

Save 20%

War in the West

- The largest game ever produced!
- Three-color map in nine 22" x 34" sections: over 46 sq. ft.
- 2,000 land, air and naval unit counters.
- 300-Turn Campaign Game and five Scenarios.

September 1st, 1939: German troops attack across the borders of Poland. Within a few days, France and Britain declare war in Poland's support. These events mark the beginning of the largest and most destructive war in human history. Within a month Poland surrenders, crushed by the German armed forces. France and Britain maintain a defensive policy, hoping that their economic blockade will produce a bloodless victory. They are mistaken, for in the Spring of 1940, the German blitzkrieg strikes again, overrunning France and the Low Countries, driving the British from the Continent, and forcing a French capitulation. Five long, hard years of total war will follow, as both sides struggle for mastery of land, sea and air across the length and breadth of Europe.

War in the West is a corps/division level simulation designed to recreate these massive battles. The basic mechanics of the game are identical to those of SPI's popular *War in the East*. However, many clarifications and additions have been made to improve an already successful game system. The nine 22" x 34" map sections (46 square feet of map) cover an area from the top of the North Cape of Norway to the Libyan desert and the Middle East, and from the British Isles to the city of Stalingrad. Each hex represents 33 kilometers of actual distance and each Game-Turn represents one week of actual time (the same game scale as *War in the East*). 2000 die-cut counters, printed front and back, representing the armed forces of over 20 nations, are provided, as well as numerous other components to aid in the play of the game.

The most striking physical feature of the game is the map. The nine three-color map sections, depicting the entire *European continent* allow the owners of *War in the East* to use the counters and rules from that game to play on these revised and updated maps, and even integrate the components of both games to simulate the entire European War.

German production is another feature of the game. When playing any of the campaign scenarios, the German Player has the ability to choose which units to build. Production is handled in four-week segments and units are produced by allocating Production Points which are re-

ceived each Production Segment. The number of Points received varies to reflect changes in the German economy and the battlefield situation. Oil is the crucial limiting factor, since the Germans never have enough. The German Player must decide whether it is better to build costly "strategic" weapons, such as U-Boats and Air Points (in hopes of delaying Allied reinforcements), or cede the Allies control of the sea and air while concentrating on ground combat units. Even among the ground combat units themselves there are choices to be made: whether to build fewer, very valuable units (mechanized, airborne or SS) or less valuable units in greater quantity (standard infantry and static divisions). Provisions are also made in the system for the use of conquered countries' industry and for the capture of certain geographical objectives, such as the oilfields of the Middle East. Production can also be affected by the Allied bomber offensive, with rules provided to determine the specific type of target hit, as well as the effects of these attacks.

To a great extent, the outcome of the *War in the West* depended on such strategic air and naval operations. These are represented in the game by a simple Air Point system and extensive Sea Move-

ment Rules. Also provided are rules for Allied Naval Gunfire and Fleet Interdiction, as well as rules for the effect of enemy air units on sea movement.

Supply rules have also been expanded, with different supply sources for the different nationalities of units. Multiple Weather Zones are outlined on the map, with a variety of effects to represent the problems of warfare under normal, mud and snow conditions over widely scattered areas. To help govern the actions of various neutrals and belligerents under the shifting fortunes of war, a complete set of Political Rules is also provided.

There are five scenarios: Poland, France 1940, North Africa, Italy and France 1944. There is also a Campaign game of over 300 Game-Turns in length. Each scenario is provided with the historical placement of the units involved, as well as provisions for free deployment. In addition, the scenarios can be used as a starting point for a Campaign game covering the remainder of the war. The Campaign game allows the players to "correct" the mistakes of history and follow an endless number of alternate strategies.

Now you can have *War in the West* for only \$24, by ordering on the Special Order form in this issue.

