

SCENARIOS & VARIANTS

WAR IN THE WORLD

An Interface for War in the Pacific and War in Europe, Part III

by Thomas B. Stoughton

I originally instigated the publication of this thing to spare myself the horror of actually having to do a full-blown development of a War in the World Expansion Kit. Perhaps the cure is worse than the

disease. Only kidding Thomas...it's just that it's so looong. Many of you have rated this series low. Please drop me a line and give me a short but ex-

PLICIT rundown of your feelings about War in the World in particular and such article-series in general.

-RAS

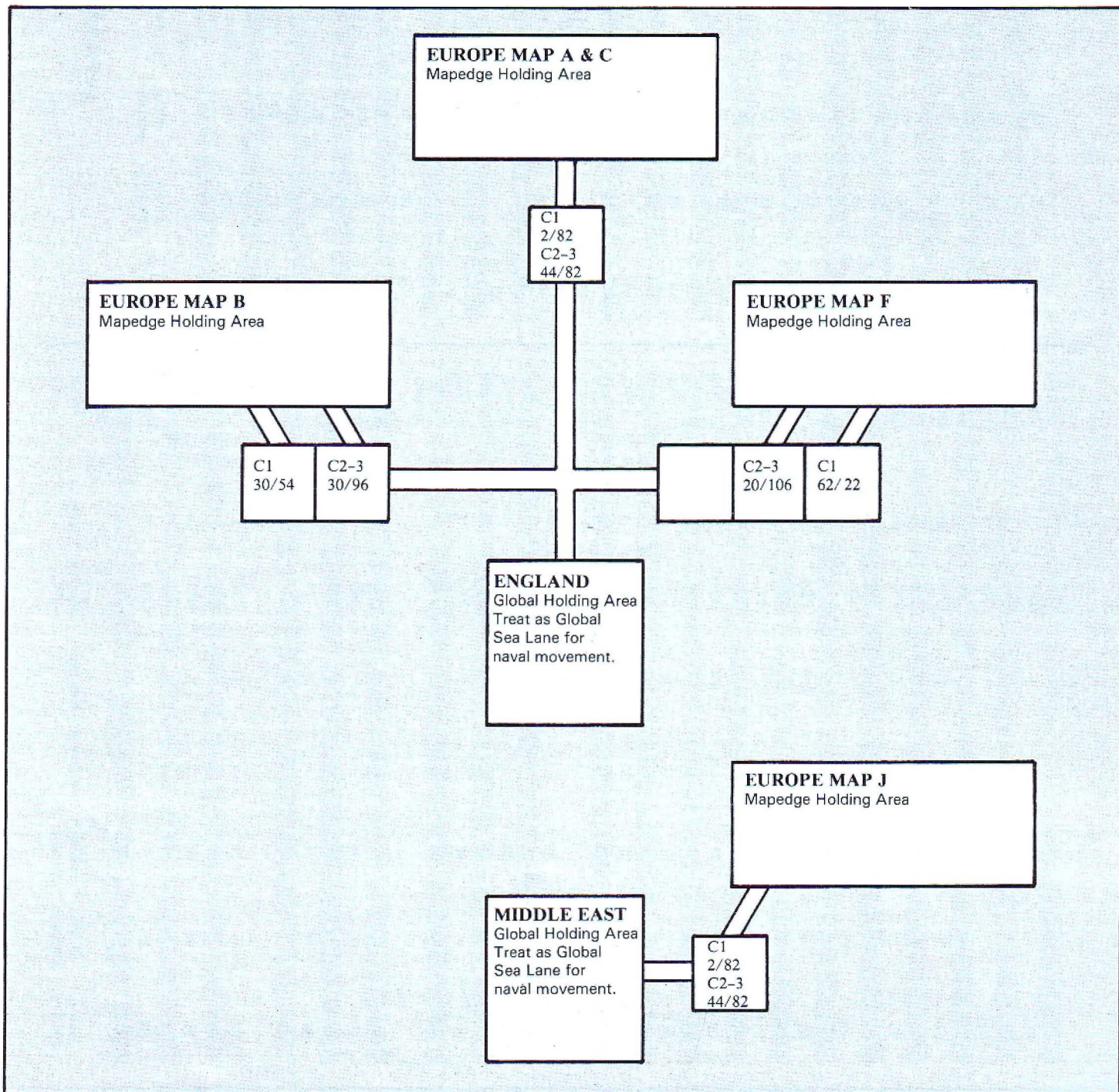


TABLE VI. AIRCRAFT AVAILABILITY CHART

Name	Role	Air Combat	Anti-ship	Bombard	Normal Range	Extended Range	Transfer Range
<i>Commonwealth</i>							
Wellington	B	(5M)	1	5/1	45	66	139
Whitley	B	(4M)	2/1	4/1	58	82	180
Hampden	B	(3M)	2/1	2/1	30	43	120
Blenheim	B	(4M)	1	2/1	36	52	110
Sterling	B	(6L)	3/1	5/1	20	29	170
