
	Anti-Submarine Warfare Unit (ASW)		Depleted ASW
	Merchant Ships (MS)		Amphibious Assault
	Supply		Port
	Missile Base (ICBM)		Long Range Bomber (SAC)
	Conventional Destruction Marker		Nuclear Destruction Marker

3.2.3 Counter Errata

The *West* self-defense unit should be *South Africa*.

3.3 Definitions and Abbreviations

3.3.1 Definitions

3.3.1.2 Combat Strength

The basic attacking and defending power of a unit quantified in combat SPs. Units with a Combat Strength in parentheses may only defend. They may not attack.

3.3.1.2 Movement Allowance

The basic movement ability of a unit quantified in MPs. In most cases a unit expends 1 MP of its MA per hex entered. MAs are not printed on the land units, but are standardized figures for all units, which varies by the season and/or terrain crossed.

3.3.1.3 Communications Area

An area of continuous Communications or Communications/Rough hexes, connected only on land.

3.3.2 Abbreviations

These abbreviations will be used throughout the rules.

Abbr	Meaning	Abbr	Meaning
CRT	Combat Results Table	PP	Production Point
EZOC	Enemy Zone of Control	PT	Production Track
MA	Movement Allowance	SP	Strength Point
MP	Movement Point	TAT	Transit Attack Table
MS	Merchant Ship	TEC	Terrain Effects Chart
OOS	Out of Supply	TRC	Turn Record Chart
PCC	Production Cost Chart	ZOC	Zone of Control

3.4 Charts and Tables

Various visual aids are provided for the players to simplify and illustrate certain game functions. These are the Land and Sea CRTs, Turn Record Chart (TRC), Terrain Effects Chart (TEC), Production Cost Chart (PCC), Production Track (PT), and the Transit Attack Table (TAT). All tables and charts are to be found in the rules or on the mapsheet.

3.5 Game Equipment Inventory

A complete game of **World War Three** includes the following:

1. One Game Map
2. One Set of Game Rules
3. Two sets of Die-Cut Counters (200 + 400)
4. One Die
5. One Game Box
6. Two Identical Sheets of Charts and Tables

3.6 Game Scale

- A. Each turn represents three months (one season).
- B. Each hex is equivalent to 500 miles in distance.

4.0 SEQUENCE OF PLAY

4.1 The Turn

World War Three is played in turns. Each turn consists of fifteen mandatory and two optional phases which are organized into three stages. The turn proceeds as follows:

4.2 Sequence Outline

4.2.1 Naval Stage

4.2.1.1 East Bloc Naval Supply Phase

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

4.2.1.2 East Bloc Naval Movement Phase

The East Bloc moves as many of its naval units as desired, keeping the proper ratio of ships at sea to ships at port. It also suffers Transit Attacks during this phase.

4.2.1.3 East Bloc Naval Combat Phase

The East Bloc conducts all desired naval attacks against Western Alliance naval targets.

4.2.1.4 Western Alliance Naval Supply Phase

The Western Alliance repeats 4.2.1.1 using its forces.

4.2.1.5 Western Alliance Naval Movement Phase

The Western Alliance repeats 4.2.1.2 using its forces.

4.2.1.6 Western Alliance Naval Combat Phase

The Western Alliance repeats 4.2.1.3 using its forces.

4.2.2 Land Stage

4.2.2.1 East Bloc Land Movement Phase

- A. The East Bloc may move its land units in any direction up to the limit of the current season's MA.
- B. Self-defense units may not move out of their home country.
- C. Amphibious Assaults also take place during this phase.

4.2.2.2 East Bloc Land Combat Phase

- A. The East Bloc may attack any adjacent Western Alliance land units.
- B. Remove Conventional Destruction Markers.

4.2.2.3 East Bloc ICBM Strike Phase

The East Bloc player may now conduct as many Nuclear or Conventional Strikes as it has ICBMs and SSBNs.

4.2.2.4 East Bloc Strategic Movement Phase

- A. The East Bloc may now move up to 2 SPs through friendly Communications Areas up to 16 hexes.
- B. Land SPs are also moved by sea during this phase.

4.2.2.5 Western Alliance Land Movement Phase

The Western Alliance repeats 4.2.2.1 using its units.

4.2.2.6 Western Alliance Land Combat Phase

The Western Alliance repeats 4.2.2.2 using its units.

4.2.2.7 Western Alliance ICBM Strike Phase

The Western Alliance repeats 4.2.2.3, include Long Range Bombers.

4.2.2.8 Western Alliance Strategic Movement Phase

The Western Alliance repeats 4.2.2.4 using its units.

4.2.3 Production Stage

4.2.3.1 Reinforcement Phase

Each side consults its respective PT to determine the units due to appear this turn, placing them on the appropriate Industrial hexes.

4.2.3.2 Production Preparation Phase

- A. Each side determine its available Production Points (PPs).
- B. They then secretly determine the units to build and rebuild, and the time at which they will appear.
- C. After this is done, each reveals to the other the units being built and their turn of arrival.
- D. Each side is free at any time to consult the other's PT to see what is in the pipeline.

4.2.3.3 Turn-Record Phase

Advance the Game-Turn Marker on the TRC to indicate the start of a new turn.

4.3 Game Length

Repeat the phases above for the number of turns indicated by the scenario being played. At the end of the specified number of turns, the game is over and players' performances are evaluated in terms of the Victory Conditions.

5.0 LAND MOVEMENT

- A. During the Land Movement Phase, the phasing side may move as many or as few of its land units as desired.
- B. Each unit may move as many hexes as desired within the limits of its MA (adjusted seasonally) and the constraints of the TEC and Zone of Control (ZOC) rules.
- C. Unused MPs may not be accumulated from phase to phase nor transferred from unit to unit.
- D. 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 turn.

5.1 How to Move Units

5.1.1 In General

- A. During the Land Movement Phase, only the phasing side's land units are moved; all, some or none of its units may be moved.
- B. No combat nor enemy movement may occur during a Land Movement Phase, but Overruns may (5.6).

5.1.2 Movement Points

Movement is calculated in terms of MPs. Basically, each unit expends 1 MP of its total MA per hex it enters.

5.1.3 Variable MA

The MA is variable; it depends upon the season per the TRC (5.3).

5.1.4 Movement Outside the Weather Area

- A. The exception to seasonal movement is the area of the mapsheet indicated to be outside the Weather Area (the 2100 to 3000 rows of hexes, inclusive).
- B. For areas outside this Weather Area, the MA always remains at 4 MPs per turn.
- C. 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 an MA of four regardless of the TRC's indication of season or the unit's destination, even if it moves across the Weather Area.

5.1.5 Combat Not Allowed

No regular combat may take place during the Land Movement Phase. Only Overruns are permitted in the Land Movement Phase (5.6). Overruns are not considered regular combat but a type of movement.

5.2 Movement Inhibitions and Prohibitions

Units may never enter enemy occupied hexes.

Exception: Overruns (5.6).

5.2.1 Increased MP Costs

Additional MP costs are incurred for crossing blocked hexsides and/or non-Communication Area hexes.

5.2.2 Movement Between Enemy Zones of Control

Under no circumstances may a unit move directly from one

EZOC (EZOC) to another. It must first leave all EZOCs before entering another.

5.2.3 Effect of friendly Units

Units may freely enter or move through hexes containing other friendly units, land, air or naval, regardless of stacking restrictions. There is no additional MP cost to stack or unstack with other friendly units.

5.2.4 Entering an EZOC

All units must cease movement for that phase upon entering an EZOC (6.0).

5.2.5 One-Hex Minimum

A land unit may always move one hex regardless of supply conditions, terrain, or season.

Exception: Movement Between EZOCs (5.2.2).

5.3 Seasonal Movement

- A. The area between the 2100 row of hexes and the 3000 row of hexes, inclusive, is the area affected by Seasonal Movement.

- B. Seasonal Land Movement Allowances are as follows:

MA	Season	MA	Season
2	Winter	4	Summer
1	Spring	3	Fall

5.4 Strategic Movement

- A. A maximum of two land SPs may move 16 hexes within friendly Communications Areas regardless of the season.
- B. An SP that intends to use both Land Strategic Movement and Sea Movement (in either order) may move no more than 12 hexes by land.
- C. To move in the Strategic Movement Phase of a given turn, a unit must be turned facedown during the Movement Phase of that Land Movement Phase.
- D. During the Strategic Movement Phase, it may be moved through entirely friendly and/or conquered countries in the Communications Area and use Sea Movement.

5.4.1 Friendly and Conquered Countries

A country is entirely friendly or conquered where that side was the last to have land unit(s) in a previous turn and which has had no enemy land units in it since then.

5.4.2 Effect of EZOCs

At no time during the Strategic Movement Phase may a phasing SP enter, move through, or leave a land EZOC.

5.4.3 Sea Movement

- A. To use Sea Movement during the Strategic Movement Phase, the phasing SP must start the phase in a friendly port (where it may have moved during the Land Movement Phase) or it may enter the port via Strategic Land Movement.
- B. It may then move over a Merchant Ship (MS) Pipeline up to 25 hexes at a cost of 1 MP. Thus, if the SP moved during the Land Movement Phase, it must have at least 1 MP left over, and it may not have moved more than

12 hexes if it moved via Land Strategic Movement.

