

# WWII

- Re-creates the entire war
- Amphibious assaults, paratroops, partisans
- Optional rules include three-player version

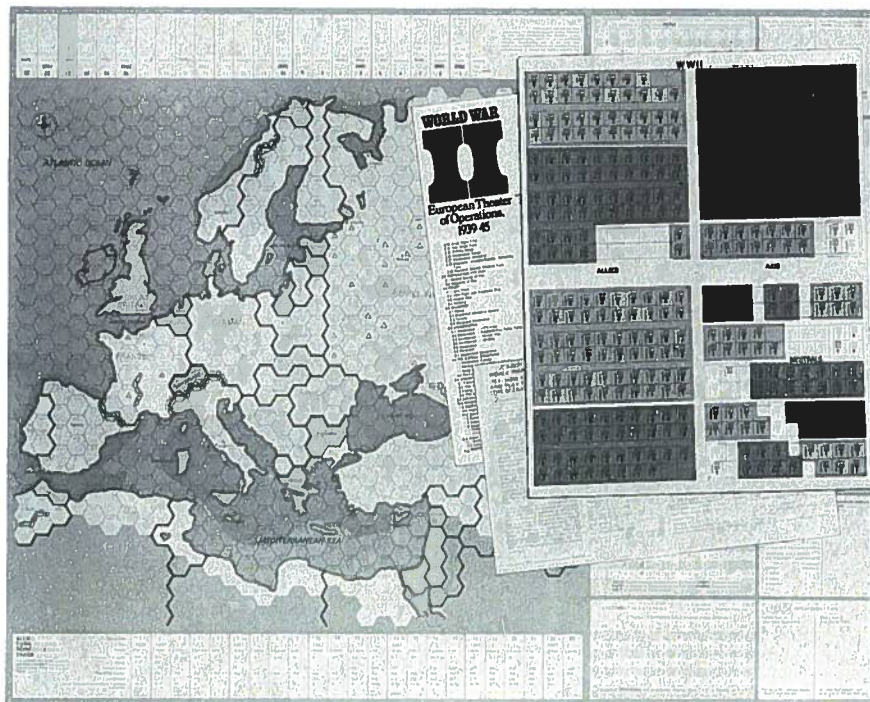
## European Theater of Operations, 1939-45

*World War II* is a strategic simulation, on an army/corps level, of the European, North African, and Middle Eastern campaigns conducted between 1939 and 1945. Although the simulation is primarily of the land conflict the secondary influence of naval and air power is also realistically dealt with. The *World War II* design covers the entire war in seasonal turns. Optional scenarios allow Players to begin the game in either 1939, 1940, or 1941 and continue play until the war's conclusion in mid-1945. Special and optional rules recreate the exact historical conditions of each war year and allow Players to increase the complexity of the game as they gain play experience.

The 22" x 28" color mapsheet portrays those areas of Europe, Africa, and Asia where most non-Pacific World War II operations were conducted. On the mapsheet, each hex represents a distance of 120 miles. Each *World War II* Game-Turn represents the passage of a three-month season. The die-cut counters provided have been color coded to differentiate twenty-one national armies which the war involved either as neutrals or belligerents.

Each *World War II* Game-Turn consists of three Movement Phases (Initial, Mechanized, and Rail and Naval), a Combat Phase, a Reorganization Phase (in which Combat Strength Points are broken down or combined into corps or army sized combat units), a Reinforcement and Replacement Phase, a Partisan Creation Phase, and (for the Allied or Russian Player only) a Resource Computation Phase (in which the Russian ability to replace combat losses is computed on the basis of the extent of the German occupation of Russian territory). Within this comprehensive play sequence many innovative and refined design concepts have been incorporated to allow Players to simulate the world conflict with a minimum of mechanical complexity. To the greatest possible degree, SPI's design experience has been utilized to produce a truly strategic game that retains the elusive but all important balance between realism and playability.

*World War II* contains a great many unique design features which strive toward giving Players an unprecedented level of game-play decisions to choose from. At the focus of the game, the German Player must always deal with the threat of a two-front war. In the 1939 Scenario, the Blitzkrieg across Poland can be easily recreated but immediately the German Player is face with the enormous strategic question of whether to continue eastward against Russia or reverse direction and attempt to eliminate the "back door" threat posed by Britain and France. Further into the war the German must decide whether to pursue a Mediterranean strategy to take Gibraltar



and Suez (negating Allied Naval Transport in the Mediterranean) and the oil resources of the Middle East, or to strike England directly by means of a cross-Channel invasion. Throughout the game the German Player must also decide how to utilize accruing Reinforcement and Replacement Points which may be channelled into the production of infantry, mechanized, or paratroop combat units, or may be used to produce a German Amphibious Transport capability for the amphibious invasion of England. On the Allied side also, strategic opportunities arise. If the Germans prematurely move east, the Allied Player while conducting the defense of Russia will have the chance to strike into Germany from the West. The Russian situation itself is so intriguing that *World War II* has been designed as either a two or three Player game. In the two-player version the Allied Player commands the Russian forces and Soviet intervention is determined according to German conduct. The Soviets may be either on a "peace footing" (Russian intervention has not been triggered and no Soviet units have been attacked), engaged in a "limited war" (Soviet units outside of Russia have been attacked but no attacks have been launched across the Russian border), or escalated into "full production" (which automatically occurs if the Germans violate the Soviet border). In the three-player game, the Soviet Player is entirely free to make his own strategic decisions — declaring war at his option and cooperating with the Allies as he sees fit. In both games Soviet Reinforcement and Replacement Points accumulate according to the Soviet's political posture, control of

the Soviet Resource Centers, and the availability of Allied Lend-Lease aid (which the German Player must attempt to hinder by occupying supply routes through Archangel, the Persian Gulf, and Siberia).

At the operational level *World War II* rules cover overrun combat, supply, rail movement, naval and amphibious transport and assault, air defense and interdiction of troop convoys, weather effects, airdrops, the mechanization of American and British units in early 1943, differing national OB's reinforcement schedules, national operational doctrine (simulated by differing stacking limitations), and Italian participation. Special rules (used according to the scenario directions) cover partisan activity, the partition of Poland, Free and Vichy French forces, British garrisoning of Malta and Gibraltar, the conduct of Neutral and Minor countries, Axis garrisons in Russia, Finnish participation and Italian surrender. These Special and Optional rules allow the *World War II* game to simulate every major historical occurrence which directly affected the course of the Second World War.

The 1939, 1940, and 1941 Scenarios allow Players to choose both the length and the scope of a game. The 1939 Scenario played to conclusion in mid-1945, is a game of more than twenty Game-Turns which lasts an average of 5-6 hours. The 1940 and 1941 Scenarios allow for significantly shorter games.

*World War II* is a game of broad scope and depth that is, nevertheless, highly playable. Available (boxed) from Simulations Publications for \$7.00.