Halifax	B	(7M)	3/1	6/2	35	49	210
Manchester	B	(6M)	3/1	6/3	29	40	90
Lancaster	B	(6M)	3/1	7/2	40	58	230
Mosquito	FB	(5M)	2	3	36	-	126
Mosquito	F	6H	-	-	48	60	126
Ventura	B	(6M)	3	2	32	-	130
Battles	B	(1L)	1	1	30	-	63
Lysander	FB	(1L)	1	1	6	-	38
Lysander	F	1L	-	-	12	-	38
Gladiator	F	1L	-	-	10	-	22
A-20	B	(4M)	3/1	4/2	30	40	84
B-25	B	(5M)	2/1	4/1	40	74	155
Hurricane	FB	(3L)	2	2	6	-	38
Hurricane	F	4M/3M	-	-	12	18	38
Beaufighter	FB	(3L)	3	2	18	-	125
Beaufighter	F	5M	-	-	27	48	125
Spitfire	F	6H	-	-	15	30	63
Typhoon	FB	(4M)	3	2	7	-	40
Typhoon	F	5M/4M	-	-	14	20	40
Tempest	FB	(5M)	3	2	10	-	48
Tempest	F	6M/5M	-	-	19	29	48
Albacore	T	(1L)	6/-	-	15	27	57
Fulmar	F	3M	-	-	24	30	63
Swordfish	T	(1L)	6/-	-	16	31	65
F4F	F	5M	-	-	25	40	84
SBD	D	(4M)	6/3	3/2	24	42	88
Seafire	F	6M	-	-	15	20	42
TBF	T	(5M)	6	-	48	-	101
TBF	B	(5M)	-	3	48	-	101
F4U	FB	(4M)	3	3	24	-	147
F4U	F	7M	-	-	55	70	147
F6F	FB	(3M)	3	3	24	-	147
F6F	F	6M	-	-	55	70	147