5.4.4 MS Pipeline Capacity

- A. The number of SPs that may be sent along an MS Pipeline is limited to the smallest number of MS units in any one Merchant Ship Holding Area in that MS Pipeline.
- B. Sea Movement is not under a 2 SP restriction; this applies only to Strategic Movement by land.

Clarification: Although the number of SPs that may move along a specific pipeline is limited to the smallest number of MS in a holding area in that pipeline, any number of SPs may attempt to use other pipelines. In other words, Strategic Movement by sea is not limited to a single pipeline; nor does it have the limitation of 2 SPs that Land Strategic Movement has.

5.4.5 Remaining at Sea

Land SPs may not remain at sea. They may only move from port to port during the Strategic Movement Phase.

5.4.6 Effect of Naval EZOCs

Naval EZOCs do not affect Sea Movement of land SPs.

5.4.7 Land Movement After Sea Movement

After using Sea Movement, a land SP may move no further, even if it has MPs remaining.

5.5 Amphibious Assault

- A. During the Land Movement Phase, the phasing side may use Amphibious Assault to land SPs on an enemy coastal hex.
- B. Amphibious units must be used to transport land SPs during the friendly Land Movement Phase. The Amphibious units transfer the land SPs on a one to one basis (that is, one Amphibious unit per one land SP). When not being used to conduct Amphibious Assault, the Amphibious units move in the same manner as all other naval units.

5.5.1 Movement

- A. 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.
- B. The land SPs to be transferred may 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 1 MP remaining.
- C. The Amphibious Assault unit may then move up to 25 hexes to the assaulted hex. Seasons have no effect on the movement of Amphibious units.

Clarification: The MA of Amphibious units is 25 hexes, whether or not transporting land SPs.

5.5.2 Effect of Uncontested enemy Air Zones

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.

5.5.3 Effect of Naval EZOCs

An Amphibious Assault may not move through uncontested Naval EZOCs (exerted by Surf-Bs, subs, Depleted Surf-As, or CDs). These ZOCs must be contested by friendly units in the manner described in 5.5.2.

5.5.4 Presence of Enemy Naval Combat Units

An Amphibious Assault may not be conducted against any coastal hex that contains an enemy naval combat unit.

Clarification: This does not include ASWs but does include CDs.

5.5.5 Supply

Land units using Amphibious Assault are considered in supply for that 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 (9.0).

5.5.6 Reinforcing Invasion Hex

- A. For the turn of invasion only, the invaded coastal hex may be reinforced during the Strategic Movement Phase. This is an exception to 5.4.2.
- B. Thereafter, a friendly port is required to bring in additional SPs.

5.5.7 Winter Effects

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

5.5.8 ZOCs of Assaulting Land Units

Land units that conduct an Amphibious Assault have no ZOC for the immediately subsequent enemy Land Movement and Combat Phases.

5.5.9 Movement After Amphibious Assault

Land SPs that have conducted an Amphibious Assault may not move by land after conducting the Amphibious Assault for that Land Movement Phase. They may move by land prior to conducting the Amphibious Assault that Land Movement Phase.

5.6 Overrun Attacks

5.6.1 Requirements

- A. When units are moved in the Land Movement Phase so as to guarantee a +7 Combat Differential, and the defending unit has only 1 SP at face value (regardless of seasonal and terrain modifications), the result is an Overrun, the automatic elimination of the defender when the overrunning unit moves into its hex.
- B. Overrun is always treated as a specialized form of movement.
- C. Stacking limits must be observed.
- D. Units that perform a given Overrun must start the Land Movement Phase in the same hex.
- E. 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.
- F. The victims of an Overrun situation are immediately removed from the map during the Land Movement Phase in which they were Overrun.

5.6.2 No Additional MP Cost

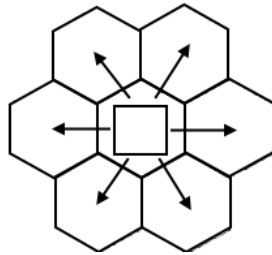
There is no additional MP cost to perform an Overrun.

5.6.3 Enemy ZOCs

- A. ZOCs 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 side should declare in all such Overruns advance to insure conformity to the rules.

6.0 LAND ZONES OF CONTROL

- A. The six hexes surrounding an occupied hex constitute the ZOC of any land units in that hex. Hexes upon which a unit exerts a ZOC are called controlled hexes and inhibit the movement of enemy units.
- B. All land units must cease movement when they enter an enemy controlled hex.
- C. Despite the limiting nature of ZOCs upon movement, land units are never forced to have combat merely due to entering such a ZOC.
- D. Although land units must stop when they first enter a ZOC, they may leave on their next turn. The presence of more than one EZOC has no additional effect; it is still a controlled hex.
- E. ZOCs never extend through blocked hexsides.



6.1 Movement Effects

6.1.1 MP Costs

There is no additional MP cost for entering or leaving an enemy controlled hex beyond the normal cost of entering the given hex.

6.1.2 Prohibitions

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 EZOCs before they are allowed to reenter an enemy controlled hex.

6.2 Combat Effects

ZOCs do not affect land combat; attacking is completely voluntary and the presence of an enemy land unit's ZOC in a friendly occupied hex does not force combat. However, the presence of enemy controlled hexes may affect Combat Strengths (Supply Effects, 6.4).

6.3 Retreat Effects

6.3.1 Empty Hexes With EZOCs

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 ZOCs overlap EZOCs along the retreat route.

6.3.2 Friendly-Occupied Hexes With EZOCs

Land units may always retreat through or into friendly-occupied hexes even if this would violate normal stacking

limits. Thus, EZOCs do not extend into friendly occupied hexes for purpose of retreat due to combat results.

6.4 Supply Effects

6.4.1 Empty Hexes With EZOCs

Supply lines may not be traced through EZOCs.

6.4.2 Friendly-Occupied Hexes With EZOCs

As in retreating, however, the occupation of a hex by a friendly land unit negates the EZOC in that hex. Therefore, a supply line may be traced through a string of friendly land units, even in EZOCs. Thus EZOCs are negated by friendly units for purposes of tracing supply.

6.5 Land-Based Air ZOCs

- A. All belligerent mobile land SPs have an Air ZOC extending one hex into water. This Air ZOC effects naval movement conducted through the zone.
- B. The effects of Air ZOCs on naval units are completely different from ZOC effects on land units. The Air ZOC of a mobile land unit functions exactly as an ASW unit upon enemy naval units.
- C. A Transit Attack is triggered each time an enemy naval unit leaves the Air ZOC of a friendly mobile land unit.
- D. 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.

Clarification: A land unit's ASW strength is its SPs.

6.5.1 Triggering a Transit Attack

- A. Every time a naval unit is moved through an enemy Air ZOC, roll a die. If the friendly naval unit is not a sub force, it is attacked as a total. If the friendly naval unit is a conventional sub force, each individual unit in a stack is attacked separately.
- B. Conventional subs may be attacked by Air ZOCs only if they are traveling in the Fast Mode.
- C. Nuclear subs may never be attacked in Transit by land-based Air ZOCs, regardless of the mode.
- D. Missile-firing subs (SSBNs) may not be subjected to a Transit attack from a land-based ZOC.

6.5.2 Blocked Hexsides

Land-based Air ZOCs never extend through Blocked hexsides.

6.5.3 Effect of Friendly Air Zones

Overlapping friendly and enemy Air ZOCs do not nullify Transit Attacks on Phasing Naval Movement.

6.5.4 Defense Multiple

When an enemy (phasing) naval unit leaves a friendly land-based Air ZOC, the enemy consults the TAT to determine its Defense Multiple. If the enemy naval unit is leaving a friendly land-based Air ZOC in a Restricted Passage, the friendly Strength is doubled.

6.5.5 Conducting Transit Attacks

Transit Attacks are conducted exactly the same way as normal naval combat. There must be an Attack Differential of at least +0 to conduct the attack. This also applies to

Transit Attacks during the Supply Judgment Phase.

6.6 Land ZOC Restrictions

6.6.1 Self-Defense Units

ZOCs of self-defense units do not extend out of their home country.

6.6.2 Neutral Countries

Units belonging to Neutral Countries have no ZOCs until the Home Country is attacked or its border is crossed.

7.0 LAND UNIT STACKING

Land units in a given hex may be substituted for by other units at any time so long as the correct SP total in the hex remains the same. There is a maximum limit of 10 SPs (mobile and/or self-defense) that may be placed in a given hex. Land units of the same type are merely denominations of SPs and may be exchanged freely as long as the correct SP total remains the same.

7.1 Combat Effects

7.1.1 Unified Combat Strength

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

7.1.2 Retreated Units in Subsequent Combats

If a hex contains more than one friendly unit due to retreat, only the original (non-retreated) units may defend although Combat Results apply to all SPs in that hex.

7.1.3 Attacking Different Hexes

Individual units in a hex may attack different hexes or may attack the same hex, or some of the SPs may attack and others not, though self-defense SPs may never attack. Thus, for purposes of attack, mobile and self-defense SPs may not be combined.

7.2 Unit Breakdown and Buildup

Land units may freely break down or build up at any time during a friendly phase at the owner's discretion as long as stacking limits are not violated. Mobile and self-defense units may not combine into a single unit though they defend as a single total if attacked.

7.3 Stacking Restrictions

7.3.1 Naval Units With Land Units

Naval units never count against stacking limits when in the same hex with friendly land units.