Name	Role	Air Combat	Anti-ship	Bombard	Normal Range	Extended Range	Transfer Range
<i>French</i>							
De-520	F	5M	-	-	20	54	112
MS-406	F	4M	-	-	18	24	52
Bloch-210	F	4M	-	-	18	-	42
MB-131	B	(3M)	2	2	20	36	76
Bloch-210	FB	(3L)	1	2	12	-	42
Ln-40	D	(3L)	5	2	12	-	28
<i>Soviet</i>							
Pe-2	B	(2L)	2	2	18	-	42
I-15	F	2L	-	-	18	24	56
Sturmovik	D	(6L)	3	4	30	-	63
La-Yak	F	6M	-	-	20	30	63
TU-SB	B	(4M)	1	5/2	24	54	113
<i>Italian</i>							
SM-79	B	(4M)	2/1	3/1	30	50	100
SM-79	T	(3L)	6	-	25	-	100
BR-20	B	(4M)	2/1	2/1	18	50	100
SM-7S	R	(6M)	-	-	60	-	100
C-42	F	2L	-	-	18	24	50
C-50	F	4M	-	-	30	36	80
<i>German</i>							
Do-17	B	(3M)	2/1	2/1	20	32	70
Do-17	T	(3L)	7	-	20	-	70
Do-217	B	(4M)	2/1	4/2	48	56	120
Do-217	T	(4L)	7	-	48	-	120
He-111	B	(4M)	2/1	3/1	18	26	60
He-117	B	(5M)	2/1	3/1	18	26	60
Ju-88	B	(5M)	2/1	4/2	20	32	110
Ju-88	F	5M	-	-	40	50	110
Ju-188	B	(5M)	2/1	5/2	20	36	80
Ju-87	D	(6L)	6/3	5/3	23	36	80
Hs-129	D	(5L)	6/3	5/3	18	30	70
Me-109	F	6H	-	-	15	20	52
Me-110	F	6M	-	-	20	45	96
Me-110	FB	(3L)	3	3	12	-	96
Fw-190	F	8H	-	-	40	52	120
Fw-190	FB	(4M)	3	3	20	-	120
Me-210	F	6M	-	-	26	54	112
Me-410	F	6M	-	-	75	-	160
Me-262	F	10H	-	-	15	-	32
Ju-52	C	(1M)	-	-	50	-	110
V-1	M	(9L)	-	7	10	-	-
V-2	M	-	-	10	16	-	-

TABLE VII. WIE Reorganization Chart

Parent Unit	Component Units	Supply Point Cost to Recombine
GE 6-5	3×2-5	100
GE 6-3	3×2-5	30
GE (5)-1	2×2-5	0
GE 7-5	3×2-5 airborne	30
GE 8-8	3×2-8	100
GE 10-8	2×2-8, 3-8	200
GE 11-8	3×2-8	1600
GE 13-8	2×2-8, 3-8	2000
SU 9-6	3×3-5, 1×2-5	200
SU 8-6	1×3-5, 3×2-5	200
SU 5-5	1×4-4	300
SU 4-4	3×1-4	100
CW 8-10	3×3-10	80
CW 9-10	3×3-10 airborne	30
CW 9-8	3×3-8	200
US 8-10	3×3-10	80
US 9-10	3×3-10 airborne	30
US 9-8	2×3-8, 3-10	200
US 11-8	3×3-8	300

WIE Unit Rebuilding Cost Chart

Unit (BG)	Cost in Supply Points
Infantry Div	150
Static Div	50
Airborne Div	100
Mech Div	250
Armored Div	350
SS Mech Div	300
SS Arm Div	400
'42 Arm Div	400
Infantry Corps	200
Gds Inf Corps	300
Mech Corps	400
Tank Corps	350

TABLE VIII. Ground Unit AFV Capacity

Nation	Unit	AFV Cap
German	13-8	20
	11-8	12
	10-8	16*
	8-8	10
	3-8	16
Soviet	8-6	22
	9-6	18
	2-5	6
	3-5	4
French	6-6	16
	2-6	16
	3-6	6
	1-6	6
CW, US, FF	11-8	32
	9-8	30
	3-8	10
Others	4-6	16
	1-6	6

Note: reduced units have their AFV capacity halved. * 32 until French surrender.

TABLE IX. German Production Cost Chart

Naval Units	Cost	Cycles
CV	11	24
BB	23	42
CA	6	32
CL	5	26
DD	3	11
SS	2	9
MS	5	3
AMS (MS cadre)	2	6

Air Units

Bmr Air Blk	10	12
Ftr Air Blk	6	8
Tac Air Blk	8	8
Trans Air Blk	9	8

Ground Units

6-5	6	12
6-3	6	6
(5)-1	4	6
2-3	4	6
7-5	9	12
8-8	8	12
10-8	11	12
3-8	5	6
11-8	13	12
13-8	16	12
LTU	3	12
RR	10	6
(2)-5 Eng	3	6
FLAK	6	6
BF	8	12
AFV Blk	8	4
SB/Gnd Phase	1	-