7.3.2 Combining Land and Naval Units

Land units and naval units may never be combined as a single SP total for either attack or defense.

7.3.3 Combining Mobile and Self-Defense Units

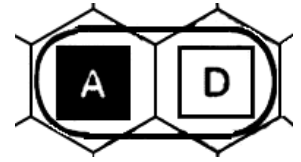
Mobile and self-defense land units may never be combined into a single unit. However, they always defend as a single SP total if stacked together in a single hex. Mobile and self-defense SPs in the same hex do count against each other for the maximum of 10 SPs in a hex.

7.3.4 Allied Units

Land units of different allied nationalities may defend or at tack as a single SP total, but they may never be combined into a single unit. Such a stack is subject to all the restrictions outlined in 7.1.3.

8.0 LAND COMBAT

- A. Combat occurs between adjacent opposing units at the phasing side's discretion. The phasing side is the attacker and the non-phasing side is the defender, regardless of their overall strategic position.
- B. The attacker's total mobile land Combat Strength must be equal to, or exceed, the defender's total land SPs (mobile and self-defense).
- C. 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 CRT, roll the die, and read the result on the appropriate line under the difference.
- D. Apply the result immediately, before resolving any other attacks being made during that phase.



8.1 Units Eligible to Attack

8.1.1 In General

During the Land Combat Phase, friendly mobile land units may attack any and all adjacent enemy land units. Only those friendly units directly adjacent to a given enemy unit may participate in an attack upon that unit.

8.1.2 Attacking Voluntary

- A. Attacking is completely voluntary; units are never compelled to attack, and not every mobile land unit adjacent to an enemy unit must participate in any given attack.
- B. Phasing units in a stack that are not participating in a given attack are not affected by the results of the attack.

8.1.3 Maximum Attackers on Defending Hex

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

8.1.4 Restrictions

- A. No unit may attack more than once per Land Combat Phase.
- B. No enemy unit be attacked more than once per Land Combat Phase. This does not preclude participation in an Air ZOC Transit Attack situation during the enemy Naval Movement Phase. Air ZOC Transit Attacks are entirely separate from regular combat.

8.1.5 Self-Defense Units

Self-defense units may never participate in an attack; they may only defend.

8.2 Multiple Unit and Multi-Hex Combat

8.2.1 Defenders in Attacked Hex

- A. All defending land units in a given hex, both mobile and self-defense, must be involved in the combat, and they must be attacked as a single strength.
- B. The defender may not withhold any units in a hex under attack. The attacker must attack all land units as a whole: sum the strengths of all the units in the hex and this total strength is attacked. Different units in a given hex may not, therefore, be attacked separately.

8.2.2 Phasing Units in Same Stack

SPs in a hex containing an attacking unit need not participate in that same or any attack. Thus, when any SPs in a hex are attacking a given hex, the remaining SPs could attack a different hex or not attack at all.

8.2.3 Same Stack Attacking Multiple Hexes

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

8.2.4 Land and Naval Units in Defender's Hex

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

8.3.1 In General

Combat situations are expressed as a difference of the attacker's total mobile SPs minus defender's total SPs (mobile and self-defense). The attacker must have at least as many SPs as the defender.

Example: If 7 Russian land SPs attack 4 Allied SPs, the differential calculation is expressed as +3 and the appropriate column is consulted on the Land CRT.

8.3.2 Factors Affecting Combat Differential

Weather and terrain as well as supply considerations modify the defender's SP total.

8.4 Combat Losses

8.4.1 Defender Only Suffers Losses

The Land CRT determines the loss, if any, of defending forces. The attacker never suffers losses in attack.

8.4.2 Allocation of Losses

When the defender incurs losses, it may choose to extract them from any of its land units in the attacked hex.

8.4.3 Unit Breakdown

- A. When incurring loss, the defender may break-down the size of its 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.
- B. In the case of more than one defending land unit (i.e., mobile and self-defense), losses may be distributed in any fashion the owner desires.

- C. Losses are always determined in terms of the face value SPs, not the adjusted value.

8.4.4 Mandatory Retreat

If the defender takes any losses, it automatically must retreat (8.7) all surviving land units from the hex.

8.5 Advance After Combat

8.5.1 In General

- A. After the defender retreats, the attacker has the option of moving into the vacated hex with all, some, or none of its attacking units consistent with the usual stacking limitations.
- B. 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.

8.5.2 Effect of EZOCs

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 supersedes normal movement and ZOC rules.

8.5.3 Combat and Overrun Not Allowed During Advance

The attacker's units which are advancing after combat may not engage in any form of combat or Overrun. However, their ZOCs 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 its own Land Combat Phase.

8.5.4 Effect of Advance on Defender's Naval Units

If the defender has naval units, other than CDs and ASWs, in the hex into which the attacker advances after combat, they immediately put out to sea one hex (owner's choice). They do not suffer Transit Attacks.

8.5.5 Effect of Advance on Defender's CD and ASW

If the defender has any CDs and/or ASWs in the hex occupied by the attacker by advance after combat, they are immediately eliminated. This is a special case that is neither an Overrun nor normal combat. These units are automatically eliminated regardless of the differential.

8.6 Land CRT

8.6.1 In General

The Land CRT reflects the difference between the attacker's and defender's total SPs. This difference is termed the differential.

8.6.2 Minimum Required Differential

Attacks are not allowed when an attacker has fewer SPs than the defender. The minimum permissible attack differential is zero, when the adjusted SPs for the attacker and defender are equal.

8.6.3 Results

All combat results are in terms of SP losses (unadjusted) of the defender.

8.7 Retreats

- A. When any loss is inflicted, the defender must retreat

World War 3: 1976-1984 (SPI)

one hex, choosing the retreat route.

- B. If possible, a retreat must be made to a hex untouched by EZOCs.
- C. If there are no such hexes, the defender may retreat to a hex occupied by friendly land forces even if those forces are in EZOCs, or even if by doing so it would exceed the stacking limit (7.0), or even if the retreat would mean moving directly from one EZOC to another (normally not allowed).

8.7.1 Prohibitions

- A. 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 north or south map edge.
- B. If units have no other course of retreat except into or through hexes or hexsides forbidden to them, they are eliminated.

8.7.2 Restrictions

- A. Self-defense units may not retreat out of their home countries.
- B. Western Alliance units may not retreat into Neutral Countries.
- C. East Bloc units may retreat into Neutral Countries, but this constitutes an invasion.

8.7.3 CDs and ASWs

If the defending hex contains CDs and/or ASWs as well as land units, those naval units are eliminated if the hex is occupied by enemy land forces; they may not be displaced.

9.0 LAND SUPPLY

- A. Units are considered to be either supplied or unsupplied for the purpose of combat.
- B. Units are supplied if they can trace a path of any length, free of enemy units or EZOCs, 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.
- C. Supply never affects movement.

9.1 Supply Sources

9.1.1 East Bloc Units

East Bloc units trace supply to any friendly (including captured) Industrial Hex. A single Industrial Hex may supply an unlimited number of units.

9.1.2 Western Alliance Units

Western Alliance units trace supply to any friendly (including captured) Industrial Hex. A single Industrial Hex may supply an unlimited number of units.

9.1.3 Self-Defense Units

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.

9.1.4 Chinese Units

- A. Chinese units, both mobile and self-defense, are always in supply in China.
- B. 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.
- C. Their alliance, either with Russia or the Allies, depends upon the scenario.

9.1.5 Indian Units

- A. Indian units (those units that set up in India), both mobile and self-defense, are always in supply in India.
- B. Indian mobile units are in supply outside of India if they can trace to an Allied Industrial Hex.
- C. India will be neutral or Allied; India will never join the Russians.

9.2 Supply Determination

- A. 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), though a unit's Defense Strength may never be lower than 1.
- B. Units must be in supply at the beginning of the Land Movement Phase to be considered in supply for movement. They retain this status for the entire phase.

9.2.1 Mobile Land Units in Communications Area

Mobile land units trace a Supply Route of any length to a friendly Industrial Hex within the Communications Area.

9.2.2 Mobile Land Units Outside Communications Area

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.

9.2.3 Supply Via Supply Pipeline

- A. 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.
- B. Any mobile friendly unit within three hexes (two intervening hexes) of a friendly supply pipeline is considered in supply.
- C. These supply units move in the same manner as land SPs. They have no intrinsic Defense Strength and are automatically eliminated if attacked by an enemy unit. Supply units exert no ZOC.
- D. They are placed on the board on an Industrial Hex during the Reinforcement Phase; thereafter, each is treated like a land SP for movement purposes.

9.2.4 Supply Via Merchant Ship Pipeline

Mobile units may also trace supply to a friendly port (via Communications Areas, Supply Pipelines, etc.) and then utilize an MS Pipeline to trace back to a friendly Industrial Hex (19.0).

9.2.5 Leap Frogging Supply Paths

- A. It is entirely possible to leap frog a supply path.
Example: If a hex of the Trans-Siberian Railway (the Communications Area going to Vladivostok) should be interdicted, it is possible for Russia to trace a supply path around it.
- B. Any combination of Communications Areas, supply units, Merchant Pipelines, and clear areas may be used to trace a Supply Path.

9.3 Supply Effects

9.3.1 Combat Effects

OOS units may not attack. They defend at half-strength (rounding fractions up). This true even if a unit is surrounded during a Land Combat Phase. Any attack it would have made would then be aborted.

9.3.2 Failure to Regain Supply

- A. An OOS unit 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.
- B. During this time, it may not attack and its Defense Strength is halved (rounding fractions up).
Example: If a unit manages to place itself OOS by virtue of advancing after a successful combat. it will have until after its own Land Combat Phase in the next turn (two full Land Combat Phases away) to rectify the situation.
- C. More commonly, a unit will be placed OOS by enemy action, in which case it will still have two full Land Combat Phases to return to a supplied condition.

9.3.3 Self-Defense Units

- A. The only time a self-defense unit is OOS is when it leaves its home country. In this case, it is eliminated immediately.
- B. A self-defense unit can never be put OOS in its home country.

9.4 Blocking Supply

9.4.1 In General

All units are OOS 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.

9.4.2 Overruns by OOS Unit

OOS units 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 Overruns, Combat Strength is unaffected by supply.

10.0 WEATHER

10.1 In General

- A. There is a Weather Area marked upon the mapsheet. Areas outside of the Weather Area are exempt from weather effects.
- B. Weather affects movement and Combat Strength for

defense.

- C. Weather also determines the MA of land units.
- D. 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.

10.2 Weather Effects

10.2.1 Land MA Outside Weather Area

All units that begin a Land Movement Phase not affected by Weather have an MA of 4 MPs per turn even though they may end their movement in a Weather Zone.

10.2.2 Land MA in Weather Area

All units that begin a Land Movement Phase in a Weather Area have an MA that is seasonally adjusted:

MA	Season	MA	Season
2	Winter	4	Summer
1	Spring	3	Fall

10.2.3 Combat Effects

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

11.0 NEUTRALS

- A. In the basic game, all countries are neutral except Russia, Warsaw Pact, Red China, the US, and members of the Western Alliance.
- B. The Allies (US and Western Alliance) may not enter a neutral country until the Russians or Communist Chinese have entered it first or attacked across its border, which they may do freely.
- C. There are special rules for certain of the neutrals.

11.1 India

- A. India has one mobile unit and one surface fleet as well as three self-defense units.
- B. 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 (21.7.3). It is attached to the Western Alliance supply net. Also, it is always in supply while in India.
- C. The fleet also joins the Western Alliance and functions exactly like a Western Alliance unit.
- D. 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.
- E. If India has been conquered by the East Bloc, its units may not be built or rebuilt.

11.2 Sweden

- A. Sweden has one mobile land unit as well as two self-defense units.
- B. The Swedish units may not be moved until Sweden is

invaded. Once Sweden is invaded its mobile unit may freely move out of Sweden. It then functions 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.

- C. To replace a Swedish unit lost for any, 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.
- D. If Sweden is conquered, its units may not be rebuilt.

11.3 Supply

- A. 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.
- B. 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

- A. During the Naval Movement Phase, the phasing side attempts to move its ships (put them on station or move them back to port) and suffers from Transit Attacks. Unused MPs may not be accumulated from phase to phase or transfer red from unit to unit.
- B. The movement procedure differs for surface ships, subs, MS, and ASWs.

12.1 Surface Movement

- A. To move surface units, the phasing side consults the Range Attenuation on Passage Table. After determining how far the unit is going to travel, consult the table to find the ratio of ships that must stay in port to those put out to sea.

Example: If six surface fleets are to travel 27 hexes from their home port, look at the Surface Column on the Range Attenuation on Passage Table and index it with the 26-30 row to find a ratio of 2:1. This means that for every two fleets moved 27 hexes from that port, one must stay in port. Thus, four of the fleets could put out to sea while two must remain in port.

- B. Surface units have a maximum MA of 30 hexes.

12.1.1 Ratio Not Used When Changing Ports

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.

12.1.2 New Port Assignment for Ships at Sea

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.

12.1.3 Same Port for Multiple Groups at Sea

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 away, and another group of two units is 19 hexes away. 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.

12.1.4 Merchant Ships and Amphibious Units

MS and Amphibious units never have to maintain a ship at sea to ships in port ratio, and they are not subject to any form of Transit Attack.

12.2 Submarine Movement

- A. For sub movement, the same procedure outlined in 12.1 is followed except that the owners must also determine the mode each sub is traveling in at the start of the Naval Supply Phase.

Type	Modes
Conventional	Silent, Snort, Fast
Nuclear	Silent, Fast

- B. 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.
- C. Sub modes affect a unit's defensive ability (25.3.)

12.3 ASW Movement

- A. ASWs 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 MS (15.3.6).
- B. ASWs may move from land hex to land hex up to a distance of 25 hexes during the Naval Movement Phase when establishing a new base.
- C. ASWs do not pay terrain or seasonal costs.
- D. ASWs may transfer over sea hexes (within 25 hexes).

12.4 Coastal Defense Movement

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

12.5 Merchant Ship Movement

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

12.6 Naval Movement Inhibitions and Prohibitions

- A. No naval units, except ASWs, may enter all-land hexes

or cross all-land hexsides.

- B. Naval units may never end their Movement Phase stacked with enemy units, land or naval.
- C. Friendly naval units may never stack with or move through enemy units (naval or land). They may, however, stack with and move through neutral units.
Exception: Stacking with Enemy MS. As MS are not actually in the hex with the MS counter, naval units may freely stack or move through enemy MS.

13.0 NAVAL ZONES OF CONTROL

13.1 In General

- A. All naval units, except MS and Amphibious units have naval ZOCs. For most units, this ZOC 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.
- B. The ZOCs of all undepleted ASWs and Surf-As extends two hexes. These ZOCs 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 CRT.
- C. 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 ZOC, the phasing side's units may suffer a Transit Attack at the non-phasing side's option. This Transit Attack is conducted just as normal combat, except that no counterattacks are allowed, and that the Defense Strength of the phasing unit may be modified by the Transit Attack Multiple.
- D. As in normal combat, if the defending unit is in a Restricted Passage, the Attack Strength is doubled. The doubling occurs after all other modifications. All fractions are rounded up.
- E. The same procedure is followed for Transit Attacks during the Naval Movement Phase.

Clarification: If surface ships and subs are stacked together and trace a supply route to the same base, they undergo Transit Attack separately. Subs are still attacked individually; they do not contribute to the defense of the surface ships.

13.2 Transit Attack Inhibitions and Prohibitions

13.2.1 Subs

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

13.2.2 Surface Units

When Surf-As and/or Surf-Bs suffer Transit Attacks during the Naval Supply Judgment Phase or the Naval Movement Phase, all the phasing units in the stack are attacked as a whole.

13.2.3 Units Not Subject to Transit Attacks

MS, ASWs, CDs, and Amphibious units never suffer Transit Attacks.

13.2.4 Attacker's Option

Transit Attacks are conducted entirely at the non-phasing side's option; they are never mandatory.

13.2.5 Limits

- A. A single non-phasing unit may conduct Transit Attacks each time its ZOCs 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.
- B. However, the same enemy unit may not be attacked more than once per phase by the same friendly unit.

13.2.6 Units Ineligible to Attack

- A. Naval units that are escorting MS may not conduct a Transit Attack during either phase.
- B. ASWs that moved during their Naval Movement Phase may not conduct Transit Attacks.

13.2.7 Land Units' ZOC

- A. Mobile land units have a one-hex ZOC that functions as an ASW ZOC.
- B. However, these units are prohibited from conducting Transit Attacks against conventional subs in either the Silent or Snort Modes and may never conduct Transit Attacks against nuclear subs.
- C. Mobile land units that conduct Transit Attacks are not subject to a depletion result.

14.0 NAVAL STACKING

- A. There is no stacking limit to naval units. As many friendly units as desired may stack on a single hex.
- B. Naval units may freely build up into larger units and break down into smaller ones during any friendly phase. This must be done according to unit type.
- C. Naval units are quantified in terms of fleets per counter as denoted by the small superscript number to the right of the Combat Strength.
- D. Friendly naval units may never end a Naval Movement Phase stacked with enemy naval or land units.

15.0 NAVAL COMBAT

- A. Combat occurs between opposing naval units at the phasing side's discretion. The phasing side is the attacker, the non-phasing side is the defender regardless of the overall strategic position.
- B. The attacking units must attack as a group; that is, if ASW, sub and surface units are attacking the same hex, they total their Attack Strengths and conduct the attack with a single strength.
- C. All defending units in a hex must total their Defense Strengths into a single strength.
- D. Selective attacks against individual units in a hex are not allowed.

Clarification: CDs are considered naval units.

15.1 Units Eligible to Attack

- A. The attacker may attack enemy naval units that are within its ZOC.

Exception: MS (15.3).

- B. If the defending ships are in a Restricted Passage, the total Attack Strength of the attacker is doubled, rounding fractions up.
- C. Attacking naval units may attack only one hex per Naval Combat Phase.
- D. Naval units may participate in both Transit Attacks and Naval Combat in the same Game-Turn.

15.2 Submarines

- A. There are three types of subs in the game: nuclear (SSN), conventional (SS), and missile-firing nuclear (SSBN).
- B. All subs may be attacked by enemy naval forces if the subs are on a coastal hex or a Restricted Passage hex.
- C. All subs are always subject to Transit Attacks.
- D. SSN and SS that attacked enemy naval combat units during the Naval Combat Phase are subject to counterattack (15.6).
- E. SSBNs may never attack enemy naval units in a normal fashion; they may only launch nuclear or conventional strikes (24.3.2, 24.3.3).
- F. SSBN may not perform escort duty.