US Production Cost Chart (additional)

AFV Blk	2	4
10 SB's	1	-

Soviet Production Cost Chart

Naval Units	Per	ARM	Cycles
CV	3	14	24
BB	2	16	42
CA	2	5	32
CL	1	3	26
DD	1	2	11
SS	1	2	9
MS	2	4	3

Air Units

Sov Air Blk	1	15	8
-------------	---	----	---

Ground Units

4×1-4	2	1	1
2×1-4 airborne	2	2	3
4×2-5	1	2	4
4×3-5	1	3	4
4×(1)-10	1	5	2
2×10-1-10	3	15	4
4×1-3	1	4	1
4×RR	1	5	2
LTU	1	2	2
AFV Blk	1	10	6
BF	1	10	12
SB/Gnd Phase	1	-	-
SB/Gnd Phase	-	1	-

TABLE XI. Navalyards

German	Hamburg
England	Liverpool
France	Toulon
Soviet	Leningrad
US	East Coast
Italy	Genoa

Air Point Training Schedules

Block Type	Trained Unit	Trained Repl	Untrained Unit	Untrained Repl
GE Bmr Block	12(0)	10(4)	8(5)	6(5)
GE Ftr Block	8(0)	6(2)	5(0)	4(3)
GE Tac Block	8(0)	6(4)	5(2)	4(4)
GE Trans Block	8(0)	7(0)	6(0)	5(3)
SU Block	8(0)	6(1Per)	5(0)	4(1Per)

TABLE X. Initial Naval Deployments**BRITISH**

Until Italy becomes active, the following minimum deployments must be met at the beginning of each ground phase:

Alexandria: 4BB 1CV 6CL 10DD 6SSF

ME Box: 3CL 2DD

Port Said: 1CL

Malta: 1DD

Gibraltar: 1BB 1CL 5DD

Until Japan becomes active, the following minimum deployments must be met at the beginning of each ground phase:

Singapore: 1BB 1BC 3CL 3DD

Ceylon: 1BB 1CA 2DD

Sidney: 1CA 3CL 1DD

Auckland: 1CL

Hong Kong: 1MS

Rangoon: 1MS

Calcutta: 2MS

Otherwise unrestricted deployments:

EC Box: 2CA

G-offmap: 2CA 2CL

AC Box: 2CA 1BB 1CV

Ceylon: 2CA 1CVL

Bombay: 1BB 1CVL

L-offmap: 1BB 1CVL

Y-offmap: 1CA

Home ports: 2BB 2BC 1CV 10CA 31CL
59DD 2SF 7DE 1MN 52SSC

Anywhere: 37MS

FRENCH

Until Italy becomes active, the following minimum deployments must be met at the beginning of each ground phase:

Oran: 2BB 2BC 1CV 3CL 5DD 1CVE
6SSC

Toulon: 4CA 10DD 14SSF

Algiers: 3CL 3DD 2DE

Bizerta: 4DD 18SSC

Sousse: 2SSC

Alexandria: 1BB 3CA 1CL 4DD

Beirut: 6SSC

Otherwise unrestricted deployments:

Home ports: 2BB 8CL 1DE 14DD 26SSF

Anywhere: 18MS

ITALIAN

Spezia: 1BB 4DD 18SSF

Trieste: 2DD 4SSF

Naples: 1BB 4CL 6DD 10SSC

Messina: 4CA 3CL 8DD 1MN

Palermo: 4DD 16SSC

Tripoli: 2DD

Tobruk: 4DD 8SSF

Lindos: 2DD 8SSC

Taranto: 2BB 4CA 5CL 12DD 22SSF

Genoa: 3CL 20DD

ME Box: 3DD 8SSF

Anywhere: 21MS

SOVIET

Leningrad: 2BB 2CA 1CL 5DD 60SSC

Sevastopol: 1BB 1CV 1CA 3CL 3DD

1CVL 32SSC

Murmansk: 6DD

Far East: 72SSC

Anywhere: 14MS

GERMAN

S-offmap: 1CA(5)