15.3 Merchant Ships

15.3.1 Attack and Defense

- A. MS may not attack; they have no Defense Strength, but must still be attacked in a normal manner.
- B. MS may not counterattack.

15.3.2 Escort Units

Naval Combat units escorting MS may not Transit Attack nor conduct normal attacks during the Naval Combat Phase. They may, however, conduct Counterattacks (15.6).

15.3.3 Combat With Merchant Ships

- A. To attack an MS, it is not necessary to have the MS within the ZOC of the attacking unit. It is necessary for the attacking unit to be within the MS Pipeline; that is, within three hexes of an MS Holding Area (no more than two intervening hexes between the two positions).
- B. An attacking unit is considered to be attacking the nearest MS Holding Area. If two MS Holding Areas are the same distance from the attacking unit, the attacker decides, before the combat, which MS Holding Area to attack.

15.3.4 Escorted Merchant Ships

If the attacker is attacking an MS Holding Area that is escorted by enemy naval combat units, the attacker must attack all SPs in the MS Holding Area. Losses are always determined by the defender.

15.3.5 Units Eligible to Escort Merchant Ships

All naval combat units, except CDs SSBNs, may perform an escort mission. Note that subs performing an escort mission may be attacked.

15.3.6 ASW Escort

- A. ASWs may escort MS. This is done if an MS Holding Area is within the ZOC of the ASW unit (no more than

one intervening hex between the two positions).

- B. When escorting MS, ASW units may be attacked by subs, although they never take losses.

Example: If one ASW is escorting two MS and is attacked by enemy subs with a combat result calling for the loss of two units; the ASW would absorb one of the losses and one MS would be destroyed.

- C. An ASW merely absorbs a loss; it is not actually destroyed.
- D. If attacked by units other than subs, ASWs do suffer losses, just as if the ASWs themselves were attacked.
- E. It is not necessary for an ASW to stack in the MS Holding Area to perform an Escort mission, it is necessary for an ASW to have a ZOC on the MS Holding Area.

Clarification: ASWs may only be attacked by undepleted Surf-As and ASWs. SSNs, SS, CDs, and Surf-Bs may never attack ASWs, except when the ASW is performing an escort. An ASW stacked with other friendly naval units under attack does contribute its Defense Strength to the defense of the hex. However, the ASW may take losses only if the enemy naval units have undepleted Surf-As and/or ASWs in the attack.

15.4 Combat Differential Calculation

15.4.1 In General

- A. 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.
- B. During Transit Attacks, the Defense Strength may be modified depending upon the type of ship and the mode it is traveling in.
- C. During a Transit Attack or normal Naval Combat, the Attack Strength is doubled if the defender is in a Restricted Passage.

15.4.2 Depletion

- A. Surf-As and ASWs are subject to depletion whenever they attack enemy Surf-As or Surf-Bs, CD, or ASWs.
- B. A Depletion result is indicated on the Naval CRT and is suffered immediately during the Naval Combat Phase by the attacker; only one of the attacker's unit is depleted (attacker's choice).
- C. The ZOC of a depleted Surf-A is reduced to a one hex radius.
- D. An ASW loses its entire ZOC and may not attack. It does, however, defend normally.
- E. A unit cannot be depleted if the defender has only subs.

15.5 Naval Combat Inhibitions and Prohibitions

15.5.1 Mobile Land Units

Although mobile land units have a one-hex ZOC that functions like an ASW ZOC, 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.

15.5.2 Combat Against Land Units

Naval units may never attack land units.

15.6 Counterattacks

Whenever a naval combat unit is attacked during the Naval Combat Phase, the defender may elect to counterattack the attacking units.

15.6.1 In General

After losses have been taken, the defender decides whether to counterattack with its surviving units. If electing to counterattack, all surviving units must be involved in the counterattack.

15.6.2 Opposing Units

The counterattack must be made against all the attacking units that are within the ZOC of the defending units.

15.6.3 Negative Attack Superiority

In many cases, the defending units will be so reduced by the original attack that their differential is less than zero. In such cases, the defender may still counterattack using the zero Attack Superiority column on the Naval CRT.

15.6.4 Escort Counterattacking

In the case of an escort conducting a counterattack, the attacking units do not have to be within the escort's ZOC. Survivors of an escort may always counterattack attacking units.

Exception: Subs may not counterattack ASWs.

15.6.5 Defenders Eliminated

A counterattack may occur without surviving naval combat units. If there are no survivors, the counterattack is conducted at a +0 Differential.

15.6.6 Unmodified Combat Strengths

All Combat Strengths in a counterattack are unmodified.

16.0 NAVAL SUPPLY

- A. All naval units, except MS and Amphibious units, must be able to trace a Supply Route at the beginning of the Naval Supply Judgment Phase. Surf-As, Surf-Bs, and subs trace a Supply Route as described in 12.1. CDs and ASWs trace as described in 9.0.
- B. Naval units that cannot trace a Supply Route during the Naval Supply Judgment Phase are considered OOS for the entire turn.

16.1 Supply Effects

16.1.1 Combat/Movement Effects

OOS naval units have their Defense Strength halved, rounding fractions up, and are prohibited from all forms of attack and counterattack, including Transit Attack, but retain their full MA.

16.1.2 Failure to Regain Supply

OOS naval units 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 then be able to trace a land Supply Route to a friendly Industrial Hex to function as a supply source for friendly naval units (9.0).

17.0 PRODUCTION COSTS

- A. Building new units requires the expenditure of Production Points (PPs) and of time.
- B. In addition, the Western Alliance needs oil from the Middle East, North Africa, and South America to utilize Industrial Hexes for production purposes.
- C. To determine the number of available PPs, count the number of friendly Industrial Hexes. Captured enemy Industrial Hexes that have been rebuilt count as one-half of an Industrial Hex.
- D. The Western Alliance must then determine how many Industrial Hexes are inactive because of oil considerations and deduct them from the total number of Industrial Hexes.
- E. Finally, multiply this figure by the Production Multiple indicated for that turn.
- F. The result is the total number of PPs available that turn, dropping all fractions from the total PPs.

17.1 HOW TO PRODUCE UNITS

17.1.1 In General

Determine from the PCC what is needed in terms of PPs and time to build units. Then allocate PPs as desired and place units under construction on the TRC for the appropriate turn of appearance.

Example: If building a new mobile land unit on Turn 3, the cost is 4 PPs and three turns to produce; so it would appear during the Production Segment of Turn 6.

17.1.2 Place of Appearance

- A. Land units must appear in a friendly Industrial Hex.
- B. NATO units must appear in Western Europe (excluding the United Kingdom).
- C. US units must appear in North America or the United Kingdom.
- D. SEATO units must appear in Japan.
- E. Russian units must appear in Russia.
- F. Chinese units must appear in China.
- G. Industrial Hexes may not be in an land EZOC unless occupied by a friendly unit. Enemy naval ZOCs do not affect Industrial Hexes.
- H. Although different nationalities are restricted to the Industrial Hexes that they can appear in, each side can use all friendly Industrial Hexes to determine the total number of PPs.

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

17.1.3 Stacking

New units that appear must obey all stacking limits.

17.1.4 Western Alliance Naval Units

Western Alliance naval units must appear on any friendly Industrial Port free of land EZOCs. If none is available, the units are lost.

Exception: ASWs.

17.1.5 Russian Naval Units

Russian naval units must appear at Riga (2526), Sevastopol (2227), or Murmansk (2827). If none of these ports is open

to Russia at the time of appearance, the units are lost.

17.1.6 Chinese Ports

- A. Chinese ports (2239, 2039) are open as appearance hexes to their allies (including Russia) five turns after China enters the war.
Example: If China joins with Russia on Turn 2, Russian units may appear at its ports on Turn 7.
- B. These appearance hexes are an exception to 17.1.5.

17.1.7 Coastal Defense Units

CDs must be placed on any friendly supplied coastal hex.

17.1.8 ASWs

ASWs must be placed on any friendly coastal hex.

17.1.9 Rebuilding Units

The procedure for building new units and rebuilding previously destroyed units is identical except that rebuilding is generally faster and cheaper.

17.2 Production Stage Procedure

17.2.1 Reinforcement Phase

- A. The first phase of the Production Stage is the Reinforcement Phase. During this phase, place all reinforcements due that turn on the map.
- B. Reinforcements must appear the turn they are due or they are lost.

17.2.2 Production Preparation Phase

- 1. The second phase of the Production Stage is the Production Preparation Phase where the total number of available PPs is computed per 17.0.
- 2. Each side secretly determines what to build and/or rebuild and the turn the units will appear.
- 3. Any unused PPs are lost; they are not accumulated.
- 4. After both sides have decided what to build and when the units will appear, they show their decision to the opponent.
- 5. Each side always has the right to know what the other is producing.

17.3 Depleted Units

17.3.1 Depleted Surf-A Units

Depleted Surf-As may choose to remain on the mapsheet and function as Surf-Bs or return to port to be undepleted.