Stettin: 2BB 2CA 1CL 6DD

Keil: 2BC 2CA 6DD 15SSF 20SSC

Wilhelmshaven: 2CL 1DD

Hamburg: 3CL 3DD

Anywhere: 20MS 36SSC

US

Pacific: Use exact WIP deployments

EC Box: 6BB(-42) 3CV(4,5,7) 5CA(-45)

8CL(-50) 44DD(1's)

DUTCH

Pacific: Use exact WIP deployments

Amsterdam: 2CL 1CD 11SSC 18MS

All other navies must deploy in any home port. In addition to the ships listed in Table V, these navies also possess sub points and merchant shipping as follows:

Denmark: 7MS 12SSC

Spain: 5MS 11SSC 3SSF

Sweden: 9MS 16SSC

Poland: 1MS 2SSC

Turkey: 3MS 4SSC 2SSF

Norway: 29MS 9SSC

Greece: 7MS 6SSC

Rumania: 3SSC

Finland: 2MS 5SSC

Yugoslavia: 4SSC

INITIAL AIR DEPLOYMENTS**BRITISH**

1 Division, 5 Wings, 5 Groups

22 Battles

14 Blenheims

10 Wellingtons

13 Whitleys

13 Hampdens

8 Hurricanes

10 Lysander

30 Gladiators (Car Trnd)

FRENCH

1 Division, 1 Wing

40 MS-406

20 Bloch-210

20 MB-152

5 Ln-40

SOVIET

2 Forces, 5 Wings

60 Pe-2

300 I-15

POLISH

8 Groups

25 Pe-2

45 I-15

ITALIAN

1 Force, 4 Wings, 5 Groups

50 SM-79

148 C-42

50 BR-20

74 C-50

70 SM-75

GERMAN

5 Forces, 2 Divisions, 5 Wings, 10 Groups

50 Ju-52

63 He-111

94 Ju-88

4 Do-17

40 Ju-87

140 Me-109

34 Me-110

INITIAL AFV DEPLOYMENTS**GERMAN**

105 Pz-I

80 Pz-III

110 Pz-II

29 Pz-IV

Fantastic Reality [continued from page 7]

Seventh, the game should suggest means by which players articulate an inherent morality or value structure.

Eighth, all gods should be left out. They are dogmatic expressions of elements implicit in Fantasy as an art form, and they suffer from the same pointlessness within Faerie as do traditional Clerics.

Finally, fantasy games seem to me to have very different needs than conflict simulation games. *Nomad Gods*, *S&S*, and *War of the Ring* all utilize a conflict model; even the original *D&D* was, apparently, conceived of as a war game. An appropriate fantasy model should be relatively more suggestive than definitive, and aim not at teaching a lesson or imparting information, but at

structuring an experience and encouraging the player's imagination to complete what the game system purposely leaves unfinished. Basically, a fantasy model should set a stage, or provide the props; the players will create the plot and act it out.

Bibliography

Campbell, Joseph. *The Hero with a Thousand Faces*. (Pantheon: New York) 1949.

Eliade, Mircea. *The Forge and the Crucible*. (Harper & Row: New York) 1971.

_____. *Images and Symbols*. (Harvill Press: New York) 1969.

_____. *Myth and Reality*. (Harper & Row: New York) 1963.

_____. *Myths, Dreams, and Mysteries*. (Harper & Row: New York) 1967.

_____. *Patterns in Comparative Religion*. (Sheed & Ward: New York) 1958.

Jung, Carl G. *The Archetypes and the Collective Unconscious*. (Pantheon: New York) Bollingen Series, Vol. IX, #1.

_____. *Symbols of Transformation*. (Pantheon: New York) Bollingen Series, Vol. V.

Tolkien, J.R.R. *Tree and Leaf*. (George Allen & Unwin: London) 1977.

Toynbee, Arnold. *A Study of History*. (Oxford University Press: London) Revised & Abridged Edition, 1972. ■■