17.3.2 Undepleting Surf A Units

- A. For a depleted Surf-A to become undepleted, it must return to a friendly Port/Industrial Hex during the friendly Naval Movement Phase.
- B. During the Production Phase, remove it from the mapsheet until the depletion has been removed. When that time arrives, placed the unit 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 Surf-A.
- C. If that specific Port/Industrial Hex is captured by enemy land forces while the Surf-A is being undepleted, it is considered destroyed and must be rebuilt just as if it had been lost in combat.

17.3.3 Undepleting ASWs

For an ASW 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 in 17.3.2.

17.3.4 Undepleting SSBNs

For an SSBN unit to become undepleted, it follows the same procedure as in 17.3.2.

18.0 MERCHANT SHIP PIPELINE

- A. For the Western Alliance, MS Pipelines establish both oil for its Industrial Hexes and a Communications Link between the US and Western Europe and Japan.
 - 1. If oil does not get through, the Western Alliance loses the use of some of its Industrial Hexes.
 - 2. If a Communications Link is severed, all US land units in the affected area (Japan or Europe) are considered OOS. The Western Alliance must then reestablish the Communications Link to the affected area during its next Naval Movement Phase, otherwise the SPs are lost after the next friendly Land Movement Phase.
- B. Each MS 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 MS exists in the pipeline (an MS, six intervening hexes, an MS, etc. from source to terminus) the pipeline is intact for communications and certain oil purposes.
- C. The presence of enemy naval units or their ZOCs on an MS Pipeline does not sever the pipeline.
- D. It is not necessary for an MS to actually be in the source or terminus, just being within three hexes of it is sufficient.

18.1 Oil and Production

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

18-1.1 Western Europe

- A. Western Europe has four Industrial Hexes, three of which are dependent upon foreign oil (Western Alliance's discretion of which three are dependent). Two of these hexes are dependent upon oil from the Middle East and one from North Africa.
- B. A pipeline of 10 MS is necessary to support the two Industrial Hexes dependent upon the Middle East oil. This pipeline is traced from South Africa.
- C. At the end of the Allied Naval Movement Phase:
 - 1. If there are fewer than 10 SPs but at least 5 MS SPs in the pipeline, the Western Alliance loses one Industrial Hex in Western Europe for production purposes.
 - 2. If there are fewer than 5 MS SPs in the pipeline, it loses two Industrial Hexes for production purposes.
- D. The Western Alliance must maintain 1 MS SP in the

North African Pipeline to supply the third Industrial hex. Failure to maintain this pipeline results in the loss of the industrial capacity of an Industrial Hex.

18.1.2 Japan

- A. 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 US.
- B. The Middle Eastern pipeline must have at least 3 MS SPs (total, not three in each) in the MS Holding Areas on hexes 1732 and 1436 to supply one Industrial Hex in Japan. If at any time the total number of MS SPs in these two Holding Areas drops below three, Japan loses one Industrial Hex.
- C. The Singapore-Japan pipeline must maintain at least 1 MS SP in the Holding Area in hex 1639 to support one Japanese Industrial Hex.
- D. 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, resulting in a total loss of two Industrial Hexes.
- E. The third oil pipeline is the Japan-US pipeline. This pipeline must have at least 2 MS SPs of with 1 SP in the Holding Area in hex 2044 and another in hex 2003. If this link is broken, Japan loses one Industrial Hex.

18.1.3 United States

The US has one Industrial Hex that is dependent upon oil from South America. To keep this Industrial Hex operational, at least 1 MS SP must be maintained in the Holding Area in hex 1713.

18.1.4 Oil Source Captured

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.

18.1.5 Industrial Hex Losing Capacity

An Industrial Hex that loses its industrial capacity due to a lack of oil may still function as a supply source (9.1).

18.1.6 When to Designate Lost Industrial Capacity

It is not necessary for the Western Alliance to designate specific Industrial Hexes as being dependent on foreign oil until the Production Stage of the turn in which the oil pipeline has been severed.

18.2 Communications Link

MS Pipelines also serve as Communications Links between the US and Western Europe and the US and Japan. The severance of these Communications Links has an effect upon Western Alliance SPs.

18.2.1 Effects of Loss of Pipeline Between US and Europe

A continuous MS pipeline must be maintained between the US and Western Europe. In effect, this means at least 1 MS SP in the Holding Area at 2214 and another at 2321. If this pipeline is broken, all US land SPs in Western Europe, including Britain and Scandinavia, are OOS. The Western

Alliance then has one turn to withdraw these SPs or to reopen the pipeline. Failure to reopen the pipeline results in loss of the US SPs.

18.2.2 Effect of Loss of Pipeline Between US and Japan

A continuous pipeline must be maintained between the US and Japan. This means, in effect, at least 1 MS SP in 2044 and another in 2003. If this pipeline is broken, all US SPs in Japan are OOS and the Western Alliance has one turn to withdraw these SPs or to reopen the pipeline. Failure to reopen the pipeline results in loss of the US SPs.

18.3 Alternate Pipelines

- A. Players are free to establish alternate MS pipelines as they see fit. In fact, an alternate pipeline is often necessary when conducting Amphibious operations. Remember that a pipeline must be continuous, with no more than six hexes between MS markers.
- B. 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.

19.0 REBUILDING INDUSTRIAL HEXES

- A. To capture an enemy Industrial Hex, that hex must be occupied and garrisoned by at least one land SP. The following turn, it joins the friendly Industrial net as one-half of an Industrial Hex.
- B. 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.

19.1 CAPTURED INDUSTRIAL HEXES

19.1.1 In General

- A. Enemy Industrial Hexes captured by friendly forces count as one-half of a friendly Industrial Hex the turn following their capture. Captured Industrial Hexes must be garrisoned at all times by at least one land SP or they do not count towards friendly Industrial capacity.
- B. Industrial Hexes captured by the East Bloc do not require oil to function. (The USSR has sufficient oil to supply these areas.)

19.1.2 Captured Port Industrial Hexes

Industrial port hexes captured by the East Bloc may be used as a place of appearance for their fleets. This is an exception to 17.1.5.

19.2 Recaptured Industrial Hexes

- A. 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 turn after a friendly Land SP has moved through the Industrial Hex.
- B. Such Industrial Hexes, unlike captured enemy Industrial Hexes, do not need to be garrisoned, but rejoin the friendly Industrial net as half of a normal Industrial Hex.
- C. Industrial Hexes recaptured by the Western Alliance are subject to all oil restrictions to be able to function.

19.3 STOCKPILING

19.3.1 Production Points

PPs may not be accumulated from turn to turn. If they are not used immediately they are lost.

19.3.2 Units' Turn of Appearance

Units that are being built or rebuilt must reappear on their scheduled turn or they are lost as if destroyed in combat.

Exception: Ports (19.3.3).

19.3.3 Stockpiling Ports

Ports are the one item that may be stockpiled. They do not need to appear on their scheduled turn, but may be placed at the owner's discretion.

20.0 VICTORY CONDITIONS

Victory Conditions vary with the scenario being played.

21.0 SPECIAL RULES

Each scenario has the special rules necessary to play it.

21.1 First Turn Surprise Rule

21.1.1 First Naval Movement Phase

- A. For the first Naval Movement Phase, the East Bloc may put its fleet on station without undergoing Transit Attacks.
- B. However, the Baltic fleet (starting in 112526) may not leave the Baltic Sea; the Black Sea fleet (starting in 2227) may only enter the Black, Mediterranean and Red Seas. This restriction applies to the first turn only.
- C. The Suez Canal is open for the first East Bloc Naval Movement Phase only.

21.1.2 Attack Bonuses

All East Bloc attacks, both naval and land, are quadrupled for the first turn, tripled for the second turn, and doubled for the third turn. They are normal for all subsequent turns. This multiple is applied after all other modifications, rounding fractions up.

21.1.3 Defense Bonus

All East Bloc units are doubled for the first three turns for purposes of defense.

21.1.4 Attack and Defense Bonus Applicability

The combat multiples described in 21.1.2 and 21.1.3 also apply to all East Bloc units for purposes of counterattack and Transit Attack.

21.1.5 Western Alliance Naval Units

For the first East Bloc player-turn only, Western Alliance naval units stacked with MS are not considered to be escorting. This means that the East Bloc naval forces may attack either the Western Alliance naval combat units or the MS in a single stack (selective attack). They may still choose to attack the entire stack of both combat units and MS if they so choose.

21.2 Chinese Restriction Rule

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

21.3.1 Entry

North Korea and North Vietnam enter the war the same turn as China and on the same side.

21.3.2 Capabilities

North Korea and North Vietnam each has one mobile land unit. These 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

On Turn 2, Yugoslavia joins the East Bloc.

21.5 Neutral Country Integrity

- A. Western Alliance forces may not invade neutral countries that possess neutral land units.
- B. Neutral country ports are not open to the naval units of either the Western Alliance or the East Bloc.
- C. 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

21.6.1 Surf-As

Surf-As, regardless of depletion status, may not pass through either the Suez nor Panama Canals, all other naval units may use the canals.

21.6.2 East Bloc in Suez Canal

For the first Naval Movement phase only, East Bloc 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.

21.6.3 Land Units

- A. Land units may freely enter the Suez and Panama Canals without any additional MP penalty.
- B. There is no defense benefit for defending in a Canal hex.

21.6.4 Western Alliance Pipelines

The Western Alliance may trace MS Pipelines through canal hexes if those canal hexes are friendly.

21.7 Western Alliance National Integrity

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

21.7.1 US Forces

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

21.7.2 NATO Forces

NATO forces may not leave Western nor Eastern Europe nor may they be built or rebuilt outside of Western Europe. The UK is not considered part of Europe for these purposes.

21.7.3 SEATO Forces

- A. SEATO mobile land units (Japan and India, if allied) may only enter hexes whose last two digits are between 32 and 48 inclusive.

- B. Japanese SEATO units may only be built or rebuilt in Japan.
- C. Indian SEATO units may only be built or rebuilt in India.

21.7.4 Israeli Forces

- A. The Israeli mobile land unit may not leave Israel. However, it may attack across the Israeli borders (although it may not advance after combat). If forced to retreat out of Israel, it is destroyed.
- B. 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

- A. For convenience, the East Bloc 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.
- B. There are five scenarios. 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.
- C. Optional Rules (23.0) can be added to the scenarios. These can be added at the discretion of the players. None of them is 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.
- D. 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 player always moves first. Follow the Sequence of Play, repeating its steps as many times as necessary to complete the number of turns indicated on the TRC.

23.0 OPTIONAL RULES

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 Setup

- A. Allow the East Bloc to deploy Russian mobile land units freely within the borders of Russia/ Eastern Europe.
- B. Allow the East Bloc to deploy naval forces at sea (on station) at the start of the game.
- C. The Western Alliance sets up first.

23.2 Variable Chinese Entry

There are two options:

- A. China joins the East Bloc at the beginning of Turn 2, or
- B. At the beginning of each turn, either side may elect to roll a die for Chinese entry, effective that turn.

Roll	China	India
1-4	No Effect	
5	East	West
6	West	Neutral

23.3 Armageddon Confrontation

- A. 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 (23.3.2-23.3.4).
- B. When full nuclear war breaks out, the game immediately ends and the side 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.)

23.3.1 Determining Confrontation Total

- A. Each side is provided with a set of chits numbered 1-9. In a confrontation situation, each side draws one chit, and may select the specific chit. Add these two chit numbers together to obtain the Confrontation Total.
- B. The Confrontation Total corresponds with a column on the Nuclear Confrontation Chart. The column provides percentage chance of total nuclear war breaking out.
- C. The attacker then draws another chit at random from a chit mix of 0-9. Consult the First Chit Draw column on the Nuclear Confrontation Chart. The corresponding number is then cross-indexed with the appropriate Confrontation Total column.
 1. If the result is NE, the procedure stops there and nuclear war is not considered to have broken out.
 2. If the result is E, the attacker 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 (including 0), total nuclear war is considered to have broken out and the game immediately ends.

23.3.2 Advance After Combat

- A. After a land combat in which the defender has been forced to vacate a hex, the attacker its intention to advance into the vacated hex. The defender then announces whether it is contesting the advance.
- B. If the defender does decide to contest the vacated hex, both players secretly draw one chit from their mixes and simultaneously reveal them. If the attacker has the higher numbered chit, it advances after combat, otherwise it may not advance.
- C. After the advance after combat has been resolved, players follow the procedure outlined in 23.3.1 to determine if total nuclear war has broken out.

Clarification: This rule also applies to Overruns.

23.3.3 Nuclear Strike

- A. When using this Optional Rule, add to the Order of Battle for the East Bloc two SSBNs in 2827, two SSBNs in 2240, and fifteen ICBMs to be deployed anywhere

within the USSR on non-Industrial Hexes.

- B. Add to the Order of Battle for the Western Alliance three SSBNs in 2113 and in 2006, eleven ICBMs to be deployed anywhere within the US on non-Industrial Hexes, and four Long Range SACs to be deployed anywhere on the map in Western Alliance territory.
- C. The ICBMs have an infinite range.
- D. The SSBNs have a range of six hexes.
- E. The SACs have an infinite range.
- F. The ICBMs and SACs are expended once they are used and may not be rebuilt.
- G. The SSBNs become depleted once they are used and must return to port to become undepleted. This is done by rebuilding an ICBM that will have the effect of undepleting the SSBN. SSBNs may only be used for missile strikes, they may never attack enemy naval units nor escort MS.
- H. The effect of a nuclear strike is to eliminate all units in the target hex (land and/or naval). If the target hex is an Industrial Hex, its industrial capacity is destroyed.
- I. When a nuclear strike is made, there is the possibility of retaliation and total nuclear war if the defender has ICBMs, undepleted SSBNs, or SACs. If this is the case, both sides 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, it may immediately retaliate on a one to one basis against any enemy target hex, land or sea). Next follow the procedure listed in 23.3.1 to determine if total nuclear war has broken out.
- J. Nuclear attacks may not be made against MS Holding areas.
- K. ICBMs and SACs are automatically eliminated if attacked by enemy land units.
- L. Nuclear Destruction Markers are passable by and units; after their initial function (destroying Industrial Hexes and units); merely denoting a destroyed Industrial Hex.
- M. Industrial Hexes destroyed by nuclear strike may be rebuilt.

23.3.4 Conventional Strike

- A. During the ICBM Strike Phase, the phasing side may launch conventional attacks using ICBMs, SSBNs and/or SACs. This type of attack affects only Industrial Hexes, ports, and Communications Hexes.
- B. Roll a die a Conventional Strike is launched.
 - 1. A 1-2 means that the target hex loses its specialized functions (i.e., a port no longer functions as a port, an Industrial Hex loses its industrial and supply capacity, and a Communications Hex functions like an Undeveloped hex) for the following player-turn.
 - 2. A 3-6 has no effect.
- C. For the first Conventional Strike, use the procedure in 23.3.1 to determine if full nuclear war has broken out.
- D. There is no retaliation for a Conventional Strike.

23.3.5 Tied Chit Draws

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

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

Each scenario represents a possible "what if" concerning a hypothetical Third World War on a basically non-nuclear level. The scenarios list the length in 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

Length: 20 Turns

Special Rules: All Special Rules

Recommended Optional Rules: 23.2.1

24.1.1 Western Alliance Orders of Battle and Deployment

24.1.1.1 Land Units

Country	Qty-Type	Hex(es)
US	1 x 2	2324
	1 x 1	1702, 2009, 2040, 2112, 2207
South America	1 x (1)	0513, 0515, 1017, 1316
Norway	1 x (1)	2623, 2926
Spain	1 x (2)	2222
Greece	1 x (1)	2126
Turkey	1 x (1)	2127, 2128
Iran	1 x (1)	1930, 2030
South Vietnam	1 x (2)	1538
Taiwan	1 x (2)	1839
South Korea	1 x (2)	2040
Japan	1 x 1	2142
	1 x (1)	2041, 2242
Australia	1 x (1)	0642
South Africa	1 x (1)	0626
NATO	1 x 6	2424
	1 x 4	2324
	1 x 2	2224
Israel	1 x 1, 1 x (1)	1928

24.1.1.2 Naval Forces

Hex	Type							
	Surf-A	Surf-B	SS	SSN	ASW	Amph	CD	MS
1639	2	1		2	1			
1702	1	2		1		1		
2006	1	1		1		1		
2113	1	2		1		1		
2125	2	5		1	1		1	
2323	1	2	1					
2422		4	1	1				
2423	1	2						

24.1.1.3 Naval Forces (Single Type)

Qty-Type	Hex(es)
3 x CD	2424
1 x CD	2126
1 x ASW	1619, 2022, 2142, 2522, 2721, 2824
1 x Surf-B	0642, 2041, 2142 2242
5 x MS	2006
4 x MS	2323
2 x MS	0824, 1028, 1521, 1731, 1732, 2221
1 x MS	1436, 1639, 1713, 2003, 2044, 2113, 2125, 2214, 2321

24.1.1.4 Units With Optional Rule 23.3

Hex/Location	Qty-Type
2113	3 x SSBN
2006	3 x SSBN
any non-Industrial Hex(es) within the US	11 x ICBM
on any friendly hex	4 x SAC

24.1.2 East Bloc Order of Battle and Deployment

24.1.2.1 Land Units

Country	Qty-Type	Hex(es)
USSR	1 x 8	2325
	1 x 4	2425
	1 x 2	2131, 2226, 2228, 2240, 2341, 2440
	1 x 1	2438;
Warsaw Pact	1 x (1)	2226, 2325, 2326, 2425

24.1.2.2 Naval Forces

Hex	Type							
	Surf-A	Surf-B	SS	SSN	ASW	Amph	CD	MS
2827		3	3	4	3		1	
2526		1	3		1		7	
2227		4	2		1	1	3	1
2240		4	2	2	1		3	1

24.1.2.3 Units With Optional Rule 23.3

Hexes/Locations	Qty-Type
2827, 2240	2 x SSBN
on any non-Industrial Hex(es) in USSR	15 x ICBM

24.1.3 Neutral Country Orders of Battle and Deployment

24.1.3.1 Land Units

Country	Qty-Type	Hex(es)
Cuba	1 x (1)	1712
Sweden	1 x 1	2525
	1 x (1)	2624, 2825
Yugoslavia	1 x (3)	2225
India	1 x 1	1833
	1 x (1)	1933, 1934, 1936
Egypt	1 x (2)	1927
Iraq	1 x (1)	1929
Syria	1 x (1)	2028
Pakistan	1 x (1)	1832, 1932
North Vietnam	1 x 1, 1 x (2)	1738
North Korea	1 x 1, 1 x (2)	2140

Country	Qty-Type	Hex(es)
China	1 x 3	2239
	1 x 1	2339
	1 x (1)	1838, 1937, 1939, 2034, 2139, 2238, 2334, 2339, 2340, 2439

24.1.3.2 Naval Forces

Country	Qty-Type	Hex
India	1 x Surf-B	1735

24.1.4 Victory Conditions

The winner is the side controlling the most functioning Industrial Hexes, all linked in a supply net (i.e., the Industrial Hexes can be tied together with supply lines). Each conquered Industrial Hex earns 1 VP.

24.1.5 Using Optional Rule 23.3

If using Optional Rule 23.3, us all the optional rules except 23.2.1. 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

Length: 20 turns

Special Rules: Do not use rules 21.4 and 23.2.

24.2.1 Orders of Battle and Deployment

Use those from the Standard Scenario.

24.2.2 Ally Determination

- 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, each side draws for each nation that could be a possible ally. Draw separately for each nation on the list.
Example: If the US draws a 7 for India, that nation would be part of the US Bloc at the start of the game.
- Neutral countries have their neutrality violated (and are thus driven into the arms of the non-violating Bloc) per the Standard Rules.

24.2.2.1 US Bloc

US (including Canada and Britain)

24.2.2.2 Soviet Bloc

USSR, Eastern Europe

24.2.2.3 Possible US Allies

Nation	Neutral	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

Nation	Neutral	US Bloc
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

24.2.2.4 Possible Soviet Allies

Nation	Neutral	Soviet Bloc
China	0-5	6-9
North Korea	0-6	7-9
North Vietnam	0-7	8-9

24.2.3 Victory Conditions

The bloc with the most linked, producing Industrial Hexes wins.

24.3 Land Mini-Game

Game Length: 8 turns, starting on Turn 13

Recommended Optional Rules: None.

24.3.1 Special Rules

- The East Bloc is considered to have gained control of Western Europe, Spain, Denmark, Greece, and Turkey.
- The Western Alliance still has control of Norway.
- China, North Korea, and North Vietnam are allied with the East Bloc. They are considered to have gained control of South Korea, South Vietnam and Singapore.
- The East Bloc has no naval units deployed; thus they have no Naval Stage.
- The only portion of the Production Stage that either side uses is the Reinforcement phase.
- The Western Alliance does have a Naval Stage, but has no naval units other than MS and Amph.

24.3.2 Western Alliance Orders of Battle and Deployment

Western Alliance deploys these units as desired, with land units deployed in friendly territory.

Qty	Type	Qty	Type
48	MS	20	Amphib
4	Port*	4	Supply
12	US land SP		
* may be stockpiled rather than deployed			

24.3.3 Other Units

Land units of Norway, South America, Iran, Taiwan, Japan, Australia, South Africa, and Israel use the deployment and Order of Battle from the Standard Scenario.

24.3.4 East Bloc Orders of Battle and Deployment

- Freely deploy in friendly or conquered territory: 10 Supply, 55 USSR land SPs.
- Freely deploy Chinese units from the Standard Scenario within Chinese-controlled territory.
- Warsaw Pact, Yugoslavia, North Korea and North Vietnam Orders of Battle deploy per the Standard

Scenario.

24.3.5 Neutral Countries

Deploy per the Standard Scenario.

24.3.6 Victory Conditions

The Western Alliance must gain control of three East Bloc controlled Industrial Hexes. If the Western Alliance fails, the game is a victory for the East Bloc.

24.4 Naval Mini Game

Length: 6 turns

Recommended Optional Rules: None

24.4.1 Special Rules

- Use 21.1.1 - 21.1.5, 21.6.
- No land units are used in this scenario.
- The East Bloc controls hexes 2126 and 2127 at the end of Turn 1, all of Italy and Denmark at the end of Turn 2, all of Western Europe and South Korea at the end of Turn 3, and all of Spain (including hex 2022) at the end of Turn 5.
- Neither side receives reinforcements.

24.4.2 Orders of Battle And Deployment

All naval units (including ASW) per the Standard Scenario.

24.4.3 Victory Conditions

The East Bloc must destroy at least twice as many Western Alliance units as it loses, and destroy at least 15 MS. 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

- This is a three player scenario. The blocs are:

Player	Bloc	Countries
1	Russian	USSR, Eastern Europe.
2	Chinese	China, North Korea, North Vietnam
3	US	US, Western Europe, Norway, Iran, South Vietnam, Taiwan, South Korea, Israel, Australia

- Use the same Orders of Battle 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.
- Do not use rules 21.1, 21.4, and 23.2.

24.5.1 Neutral or Possible US Allies

Nation	Neutral	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

24.5.2 Neutral or Possible Soviet Allies

Nation	Neutral	Soviet Bloc
Iraq	0-7	8-9
Syria	0-6	7-9

24.5.3 Victory Conditions

- A. The side controlling the largest ratio of conquered Industrial Hexes to starting Industrial Hexes wins.
Example: If China occupies one Industrial Hex, the ratio would be 1:2.
- B. The winner must control all of its starting Industrial Hexes.

24.6 1984 Scenario

This is a three-player scenario with the same Orders of Battle and length as the Standard Scenario.

Recommended Optional Rules: 23.4

24.6.1 Special Rules

- A. There are three power blocs.
- B. Below is the list of each country for the three blocs.

Player	Bloc	Name	Territory
1	Eastern	Eurasia	USSR, Eastern Europe
2	Asian	Eastasia	South Vietnam, Taiwan, South Korea, Japan, China, North Korea, North Vietnam.
3	Western	Oceania	US, Western Europe, Norway, Greece, Turkey, Iran, South America, South Africa, Israel, Australia, India, Pakistan, Iraq, Syria, Egypt

- C. Do not use rules: 21.1 - 21.4, 21.5.A, 23.2. or 23.3.

24.6.2 Victory Conditions

- A. The side controlling the largest ratio of conquered Industrial Hexes to starting Industrial Hexes wins.
Example: If Eastasia occupies one Industrial Hex, the ratio would be 1:2.
- B. The winner must control all of its starting Industrial Hexes.

25.0 GAME NOTES

25.1 Player's Notes

25.1.1 Western Alliance

The worst thing that the Western Alliance can do at the beginning of this scenario is to fight: The East Bloc is going to have overwhelming superiority for at least the first four 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 to conquer Scandinavia. The Middle East, particularly Iran, might be worth defending depending upon what the East Bloc does. Remember, the

value of the oil area in Iran will be decreased considerably because of the Russian takeover 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 wants Iran badly enough, it 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 Setup option has been used, this could prove difficult.

The first few turns of the naval part of this scenario will go much like the land war. The East Bloc will be unstoppable. Until Turn 4, when the Surprise Rule expires, the only offensive action that the Western Alliance should consider is Transit Attacks. One thing that the Western Alliance must do is form escort with their MS, 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 and try to blockade it to prevent Russian fleets from escaping into the open sea. It may 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 only two types of units you should build from scratch: land SPs and Amphibious units. Generally, the only types of naval units you should build or rebuild are MS and Amphibious units. After the first few turns, there will be a wealth of destroyed MS 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 undepleted Surf-As and ASWs. This is done because the most effective countermeasure available to the Western Alliance against the East Bloc SSNs is the Transit Attack.

Overall strategy for the Western Alliance is pure defense for the first four to six turns. After this point, the Western Alliance should start building up its land and Amphibious forces with the view of eventually returning to Europe. The East Bloc will outnumber the Western Alliance in total land SPs, 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 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, as long as losses are kept down, because it will keep the East Bloc off balance and shifting its reserves, wondering if this raid is the actual invasion.

25.1.2 East Bloc

Land strategy for the first four turns is 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 foothold 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 East have stabilized, prepare for the eventual return of the Western Alliance forces to Europe. Europe itself should be heavily garrisoned, particularly any port. Any other area where the Western Alliance could seize a port should also be 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 Turn 5 in any event.

As far as production is concerned, the East Bloc should build nothing but land SPs, with the possible exception of CDs. 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.

25.1.3 General Notes

The optional rules can be used to create some interesting variations. If Free Russian Setup is used, the East Bloc should commit a fairly sizeable force to the Far East; this way it will stand a good chance of taking Japan. Perhaps the best optional rule to use is Variable Chinese Entry. The East Bloc 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 turns, with no true victor. The fairly elaborate setup routine of the game is the "punishment" for nuke-happy players who can't restrain their impulse to blow the world away.

25.2 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 **World War 3: 1976-1984 (SPI)**

s/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, 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 turn.

When playing the Standard Scenario or a mini-game, 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 counterreaction situations.

Play one phase at a time. Pretend that you are 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 a 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*. Terrain was categorized according to the availability of strategic transport, consisting of rail 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 not particularly difficult, in themselves, 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 a major power's conventional forces.

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 (i.e., non-nuclear). To show why this is so, we included nuclear provisions in the game. We also included an automatic escalator, making any use of nuclear weapons capable of bringing about a worldwide 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 WW III would be quite unlike WW II. The most likely and most unfortunate possibility is that - WW III may truly be the "last" World War.

26.0 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

Copyright © 1975, Simulations Publications, Inc., New York, N.Y.

2023 Rules Revisions: Jonathan Warshay